



FIRST INTERNATIONAL TEAM TOURNAMENT 1977

**WORLD COUNCIL OF JU-JITSU ORGANISATIONS**  
**SPORT JU-JITSU & GRAPPLING**  
**Tournament Rules**



**THE OFFICIAL RULES GOVERNING  
THE WCJJO WORLD JU-JITSU CHAMPIONSHIPS**

**AMENDED OCTOBER 2015**

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# PART 1 – WORLD JU-JITSU CHAMPIONSHIPS

## ARTICLE 1 ELIGIBLE COMPETITORS

- 1.1 **WCJJO Membership** – All competitors must belong to a member or provisional member association of the World Council of Ju-jitsu Organisations (WCJJO), in good standing of their respective association and be of amateur sport status. Competitors must have attained a rank or grade equivalent to:
- a) Sport Ju-jitsu – a minimum senior Ju-jitsu grade of 2<sup>nd</sup> Kyu with three years training in Ju-jitsu
  - b) Grappling Ju-jitsu – a minimum senior Brazilian Jiu Jitsu grade of Purple Belt
- 1.2 **Persons of an equivalent grade** standard from other related martial arts that include training and possess competency in each of the areas covered by these rules and belong to a member or provisional member association of the WCJJO, in good standing of their respective association, may be accepted to participate in the competitions of the WCJJO.
- 1.3 **Citizenship** and positive proof of domicile will dictate the country the fighter represents subject to article 3.5.5 (mixed country team). Documents such as a passport and drivers license may be requested.
- 1.4 **Knowledge of risks** – Competitors shall attest to their knowledge of the risks involved in participating in a tournament by completing a Competition Participation Agreement Waiver and Indemnity (refer Appendix D). Competitors must be not less than 18 years of age and persons who are less than the legal adult age either within their own country or the host country of the competition may only participate if their parent or legal guardian signs on their behalf.
- 1.5 **Health and fitness of competitors** – participating in competition is to be attested to by the respective Association.
- 1.6 **Required dress** – Competitors must present themselves suitably attired in a clean, traditional uniform (Gi) with a formal rank belt. Tournament Gi's that are a traditional type wrap over with minimum three quarter (¾) length sleeves are the only ones that the competitor will be allowed to compete in. This rule will be enforced in all tournaments. Accept for female competitors, T-shirts are not to be worn under the Gi unless an acceptable reason can be provided.
- 1.7 **Personal items** – jewellery must be removed and long finger or toe nails must be cut or covered. The wearing of eyeglasses during competition will not be allowed however contact lenses are acceptable.
- 1.8 **Coloured Belts** – For purposes of identification during a match one competitor will wear a red belt and the other competitor a white belt, coloured flags or pennants attached to the belt are not permitted. Personal grade belts will not to be worn while competing.

## ARTICLE 2 WORLD CHAMPIONSHIPS EVENT PROGRAM

- 2.1 **The official language** – of the WCJJO and the tournament is English.
- 2.2 **Program and Duration** – Official activities will take place over 5-days commencing Thursday morning and concluding Monday afternoon, with competition held over 3-days Friday to Sunday. All participants will be expected to arrive by Wednesday evening ready to commence Thursday morning.
- 2.2.1 **Day 1 – morning**
- All competitors: Registration, weigh-in, and equipment check
  - Tournament directors and delegates: Planning meeting and divisions determined
- Day 1 – afternoon**
- All competitors and participants: WCJJO rules meeting, followed by
  - Tournament directors and officials: Accreditation confirmation

- 2.2.2 **Day 2 \***
- a) Grappling ju-jitsu event – up-to semi finals or to finals
  - b) Commence Individual sport ju-jitsu events – time permitting
- Evening:** Opening ceremony march-on, followed by Demonstration event either completion or up to semi-finals.
- 2.2.3 **Day 3 \***
- a) Individual sport ju-jitsu weight divisions – complete to Finals
  - b) Grappling Ju-jitsu event – complete to Finals
  - c) Masters sport ju-jitsu weight divisions – complete to Finals
- 2.2.4 **Day 4**
- a) Championship Team event – Men’s and Ladies complete to Finals
  - b) Demonstration event Finals (if completed on Day 2 winners may be showcased through the day)
- Evening:** Official Banquet including presentation of special awards
- 2.2.5 **Day 5** WCJJO Directors and delegates meeting 9:00am start
- 2.3 \* **Alternative scheduling** – For the efficient running of the championships and or to maximise the program for spectators, an alternative sequence of events on days 2 and 3 may be considered by the Tournament directors. Additionally the host association or country may propose additional activities, including seminars and training opportunities, to be held prior to Day 1 or on or after Day 5; during the planning and promotion of the event.

## ARTICLE 3 PARTICIPATION EVENTS AND WEIGHT DIVISIONS

- 3.1 **Maximum Competitors** – Each financial member or provisional member association may register the following maximum number of competitors:

3.1.1	Sport Ju-jitsu individual men’s events – in each weight division	2 competitors
3.1.2	Sport Ju-jitsu individual ladies events – in each weight division	2 competitors
3.1.3	Sport Ju-jitsu individual masters events men’s and ladies – total	6 competitors
3.1.4	Grappling Ju-jitsu individual men’s events – in each weight division	2 competitors
3.1.5	Grappling Ju-jitsu individual ladies events – in each weight division	2 competitors
3.1.6	Demonstration event – see article 3.7.1	

- 3.2 **Qualified officials** – Each participating member association with five or more competitors is ideally to have not less than one qualified official for each five competitors. During the competition events these may be assigned to any of the roles provided within these rules for Officials: Provided an association may receive an exemption on the number of officials by advising the Executive Council prior to the event.

### 3.3 Sport Ju-jitsu individual events – men’s and ladies

#### 3.3.1 Men’s Individual Weight Divisions:

a)	Division 1	under	62.0 kg (136.7 lbs)
b)	Division 2	under	68.0 kg (149.9 lbs)
c)	Division 3	under	75.0 kg (165.3 lbs)
d)	Division 4	under	82.0 kg (180.8 lbs)
e)	Division 5	under	90.0 kg (198.4 lbs)
f)	Division 6	under	100.0 kg (220.5 lbs)
g)	Division 7		100.0 kg (220.5 lbs) and over

### 3.3.2 Ladies Individual Weight Divisions:

- |    |            |       |                              |
|----|------------|-------|------------------------------|
| a) | Division 1 | under | 52.0 kg (114.6 lbs)          |
| b) | Division 2 | under | 57.0 kg (125.7 lbs)          |
| c) | Division 3 | under | 63.0 kg (138.9 lbs)          |
| d) | Division 4 | under | 70.0 kg (154.3 lbs)          |
| e) | Division 5 | under | 78.0 kg (172.0 lbs)          |
| f) | Division 6 | under | 88.0 kg (194.0 lbs)          |
| g) | Division 7 |       | 88.0 kg (194.0 lbs) and over |

Tournament directors may after the official weigh-in; agree to change the ladies weight divisions and the number of divisions, to more appropriately group competitors who register to compete.

- 3.3.3 **Competing in a higher division** – In the individual events men's and ladies, competitors may only compete in their own weight division: Provided the Tournament directors may agree that competitors be permitted to compete in a higher division where an association has more than two competitors in the one weight division.

### 3.4 Sport Ju-jitsu individual masters events – men's and ladies

**Weight divisions** – Each association may register up to 6 competitors aged 40 years and over to compete in the master's event. The Tournament directors will after the official weigh-in, agree on two or more weight divisions in both the men's and ladies masters event determined on the weights and the number of competitors who register to compete.

### 3.5 Sport Ju-Jitsu Championship Country Team Event

- 3.5.1 **Weight divisions** – each country team will comprise the weight divisions as set-down in article 3.3 herein: Provided if there are insufficient competitors to compete in Division 1 and or Division 7 then these divisions may need to be excluded from the Teams.

- 3.5.2 **Team Selection** – The country team for this event both men's and ladies, will be decided following the completion of the individual events, at which time the seven (7) competitors (one from each weight division subject to article 3.5.1, who performed best in the individuals will be invited to enter the team event competing for the country championship. If two or more competitors qualify within a weight division, in the first instance the member association delegate(s) shall agree who to select, however if no agreement is reached then the appointed country representative with the Tournament directors shall decide.

- 3.5.3 **Injury substitute** – In the event of an injury to a championship team member where a competitor cannot continue (as provided for by article S2.1.3), another competitor in the same weight division (or lower) may substitute onto the championship team. Once a substitution has been made, the injured competitor cannot return to the team competition, but may still participate in other events.

- 3.5.4 **In-team substitute** – If a weight division is filled by another team member that person would compete twice, both in their own weight division and in the higher substituted weight division. The only exception is the lowest division, which has no substitution in which case his or her rounds are forfeited throughout the balance of the tournament.

- 3.5.5 **Mixed Country Team** – Subject to the agreement of a majority of delegates:

- A country that has not less than four competitors for their championship team, may accept a person(s) from another competing country to make up a full team.
- Competitors from different countries may combine to form a men's or ladies team that will be appropriately designated based on the area of the World from where the competitors come.

These competitors must then compete in all team events and stay with that team throughout the team competition.

### 3.6 Grappling Ju-jitsu individual events – men’s and ladies

#### 3.6.1 Men’s Individual Weight Divisions:

a)	Division 1	under	55.0 kg (121.3 lbs)
b)	Division 2	under	61.0 kg (134.5 lbs)
c)	Division 3	under	67.0 kg (147.7 lbs)
d)	Division 4	under	73.0 kg (160.9 lbs)
e)	Division 5	under	79.0 kg (174.2 lbs)
f)	Division 6	under	85.0 kg (187.4 lbs)
g)	Division 7	under	91.0 kg (200.6 lbs)
h)	Division 8	under	97.0 kg (213.8 lbs)
i)	Division 9		97.0 kg (213.8 lbs) and over

Tournament Directors may after the official weigh-in; agree to change the divisions and the number of divisions to more appropriately group competitors who register to compete.

#### 3.6.2 Ladies Individual Weight Divisions:

a)	Division 1	under	51.0 kg (112.4 lbs)
b)	Division 2	under	56.0 kg (123.5 lbs)
c)	Division 3	under	61.0 kg (134.5 lbs)
d)	Division 4	under	66.0 kg (145.5 lbs)
e)	Division 5	under	71.0 kg (156.5 lbs)
f)	Division 6		71.0 kg (156.5 lbs) and over

Tournament Directors may after the official weigh-in; agree to change the divisions and the number of divisions to more appropriately group competitors who register to compete.

3.6.3 **Competing in a higher division** – In the individual grappling events men’s and ladies, competitors may only compete in their own weight division: Provided the Tournament directors may agree that competitors be permitted to compete in a higher division where an association has more than two competitors in the one weight division.

### 3.7 Demonstration Event

3.7.1 **Participation** – Each association may enter one demonstration team and while there is no limit on the number of persons within the team, there will only be 6 medals available within each place: first, second and third: Provided that two or more associations from the same country may join to make-up a demonstration team. Weight divisions do not apply and a team may include junior competitors.

3.7.2 **Time limits** – The demonstration shall be performed in two parts one following the other, both of not **less than five-minute** duration provided **the total time does not exceed 12-minutes** with the time commencing once the team leader acknowledges the judges.

- Part 1 Technical maximum score 15 points** – shall demonstrate technical aspects of ju-jitsu within the chosen style and will be assessed on variety of technique and technical merit.
- Part 2 Entertainment maximum score 10 points** – shall provide an entertaining demonstration of ju-jitsu techniques and will be assessed on entertainment value for spectators. The association may choose to play appropriate music during the Part 2 demonstration.

3.7.3 **Judges score and time penalties** – Five judges shall be appointed from different countries with the lowest score and highest score in each section (technical and entertainment) being discounted and the remaining scores, of the three judges, accumulated. Two-points shall then be deleted for each minute (or part thereof) under five (5) minutes on both Part 1 and Part 2; plus two-points for each minute (or part thereof) over the total of twelve (12) minutes.

### 3.8 Registration card

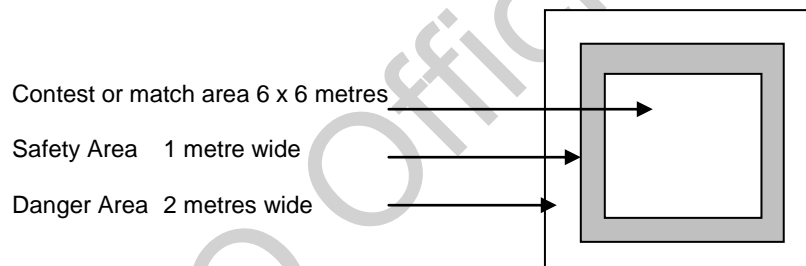
- 3.8.1 When competitors register and weigh-in, they will be issued with a card, which gives information on their name and weight division. This card must be presented on request at every match.

### 3.9 Junior Event

- 3.9.1 A Junior event is not provided as part of the World Titles, member associations are however encouraged to consider including a junior event at National Level based on appropriate modification of these rules and a guide is provided in Part 5 Junior Competition – articles J 1 and J 2. It is however important to note that member associations may adopt a variation to the principal WCJJO tournament rules that best meets their approach to the development of junior sport ju-jitsu and particularly to ensure compliance with any local government criteria for junior sport.

## ARTICLE 4 CONTEST AREA

- 4.1 **The competition surface** – for both Sport Ju-jitsu and Grappling Ju-jitsu must have proper floor matting, with suitable thickness to accommodate throws. Matting must be laid flat and held secure. Any seams or tears must be covered with suitable tape.
- 4.2 **The official mat area** is to be a square. The competition area shall consist of three zones covering a total minimum area of 12 x 12 metres square (approximately 39.4 x 39.4 feet)



- 4.2.1 Contest or match area – shall be 6 x 6 metres (approximately 19.7 x 19.7 feet).
- 4.2.2 Safety area – shall be a coloured area, attached and surrounding all four sides of the Contest Area by the width of 1 metre (approximately 3.3 feet wide).
- 4.2.3 Danger area – shall surround the coloured area and shall not be less than 2 metres wide (approximately 6.6 feet wide).
- 4.3 **Designated areas** – are to be allocated for spectators and supporters at a safe distance from the competition area. Appropriate areas are also to be provided for competitors who are not at the time competing. The host member association or country shall appoint a person(s) who will be responsible for ensuring that persons other than those about to compete and officials, are kept away from the competition area
- 4.4 **During a match** – only the two competing competitors and the match officials may be on the mat, plus the competitors designated coach may be at the side of the mat outside of the mat safety area. The exception is in the country team event when the other competing team members may be seated along the side of the mat outside the mat danger area. If this is not observed the mat arbitrator may instruct the time keeper to call time and the match be stopped until the area is clear.



## ARTICLE 5 THE COMPETITION DRAW – ROUND ROBIN

### 5.1 Individual Sport Ju-jitsu Event and Individual Grappling Ju-jitsu Event

5.1.1 This will be a Round Robin with straight elimination in the final.

### 5.2 Championship Team Event

5.2.1 This will be a Round Robin by country with straight elimination within each weight division:

- a) Team competitors compete within the weight divisions by straight elimination and each competitor match win is recorded as 1 competitor point, refer article O7.1 (scorekeeper)
  - i) Should a team choose not to contest further after a loss in four of the seven weight divisions, the opposing team is to be awarded 1 competitor point for each of the uncontested divisions.
- b) **Country win** – The country gaining the most competitor points is declared the winner.
- c) **Championship Event Winner** – The country with the most country wins accumulated throughout the team competition is declared the overall winner.

5.2.2 **In the event of a Tie** – at article 5.2.1 c) the country with the most competitor points as recorded at article 5.2.1 a) throughout the team competition breaks the tie. If a tie still prevails:

- i) **For a 2-way tie** – a play-off consisting of one match within each weight division
- ii) **For a 3-way tie** – a draw will take place amongst the three teams with 1 team receiving a bye. The remaining two teams will compete against each other as in i), with the loser placing third, and the winner competing against the holder of the bye for first and second place.

5.2.3 **Team Line-Up** – the competing order within each team will be by weight division commencing with odd numbers then even numbers, and the teams will line-up accordingly in the sequence: Division 1 will compete first, then 3, 5, 7, 2, 4 and finally Division 6

5.2.4 **When more than five teams** – the Tournament directors may agree to divide the teams into groups (refer article 6.1) and in such event the top two or three countries from the preceding world tournament will be divided into separate competing groups to begin the first round of team competition. However should a previously placed team have been made up of representation from more than one country refer article 3.5.5 (mixed country team), this will not apply to that country and shall include the next placed country.

## ARTICLE 6 DEFINITION OF ROUND ROBIN

6.1 **Round robin** – In a round robin all countries or contestants fight each other, unless divided into groups.

6.2 **Divided into groups** – where there are more than five countries or five competitors the Tournament directors may choose to divide everyone into groups and each competitor will compete against all other members in that group as follows:

6.2.1	Number of Competitors or Countries		Number of Groups
	6	=	2 groups of 3
	7	=	1 group of 4 and 1 group of 3
	8	=	2 groups of 4
	9	=	3 groups of 3

10	=	2 groups of 3	and	1 group of 4
11	=	2 groups of 4	and	1 group of 3
12	=	3 groups of 4		
13	=	3 groups of 3	and	1 group of 4
14	=	2 groups of 4	and	2 groups of 3
15	=	3 groups of 4	and	1 group of 3
16	=	4 groups of 4		

- 6.2.2 a) **If a group contains only 3 competitors** – the competitor who comes first will progress to the straight elimination round.
- b) **If a group contains 4 or more competitors** – the competitor coming first and second, will progress to the straight elimination round.
- 6.2.3 **In the event of a tie** – a rematch round will be held between the tied competitors to decide the winner. In the event of an additional tie, a further round will be repeated until a winner is decided. However, in the event of a tie between 3 finalists 1 competitor will receive a BYE and the winner will be decided by straight elimination.

## ARTICLE 7 DEFINITION OF A BYE

- 7.1 **To establish a BYE** – between 3 competitors, 1 competitor is given an automatic win, which is classified as a BYE. The remaining 2 competitors compete against each other with the loser placing third and the winner competing against the holder of the bye for first or second place. Except as in 7.2 a BYE is established by means of a draw.
- 7.2 **Seeding** – Where a BYE is awarded and a competitor received a medal in the proceeding WCJJO World Championships within the same weight division, that person shall receive the BYE. Where there is more than one person then the BYE will go to whoever received the higher medal.

## ARTICLE 8 SAFETY EQUIPMENT

- 8.1 **Equipment check** – each competitor is to attend the official weigh-in with their safety apparel and equipment for inspection by the Tournament Directors to ensure it satisfies the following criteria.
- 8.2 **Compulsory** – The use of safety equipment i.e. approved sparring gloves, sparring shoes, mouth guard, and a groin protector (females optional) are mandatory except for Demonstration and Grappling Ju-jitsu Events.
- 8.3 **Sparring gloves** – (compulsory) shall consist of a minimum 25mm (1 inch) thick pliable material covering all of the striking area of the hand including both sets of knuckles when the fist is closed and without raised seams or stitching. The WCJJO may determine a standardised make and style of glove to be worn by all competitors, and delegates will be advised on the gloves to be worn.
- 8.4 **Sparring shoes** – (compulsory) shall consist of a minimum 12mm (½ inch) thick pliable material covering all of the foot and toes, with the exception of the sole of the foot, and without any raised seams or edges on the stitching area.
- 8.5 **Shin guards** – (optional recommended) that compliment or are part of the sparring shoes and are of pliable material.
- 8.6 **Headgear** – (optional as defined October 1998) – Any headgear with tassels at the back or abrasive labels at the front will not be allowed. Headgear are to be of a 1-piece mould or similar, with no labels unless moulded into the fabric.
- 8.7 **Elbow, wrist, knee, kidney, and ladies chest protectors** – (optional) if worn may be challenged and the reason and protector type must satisfy the referee. In the event of a dispute this will be referred to the mat arbitrators or Tournament directors for resolution.

## ARTICLE 9 TOURNAMENT DIRECTORS AND RULES INTERPRETATION

- 9.1 **Tournament Directors** – are the members of the executive council together with the delegate for the host member association or country.
- 9.2 **Rules interpretation** – Any situation not covered by these rules shall be dealt with in accordance with the agreed decision of the mat arbitrator and the referee: Provided that a mat arbitrator or referee may request the situation be referred to an arranged meeting of the Tournament directors: Provided further all decisions are to be consistent with and preserve the intent of these rules.
- 9.3 **Exception to rules** – These rules shall apply to all forms of competition provided that the rules for grappling ju-jitsu, and junior competition, as set down within PARTS 4, and 5, shall take precedent if there is conflict between those rules and any rule stipulated elsewhere.

## ARTICLE 10 OFFICIALS AND COMPETITORS OATH

- 10.1 **The WCJJO Oath** – is a solemn promise made by one official – as a representative of each of the participating officials; and by one competitor – as a representative of each of the participating competitors, at the opening ceremonies of each WCJJO championships.
- 10.2 **Officials Oath** – An official nominated by the Tournament directors shall take the following oath:  
  
“In the name of all the officials, I promise that we shall officiate in these WCJJO championships with complete impartiality, respecting and abiding by the rules which govern them in the true spirit of sportsmanship.”
- 10.3 **Competitors Oath** – A competitor nominated by the Tournament directors shall take the following oath:  
  
“In the name of all the competitors I promise that we shall take part in these WCJJO championships, respecting and abiding by the rules which govern them, committing ourselves to a sport without doping and without drugs, in the true spirit of sportsmanship, for the glory of sport and the honor of our teams.”

## ARTICLE 11 MEDALS AND GOLD MEDALIST BELT

- 11.1 **First three places** – medals will be awarded to the first three places: gold silver bronze however where for example there is a tie for gold then a silver medal may not be awarded and in a tie for silver a bronze medal may not be awarded.
- 11.2 **Medal design details** – are to be confirmed by the WCJJO Executive Council and will be circular in shape minimum 70mm (2¾ inch) in diameter and of appropriate thickness, with the WCJJO logo on the front side. Appropriate engraving would be “WCJJO World Ju-Jitsu Championships” “name of country/venue and the year”.
- 11.3 **Gold medalist belts** – In addition to the gold medal, gold medalists may be presented with a championship belt to be held for the medal presentation. The WCJJO would then accept orders from individual gold medalists who would like to purchase a belt.

## ARTICLE 12 SPECIAL ACHIEVEMENT AWARD

- 12.1 **Individual Competitor** – The Tournament directors may at the banquet present a special achievement award to the individual competitor male and female who gained the highest respect for outstanding performance, competitive spirit and display of sportsmanship throughout the tournament, based on the criteria below.
- a) The competitors in each country may nominate one male and one female competitor who are not from their own country. The delegates will then vote on which male and female nominee is to receive the award.
- 12.2 **Individual Official** – The Tournament directors may at the banquet present a special appreciation award to an Official who demonstrated an outstanding performance and display of sportsmanship throughout the tournament
- a) Each delegate or team captain may nominate one tournament official not from their own country, to receive the award. The delegates will then vote on which official is to receive the award.
- 12.3 **Member Association** – The Tournament directors may at the banquet present a special award to the participating member association whose combined effort of all participants both competitors and officials, gained the highest respect for competitive spirit, sportsmanship and the success of the tournament.
- 12.4 **Recognition Awards** – The Tournament directors may at the banquet present a special appreciation award to any person who has demonstrated an outstanding performance in their service to the WCJJO during the time since the previous World Championships.

## PART 2 – OFFICIATING

### ARTICLE O 1 CERTIFICATION AND SELECTION OF OFFICIALS

O1.1 **Certification** – The foremost element in all competition is well trained officials. Officials must be thoroughly knowledgeable in understanding, interpreting and administrating all aspects of the rules. This can only be accomplished through diligent study of the rules and physical training and experience under actual competition conditions.

O1.1.1 Certification – There will be four levels of certification:

- a) Level 1 Administration: will include the duties of scorekeeping and timekeeping
- b) Level 2 Judging: applying to the duties and responsibilities of the judges
- c) Level 3 Refereeing: applying to the duties and responsibilities of the contest referee
- d) Level 4 Arbitration: applying to the duties and responsibilities of the mat arbitrator

O1.2 **Selection** – Prior to selection, officials will be required to have satisfactorily completed the accepted WCJJO requirements for certification at the appropriate Level, together with any update requirements. The WCJJO will maintain a register of 'accredited officials' who have and continue to satisfy these criteria.

O1.3 **At World Championships** – Arbitrators, referees and judges, should hold an appropriate rank and for sport ju-jitsu a black belt, and not be chosen solely on the wishes of a country or country equalisation.

### ARTICLE O 2 OFFICIALS

O2.1 **Each contest area** – must have: 1 mat arbitrator, 1 referee, 3 judges (Sport Ju-jitsu and Tantō competition), 1 contest scorekeeper, and 1 contest timekeeper.

O2.2 **Official dress** – will need to project an image of uniform smart conformity and the Executive Council will confirm any change to the dress prior to the event. An appropriate dress would be a smart white polo or golf open neck shirt with turn down collar and appropriate dark trousers. Ideally the shirt should display the WCJJO logo on a breast pocket and the wording WCJJO Official.

O2.3 **Medical / First-aid personnel** – shall be available at all times, easily recognisable and attainable in one location only. This area should allow for the screening of competitors while being treated.

### ARTICLE O 3 DUTIES OF THE MAT ARBITRATOR

O3.1 **Perception of Fairness** – The mat arbitrators may wear an armband on the left sleeve or other suitable recognition, and is responsible for monitoring the perception of fairness and the performance of all officials assigned to a mat.

O3.2 **Match once commenced** – The mat arbitrator will not interfere with a match that has commenced unless he or she receives a formal protest as provided under article S 17 (legal protest); or is concerned the safety of the match or competitor(s) may be compromised.

O3.3 **Advise on interpretation** – The mat arbitrator's role includes a responsibility to provide advice to the officials on the interpretation and application of the rules. The mat arbitrator however cannot overrule a decision of the mat referee unless provided for within these rules.

O3.4 **Monitor judges scores** – The mat arbitrator may inquire of the judges as to their individual score tally for each competitor after each round prior to clearing their hand counters (clickers). However individual scores are not publicly announced and do not determine the match.

O3.5 **Rotation of Officials** – The mat arbitrator shall where practical ensure that referees are rotated to provide a reasonable break from refereeing, and at any time during the tournament the mat arbitrators in their wisdom may change officials without recourse for protest or debate.

- O3.6 **Monitor the area** – The mat arbitrator will also monitor the requirement for people to be in the immediate area of the mat and may hold-up the start of a match while people are requested to leave an area. Where a match has commenced and people are not complying, the mat arbitrator may instruct the timekeeper to call time and stop the match using the power of a legal protest, until satisfied this requirement is complied with, refer article 4.4 (during a match).
- O3.7 **Timekeeping** – The mat arbitrator may in addition accept the duties of the contest timekeeper.

## ARTICLE O 4 DUTIES OF THE REFEREE – SPORT JU-JITSU

- O4.1 **Safety of competitors** – The referee is charged with the supervision of the match and his or her prime goal is the safety of the competitors. The referee administers and controls the tempo of the contest, enforces the rules and insures fair play.
- O4.2 **Controls the match** – The referee starts and stops the contest, counts the time when a standing hold is taken, calls penalty decisions, administers the voting of the judges, communicates clearly with the scorekeeper and timekeeper and announces the winner of each match. The referee shall announce in a loud clear voice, all official decisions and shall indicate with voice and gestures, the competitor affected by his or her decisions.
- O4.3 **Perception of Fairness** – Referees have a responsibility to declare to the mat arbitrator if they are from the same country as either competitor; if practical to do so the referee will be changed.
- O4.4 **Scoring** – The referee does not keep score. Referees may not vote on the scoring of a match except with submissions, and should not use their position to influence the judges. The referee shall however, vote with the judges on all penalty call's and administer these penalties based on majority rule.
- O4.4.1 **A draw on penalty or submission calls** – In the event of call that creates a draw between 2 judges versus 1 judge and the referee, it is considered that the referee is in the prime position to witness any infraction or technique, and therefore his or her vote and the 1 judge will prevail, breaking the tied vote. Note the referee can only use this rule in a 'Tied Penalty Call' or Submission situation and for no other cause.
- O4.5 **Time out** – Except as allowed by article O8.3 (Time-out not called), only the referee may call a time out, which may be for any of the following reasons:
- O4.5.1 To allow equipment adjustment
  - O4.5.2 To administer voting among the judges
  - O4.5.3 To award points, assess penalties and administer warnings
  - O4.5.4 To return contestants to the centre, neutral area of the mat
  - O4.5.5 To attend an injured competitor
  - O4.5.6 To hear a legal protest

## ARTICLE O 5 CALLS BY THE REFEREE – SPORT JU-JITSU

- O5.1 **Commence the round** – After the referee has confirmed that the competitors, judges, scorekeeper and timekeeper are all ready, he or she shall call "BEGIN" to start the time and the contest.
- O5.2 **End of round** – Upon completion of each round, the referee calls "BREAK" to halt the fighting and returns the competitors to the centre of the mat. After **confirming that each judge is ready**, the referee says, "*Judges for the round CALL*" notes the raised flags and awards the win to the appropriate competitor.
- O5.3 **Holding** – Once a competitor has taken a standing hold the referee shall commence the count and once a legal grapple has commenced the referee shall call "HOLDING" during which time the timekeeper will monitor the time.
- O5.4 **Infraction** – Upon a "CALL" by a judge for an infraction, the referee calls "BREAK" to halt the fighting and returns, the competitors to the centre of the mat. The referee says "*Judges on the last exchange CALL*" a majority of flags (or one plus the referee) would constitute a call for "TIME-OUT" and the referee calls a meeting of officials to decide the penalty to be imposed on the offending competitor. If not a majority the referee will call "*Not enough*" and the round continues.

- O5.5 **Competitor out of bounds** – When competitors are out of bounds (refer article O6.2.1), the referee calls “BREAK” to halt the fighting and returns the competitors to the contest area and then calls “CONTINUE”
- O5.6 **Deducting points** – In the event of a loss of points the referee will instruct the judges to add those loss points to the opposing competitor.
- O5.7 **Issuing a warning** – is as detailed in article S 14 (issuing a warning).
- O5.8 **Time-out** – When voting on all penalty calls, the referee must call “TIME-OUT”, in the direction of the timekeeper the referee with the right and left hand makes a T sign.
- O5.9 **Unofficial warning** – If there is not a majority vote by the judges, the referee may at any time issue an unofficial warning on his or her own, and may choose to call a meeting of judges
- O5.10 **Judges majority** – the referee may not under any circumstances overrule a “MAJORITY” of judges for any cause or condition, except as provided by article O4.4.1 (penalties and submissions).

## ARTICLE O 6 DUTIES OF THE JUDGES – SPORT JU-JITSU

- O6.1 **Judges position** – The three judges will be positioned one at each of the two far corners and one to the left of the administration table (as faced by the referee) and:
- a) During a break may be seated off the mat (outside the designated mat danger area article 4.2) and shall stand whenever the contest is in play or they need to signal or respond to the referee.
  - b) During the match will be standing in their designated position however allowed to move along the parameter of their respective sides (to the left or right) to observe the contest, in doing so judges are to maintain a minimum distance of three (3) metres from each other and not encroach on the safety or match area. Their movement must not interfere with the movement of the referee or competitors, and shall not obstruct the vision of the mat arbitrator.
- O6.2 **Signalling during a match** – the judge shall be standing and:
- O6.2.1 **Competitor is out of bounds when:**
    - a) **Standing** – A competitor who does not have both feet within the match area will be out of bounds. However the referee will allow the contest to continue while one competitor is in bounds.
    - b) **Grappling** – When a competitor has half of their body out of the match area the competitors will be out of bounds: Provided if a defending competitor is being held in a potentially scoring pinning technique or submission and moves out of bounds then the referee will call that the pinning technique be scored or call for a decision on the submission.
  - O6.2.2 **Competitor infraction** – It is most important that judges inform the referee of any infraction by raising the appropriate flag and shouting, “CALL” in a loud clear voice. However, only the referee may call a halt to the fighting. The referee will then return the competitors to the centre of the mat and request a show of flags.
  - O6.2.3 **Penalty Call** – When the referee says, “*Judges on the last exchange CALL*”, a judge making a penalty call will raise the appropriate flag (red or white) above their head in a circular manner.
- O6.3 **Signalling after a match:**
- O6.3.1 **Awarding a win** – When the referee says “*Judges for the round CALL*” a judge raises an appropriate flag (red held in the right hand or white held in the left hand) above their head to indicate which competitor has the highest score.

- O6.3.2 **Awarding a tie OR No Score** – When the referee says, “*Judges for the round CALL*”, a judge raises both flags above their head to indicate both scores are the same
- O6.4 **Point deductions** – If a referee indicates that a point or points are to be deducted from competitors (since the hand counters cannot deduct) the judge will raise their appropriate arm to the side and simply add the required points to the opponent’s score.
- O6.5 **Manner of raising the flag** – Judges must at all times immediately and decisively raise their flag on the command “CALL” from the referee.
- O6.6 **Points awarded by judges** – Each judge is to award points based on their own observations and should not be swayed by the actions or voices of others. The only exception is following an instruction from the referee. Points are awarded in accordance with the criteria within Part 3 – Contest and Scoring.
- O6.7 **Perception of Fairness** – Judges have a responsibility to declare to the mat arbitrator if they are from the same country as either competitor; if practical to do so then judges will be changed.

## ARTICLE O 7 DUTIES OF THE SCOREKEEPER

- O7.1 **Administration** – The scorekeeper shall be seated at the table adjacent to the playing area and is responsible for the administration required to: call-up competitors; record all scores and penalties awarded to competitors as instructed by the referee; display the flags required after each round; and maintain the results and the record on each match; in a country team event the scorekeeper also records the competitor wins required to break a tie should one occur refer article 5.2.2).
- O7.2 **Call to competitors** – The scorekeeper will call up each competitor before a match, including those already at the mat.
- O7.3 **Equipment** – The scorekeeper must have at the table all required score sheets, hand counters, stopwatches and necessary flags.
- O7.4 **Display of Flags** – The scorekeeper will introduce a flag (red or white) to represent the winning competitor after each round, which will remain in view to signify and identify the winning competitor. Additionally if available, the scorekeeper will introduce a blue flag on either the side of red or the side of white when instructed to record a penalty.
- O7.5 **Assistance** – Should assistance be required the scorekeeper will speak with the mat arbitrator.

## ARTICLE O 8 DUTIES OF THE TIMEKEEPER

- O8.1 **Administration** – The timekeeper shall be seated at the table adjacent to the playing area and shall stop and start time according to the referee’s signal to do so.
- O8.2 **Holding** – The timekeeper in Sport Ju-jitsu will monitor the holding time once “HOLDING” has been called, and signal the referee or the closest judge when the time is up.
- O8.3 **Time-out not called** – When the referee has stopped a match however, in the following circumstances has not signalled time-out: in the event of an injury; or to call the judges together; or to issue a decision or instruct a competitor; the timekeeper will on direction of the arbitrator, or may on their own judgment stop the time until either the referee calls time-in or competition recommences.
- O8.4 **Time signal to referee** – The timekeeper, by a verbal and visual signal (such as a bean bag or suitable substitute) thrown into the centre of the mat area, inform the referee when time has run out, or when he or she has received a formal protest via the mat arbitrator.
- O8.5 **Official end of round** – Time runs out officially only when the judges and competitors have been verbally informed of the fact by the referee.



## ARTICLE O 9 DUTY OF CARE – WORDS OF ADVICE FOR OFFICIALS

As an official you accept a duty and responsibility to ensure these rules are enforced particularly in relation to contact and minimising any risk of injury. Risk is a natural part of life and therefore a part of many sports. There is always a risk of injury when participating in sports and because of this risk of injury, there is also a potential risk of litigation. Litigation in many cases will have to be proven on an unintentional tort (negligence). If so, in order to prove that negligence occurred, the injured party may need to establish three facts:

1. Damages were sustained
2. Duty relationship existed between the parties
3. The conduct of the negligent party was below an acceptable or reasonable standard of care.

Some Countries have a defence in sport called the 'Volenti Doctrine' referring to a voluntary assumption of risk. The courts have recognised and understand that in sport there are risks, which are 'obvious', i.e. 'foreseeable' and 'necessary'. In other words, the risk of minor injury or injury is both foreseeable and necessary if one is to learn the sport. The risks of receiving blows to the body are both foreseeable and necessary to boxing, football, soccer, rugby, hockey or any other bodily contact sports if one is to accomplish the end result of the sport.

The requirements for such a defence may be summarised as: (1) the plaintiff has knowledge of facts constituting a dangerous condition or activity; (2) he or she knows the condition or activity is dangerous; (3) he or she appreciates the nature or extent of the danger; and (4) he or she voluntarily exposes himself or herself to this danger. This knowledge and understanding is confirmed in the completion of the 'Competition Participation Agreement Waiver and Indemnity' (refer Appendix D)

Nevertheless, as an Official you have a duty of care to ensure that the competition is conducted in accordance with these Rules and that all participants abide by the rules of competition as set down here-in. In the case of an accident or injury:

1. Secure appropriate first-aid or medical attention immediately;
2. If injury is serious, arrange transport for the individual to the nearest hospital;
3. Make sure you have the participants Competition Participation Agreement – refer Appendix D
4. Notify the nominated contact person and follow-up on condition.
5. Record the details of the incident – refer Appendix C

## ARTICLE O 10 STANDARDISATION OF VERBAL CALLS BY OFFICIALS

### O10.1 REFEREE:

- "Bow" – To begin and end the match
- "Begin" – To start the competition and the timekeeper's clock
- "Break" – To stop the competition
- "Holding" – To signal the commencement of the time for ground work
- "Call" – To request a show of flags from the judges
- "Time Out" – To stop the timekeeper's clock
- "Time In" – To begin the timekeeper's clock
- "Continue" – To begin after a stoppage

## O10.2 JUDGES:

“Call” – To signal the referee to stop the match and “call” for flags

## O10.3 Officials' flag signals



START  
POSITION



WINNER



TIE



SINGLE  
INFRACTION



DOUBLE  
INFRACTION

## ARTICLE O 11 STANDARDISED SCOREKEEPING EQUIPMENT

### O11.1 Flags and Stand

2 red flags and 2 white flags shall be available at each scorekeeper's table. Plus 4 blue flags (penalty calls), and an appropriate stand in which to place the flags on the table to represent the winning competitor after each round; flags to measure approx 30-centimetres square (12 inches square).

### O11.2 Hand Counters

6 hand counters (clickers) shall be available for the 3 judges (2 each) at each mat area. 3 hand counters will bear red flags and 3 hand counters will bear white flags. Flags shall measure approx 30-centimetres square (12 inches square).

### O11.3 Belts

A Red and a White belt plus a spare Red and White belt shall be available at each mat for purposes of identification of a competitor.

### O11.4 Stopwatches

O11.4.1 A stopwatch or clock shall be available for the timekeeper to govern the length of each round.

O11.4.2 Additionally a stopwatch shall be made available to the timekeeper to govern the length of time allowed for holding or for injury stoppages.

### O11.5 Beanbag

A beanbag or similar visual aid shall be used by each timekeeper to denote the end of each round.

### O11.6 Score sheets

An adequate supply of official approved score sheets shall be available to each scorekeeper. The official's score sheets (refer example at end of rules) are separate to these Tournament Rules and available on request.

## PART 3 – SPORT JU-JITSU CONTEST AND SCORING

### ARTICLE S 1 DURATION AND OVERVIEW OF A CONTEST MATCH

- S1.1 **Match Duration** – All contests consist of 2 rounds of 2 minutes of continuous fighting. In the event of a 2-round tie, a third round of 2 minutes will be played to decide the winner. Should a tie still prevail, additional rounds of 30 seconds will be played until a winner is decided.
- S1.2 **Calls** – Competitors must be aware of 4 calls, namely “BEGIN”, “BREAK” “HOLDING” and “CONTINUE” given only by the referee.
- S1.3 **Informal bow** – Competitors must bow to each other before and after the match. Refusal to do so will constitute an immediate disqualification by the referee.
- S1.4 **Start position** – The contest shall begin with both competitors facing each other in a standing position, the referee facing towards the table with red to his or her right and white to his or her left. After making a standing bow, the contest will start after the referee’s call to “BEGIN”.
- S1.5 **Scoring by the judges** – will be tabulated using mechanical hand counters (clickers). Each hand counter must have attached a suitable size flag representing a competitor (red in the right hand and white in the left).
- S1.6 **Match area** – Competitors will compete within the match area and all techniques are to be executed from within that area.
- S1.7 **At the end of each round** – the referee will instruct the fighters to “BREAK” and return to the starting position, the referee will first *confirm that all judges are ready*, and then call “CALL” for a show of flags and the corner judges will raise the appropriate flag. In the event of a draw both flags must be raised. Competitors will be allowed a 30-second break (recorded by the timekeeper) between 2-minute rounds.
- S1.8 **Each round will stand on its own merit** – and hand counters will be cleared subject to article O3.4 (duties of the mat arbitrator). Penalty infractions however will be cumulative from each round.

### ARTICLE S 2 DECISION OF A CONTEST MATCH

- S2.1 **Decision** – A win in two rounds, or 1 round plus 1 round drawn, will decide the winning competitor
- S2.1.1 **In the event of a tie** – a third round will be played to decide the winner. Should a tie still prevail, additional rounds will be repeated until a winner is decided.
- S2.1.2 **A third round** – is only played when there is a draw after the first 2 rounds i.e. if there is 1 win each or 2 draws. If there is a draw and a win in the contest, the winner of the contest will be the competitor who won a round.
- S2.1.3 **In the event of an injury** where a competitor cannot continue – refer to article S2.3, S2.4, S2.5 and S2.6 herein.
- S2.1.4 **Disqualification** – if a competitor is issued a disqualification at any time during the match (first round, second round, during overtime), this signifies a loss of the contest and the other competitor wins. Additionally a determination is to be made as to the level of disqualification minor or major under article S16 (Disqualification).
- S2.2 **Injury with bleeding or a wound** – The round will be stopped and “time-out” called to allow the competitor to be attended to. If the bleeding cannot be controlled within 2 minutes the round will be called as herein article S2.3 or 2.4 herein. Any blood on the mat surface must be cleaned before play continues.

- S2.3 **Injury not due to a foul** – If a competitor sustains an injury that is not attributed to a foul, and cannot continue then the referee will call for a score from the judges and award the round accordingly. If the competitor is injured in the first round then the second round will be awarded to the opponent. (Injured competitor will be subject to article S2.5 (Injured competitor returning).
- S2.3.1 **Recovery time** – At the discretion of the referee in consultation with the judges, a competitor may be allowed up to 2 minutes to recover from an injury following which the competitor must either continue or the round must be decided.
- S2.4 **Injury due to a foul** – Subject to article S2.6 (unconsciousness) if a competitor is injured due to a majority called infraction (foul) and cannot continue the match will be decided as follows:
- S2.4.1 **Excessive force and or disqualification** – If it is ruled the incident was due to excessive force and/or the offending competitor be disqualified the match is to be awarded in accordance with article S2.1.4 (disqualification).
- S2.4.2 In circumstances not provided by article S2.4.1
- a) Where a majority decision of the referee and judges agree it is reasonable to conclude the inability of a competitor to continue was a direct consequence of the type of foul, the match will be awarded to the injured competitor.
- b) Where a majority decision of the referee and judges do not agree as to a) the match will be awarded as provided under S2.3 (Injury not due to a foul).
- S2.5 **Injured competitor returning** – A competitor who wishes to return to competition after a decision has been awarded under article S2.3 or S2.4 will not be permitted to return until the Tournament directors are satisfied the competitor has received appropriate medical / first aid clearance to compete.
- S2.6 **Injury causing unconsciousness** – Where a competitor sustains a head injury causing unconsciousness (concussion), the competitor will not be allowed to continue or enter further contests throughout the Tournament unless he or she first obtains a medical clearance.
- S2.5.1 Where the offending competitor is disqualified as a result of the incident the matter must be referred by the Referee or Arbitrator to the Tournament directors for a decision on the level of disqualification major or minor (article S16 disqualification).

### ARTICLE S 3 METHOD OF CONTEST – FORCE REQUIRED TO SCORE

- S3.1 **Light Force or touch contact** – Where contact is permitted this is the only level of acceptable force and applies to all forms of competition – refer to 'rules of contact' for each type of technique.
- S3.2 **Excessive Force** – A call for excessive force indicates that in the opinion of the referee or a judge a competitor used force in excess of that necessary to score. In determining a call for excessive force the following will guide the decision:
- S3.2.1 **A technique does not contact** – however in the opinion of the referee or a judge would have been excessive if the technique had made contact.
- S3.2.2 **Regard for safety** – A competitor attempts or performs a technique that in the opinion of the referee or a judge does not have sufficient due regard for the safety or welfare of the opponent.
- S3.2.3 **Opponents movement** – The onus is upon competitors to have sufficient skill and control in their technique and the movement of the receiving competitor will not reduce a call for excessive force.
- S3.2.4 **Injury sustained** – Should a competitor sustain an injury as a result of the level of force then the referee is required to call the judges together.

- S3.3 **Potential Force** – The scoring of a strike or kick is awarded by a judge on his or her assessment of the 'potential force' of the technique. This relates to the control within a technique as assessed by a judge in awarding a score, for example a controlled strike or kick delivered to a legal target area by a competitor without having fully extended the arm or leg.

## ARTICLE S 4 METHOD OF CONTEST – GRAPPLING (INCL TAKING HOLD)

- S4.1 **Standing** [15 seconds] – Once a competitor takes hold of his or her opponent in any 'legal manner' both competitors will have approximately 15 seconds to commence a 'legal takedown', after which time the referee shall call "BREAK".
- S4.1.1 In the standing position both competitors may continue to score with legal strikes and or kicks satisfying the requirements in article S8 (scoring - strikes and kicks). A competitor who is on the ground as the result of an 'illegal takedown' cannot be scored on.
- S4.2 **On the Ground** [30 seconds] – Once a competitor has gone to the ground following a 'legal technique' the referee will call "HOLDING" and the timekeeper shall allow 30 seconds (see also article S6.3 takedowns) in which time either competitor may attempt to obtain a legal submission on the other.
- S4.2.1 **Contestants will fight Ju-jitsu / Judo style of groundwork** – and will be allowed to use locks, strangles, pinning techniques, and strikes, all subject to the criteria and limitations stipulated within articles S5 to S8 – scoring techniques.
- S4.2.2 **While manoeuvring** during the grapple competitors are permitted to be in a lying, sitting or kneeling position, may push with feet or hands, and may capture the opponent with their legs. Except as in article S4.2.4 herein, a competitor is not permitted to continue to attack while standing.
- S4.2.3 **On the ground it is illegal** – to kick, or go for the eyes, ears, nose, hair, the groin area, or strike to the head or back.
- S4.2.4 **Coming to the feet** – Once "HOLDING" has commenced should one or both competitors come to a standing position the holding will continue for the full time period unless the holding is released by both competitors, or the referee calls "BREAK".
- S4.2.5 **Stalemated** – The referee should stop the grappling if he or she thinks the competitors are stalemated or after a signal from a judge who may have seen an infraction.
- S4.3 **If a contestant submits** – or the referee calls "BREAK", the fighters must release all holds immediately.
- S4.4 **Nerve Pressure** – the applying of pressure to nerve points within legal striking target areas plus the inside of thigh (not groin), whilst grappling is permitted when used to assist in manoeuvring an opponent however not to gain a submission.
- S4.5 **Rules of Contact**
- S4.5.1 **Due care / Excessive force** – Techniques are to be executed with due regard and care for the safety of the opponent. The use of excessive force in the application of a technique will be penalised, this may include where a competitor lands on top of his or her opponent in the execution of a takedown or throwing technique.
- S4.5.2 **After Holding** – A competitor who has come to their feet after the call of "HOLDING" is not allowed to lift his or her opponent off the mat.

## ARTICLE S 5 SCORING TECHNIQUES – SUBMISSION

- S5.1 **Win by Competitor Submission** – a competitor will win the current round where their opponent signals their submission to a legal technique. The observation of a referee that a competitor has submitted will have the support of all judges and cannot be challenged.
- S5.2 **Win by decision** – may be awarded for the current round to a competitor for a legal submission technique, where the referee with the support of one judge and without a competitor submitting is satisfied that the following criteria have been met:
- S5.2.1 The submission technique was controlled and satisfied the rules of contact.
- S5.2.2 To allow the continuation of the submission technique may result in injury.
- The referee will call “Break” and then call “*Judges on the submission CALL*” the support of one judge plus the referee will result in a win of the current round. Where the referee stands alone on his or her call then the referee will instruct the judges to add five (5) points to the successful competitor.
- S5.3 **Submission not successful** – Two (2) points total may be awarded where a judge is satisfied that a competitor was controlled on the mat by a legal submission hold for a period of five (5) seconds albeit the submission was not achieved. Note a competitor would not receive 2 points if 5 points are awarded.
- S5.4 **Legal submission technique means:**
- S5.4.1 **A joint technique** – to the: wrist, arm, shoulder, ankle or leg (but NOT the knee joint or any technique that twists the knee),
- S5.4.2 **A strangulation technique** – but not throttles or chokes (defined as impairing the airway)
- S5.5 **Standing submission** – A legal submission technique may be applied in a standing position and the opponent may be manoeuvred to a ground position provided there is no attempt to throw the opponent with a lock or strangle applied. Transition to the ground must be with due regard and care for the safety of the opponent.
- S5.6 **On the Ground submission** – A legal submission technique may be applied in a grappling position on the ground provided the technique is applied within view of the referee. If through the movement of the competitors, the referee is not able to monitor the technique then he or she will call “BREAK” and may either call for a submission under article S5.2 (win by decision) or declare no submission points, although 2-points under article 5.3 (submission not successful) may still be awarded by judges.
- S5.7 **Rules of Contact**
- S5.7.1 Competitors must be aware that the use of excessive force in the application of a technique or throwing or attempting to throw an opponent with a technique applied will be penalised.

## ARTICLE S 6 SCORING TECHNIQUES – THROWS

- S6.1 **Throwing – Five (5) points** may be awarded to a competitor for a legal throwing technique, where a judge is satisfied that the following criteria have been met:
- S6.1.1 The technique was controlled and satisfied the rules of contact.

- S6.1.2 The competitor was thrown to the ground with control using a shoulder, hip or hand technique.
- S6.1.3 Commentary 1: the throwing competitor performs the throw in a standing or on one knee position, and both feet of the opponent are projected upward to a height above the rest of the body. – This includes a technique where both legs are scooped upward.
- Commentary 2: where the throw does not quite satisfy the above criteria as to the projection of both feet upward, then either four (4) or three (3) points may be awarded to the competitor.
- S6.2 **Throwing – Three (3) points** may be awarded to a competitor for a legal throwing technique, where a judge is satisfied that the following criteria have been met:
- S6.2.1 The technique was controlled and satisfied the rules of contact.
- S6.2.2 The competitor was thrown to the ground with control using a foot or leg sweep, or by a sacrifice throw where the throwing competitor commits his or her own body to the ground in performing the technique.
- S6.2.3 Foot sweeps must be executed below mid-calf, using either the instep (top padded area of foot) or sole of the foot; otherwise may be interpreted as an illegal technique.
- S6.3 **Takedowns** – A transition to the mat that does not satisfy the criteria of a throw as in article S6.1 and S6.2 (Throwing 5 and 3 points) herein, and therefore not score may be accepted as a legal transition provided the following criteria have been met:
- S6.3.1 **With control** – The competitor was taken to the ground with control satisfying the rules of contact; and
- S6.3.2 **With technique** – There was technique in an attempted throw leading to unbalancing the opponent who was not merely pushed, pulled or dragged to the mat; and
- S6.3.3 **Immediate pinning or submission** – The transition progressed immediately into a pinning technique; or was part of a controlled manoeuvre from a standing submission referring to article S5.5 (standing submission).
- S6.4 **Rules of Contact –Throwing**
- S6.4.1 **Due care / Excessive force** – Techniques are to be executed with due regard and care for the safety of the opponent. The use of excessive force in the application of a technique will be penalised.
- S6.4.2 **Land on top** – Competitors are to avoid throwing techniques that cause them to land heavily on top of their opponent in the execution of the technique.
- S6.4.3 **Care of head and neck** – Techniques that cause a competitor to land on his or her head or neck are not permitted and will be assessed as excessive force.

## ARTICLE S 7 SCORING TECHNIQUES – PINNING

- S7.1 **Pinning – Two (2) points** may be awarded to a competitor for a legal pinning technique executed as following-on from the transition to the mat, where a judge is satisfied that the following criteria have been met:

- S7.1.1 **The transition** – to the mat was the result of a legal technique, satisfying the rules of contact.
- S7.1.2 **Time** – The referee signals that the pinning technique was controlled for five (5) seconds.
- S7.1.3 **Legal techniques** – The legal pinning technique is recognised as one of the following:  
 a) A kesa-gatame (scarf hold); or  
 b) A kami-shiho-gatame (upper four corner hold); or  
 c) A yoko-shiho-gatame (side locking four corner hold); or  
 d) A tate-shiho-gatame (longitudinal or straight four corner hold).
- S7.1.4 **The objective** – of grappling on the ground is achievement of a legal submission (refer article S4.2 on the ground), however a competitor may score with a pinning technique following a transition to the mat. Further pinning techniques however will not score.
- Commentary 1: The opportunity to score with a pinning technique occurs only when the technique is applied as a continuation of a throw or transition to the mat; or as part of a submission hold.

## ARTICLE S 8 SCORING TECHNIQUES – STRIKES AND KICKS

- S8.1 **High Kick (head) – three (3) points** may be awarded to a competitor for a legal martial art technique, where a judge is satisfied that the following criteria have been met:
- S8.1.1 In addition to satisfying all the criteria of article S 8.2 herein – the high kick demonstrated both skill and balance in its delivery and control.
- S8.2 **Strikes and Kicks – One (1) point** may be awarded to a competitor for a legal martial art technique, where a judge is satisfied that the following criteria have been met:
- S8.2.1 The strike or kick was delivered to a legal target area and satisfied the rules of contact.
- S8.2.2 **Potential Force required** – The strike or kick was controlled and had the ‘potential force’ to have: *knocked-down, knocked-out, or incapacitated*, the opponent.
- S8.2.3 **The technique** – was controlled and focused; combination strikes or kicks will be considered on their merit. A flurry is to be considered a repetitive number of doubtful strikes and will NOT score.
- S8.2.4 **On the ground** – Scoring of strikes to legal target areas (excluding the head) after a legal transition to the ground is limited to a maximum of three (3) striking points during the holding 30 second period, and only when the competitor is in the top position and kneeling on one or both knees. **Note 1** - unless made aware 3 strikes have been scored, the competitor may exceed the number of legal strikes without penalty; **Note 2** - the tactical intent is that strikes are used to assist progression to a submission.
- S8.3 **Legal and illegal target areas** – Subject to the rules of contact:
- a) **it is LEGAL to target:** the outside thigh (above the knee and below the hip), and areas to the front of the body (above the waist) not elsewhere excluded.
- b) **it is ILLEGAL to target:** the throat, neck, eyes, back of the head, kidneys, the back; and when on the ground the head.
- S8.4 **Rules of Contact – strikes and kicks**
- S8.4.1 **Contact not required** – Techniques are to be controlled and limited to ‘light force’ or ‘touch contact’, as scoring is determined on ‘potential force’ a strike or kick is not required to make contact to be awarded a score.
- S8.4.2 **Striking weapon** – Strikes and kicks must be with the padded part of the sparring gloves or shoes with the only exception being kicks with the sole or ball of the foot



- S8.4.3 **Outside mid-thigh kicks** – are permitted when as a roundhouse kick with the padded part of the sparring shoes – any kick towards the knee will be assessed as an illegal target area and treated as excessive force.

## ARTICLE S 9 ILLEGAL TECHNIQUES

S9.1 A contestant must not set out to deliberately injure his or her opponent during the match, as this will result in point's loss or disqualification. Contestants must not use techniques that would almost certainly end up with an injury.

### S9.1.1 Striking and kicking

- a) Any strike or kick other than with the padded section of the approved sparring gloves and or approved sparring shoes – exception being in kicks as permitted by article S8.4.2
- b) Strikes or kicks using any other part of the body including head butts, elbows, knees
- c) Any strike or kick below the waist except mid-thigh kicks as provided by article S8.4.3
- d) Any blind technique including blind techniques within the grapple.

### S9.1.2 Throwing and Takedown

- a) Any foot sweep at mid-calf or above or using other than the instep or sole of the foot.
- b) Any improperly applied throw or takedown considered dangerous to a competitor.
- c) Any throw or takedown applied with excessive force considered dangerous to a competitor.

### S9.1.3 Grappling

- a) All choking techniques or blocking of the airway.
- b) Kicking once grappling has commenced on the ground.
- c) Striking to the head once on the ground.
- d) Attacking nerve or vital points other than as allowed by article S4.4 (nerve pressure).
- e) Locking techniques to any joint other than as defined by article S5.4.1 (joint technique).
- f) Any technique, standing or on the ground where a competitor has his or her arm around the neck, exception being a legal strangulation technique (article S5.4.2) or legal pinning technique (article S7.1.3); or the opponents head under his or her armpit and therefore the potential to lock or crank the neck.
- g) Lifting an opponent off the mat after coming to a standing position from a grapple.

### S9.1.4 General

- a) Any technique considered to be unsporting including: pulling hair, biting, scratching, and jumping on a downed competitor.
- b) Any technique applied or attempted by a competitor who is not within the match/contest area, exception being as provided by article O6.2.1 (competitor is out of bounds).

## ARTICLE S 10 CAUSES FOR PENALISATION

S10.1 The following may result in the offending competitor being penalised

- a) Use of excessive force.
- b) Attacking an illegal target area.
- c) Using an illegal technique.
- d) Performing or attempting a technique while not within the match area unless permitted by article O6.2.1 (competitor is out of bounds).
- e) Running or stepping out of bounds to avoid fighting (fighting out does not apply).

- f) Falling on the floor to avoid attack (a competitor attempting a throw is exempt from penalty).
- g) Continuing after being ordered to BREAK or stop.
- h) Kicking or striking to the head after grappling has commenced on the ground.
- i) Negligent or reckless attacks (whether or not actual contact is ever made).
- j) Disrespect displayed to officials or opponents (includes expressed disappointment after a 'call' or decision.
- k) Poor sportsmanship.
- l) Wasting time by – not competing, or avoiding contest.
- m) Not obeying an instruction of the referee.

## ARTICLE S 11 METHOD OF PENALISATION

S11.1 The referee is empowered to call a judges' conference at any time. The majority vote of all judges and the referee will determine the penalty imposed.

## ARTICLE S 12 VOTING ON PENALISATION – NOT EXCESSIVE FORCE

S12.1 **First Offence** – Penalisation for a first offence:

S12.1.1 Warning, OR

S12.1.2 Disqualification

S12.2 **Second Offence same** – Penalisation for second offence, same infraction:

S12.2.1 Loss of two points (The referee will instruct the judges to add these penalty points to the opposing competitors score), OR

S12.2.2 Disqualification

S12.3 **Second Offence different** – Penalisation for second offence, different infraction:

S12.3.1 Warning, OR

S12.3.2 Loss of two points (The referee will instruct the judges to add these penalty points to the opposing competitors score), OR

S12.3.3 Disqualification

S12.4 **Third Offence any combination** – A third offence for any combination of the rule infractions requires that the competitor be disqualified.

## ARTICLE S 13 VOTING ON PENELISATION – EXCESSIVE FORCE

S13.1 **Majority vote must be penalised** – If a majority of all judges agree that a competitor is guilty of excessive force, the violating competitor must be penalised.

S13.2 **Excessive Force First Offence** – Penalisation for a first offence

S13.2.1 Loss of two points (The referee will instruct the judges to add these penalty points to the opposing competitors score), OR

S13.2.2 Disqualification (Minor or Major)

S13.3 **Excessive Force Second Offence** – Penalisation for a Second Offence

S13.3.1 Disqualification (Minor or Major)

S13.4 **No majority vote** – If there is not a majority vote by the judges on excessive force, the referee may issue a warning on his or her own, without the consent of the judges. The referee shall advise the judges not to score the point. This will however not record as an official warning.

S13.4.1 After a second warning by the referee, without a majority vote, a meeting with the judges shall be called for a clarification on excess force as outlined in article S 3 (force required to score). Refer also article O3.2 (Duties of the mat arbitrator).

## ARTICLE S 14 ISSUING A WARNING

S14.1 Whenever a warning is issued the referee must be specific in his or her warning and within hearing of the judges and competitors. For example, “the next time you (identify the infringement) you’re going to (identify the penalty), do you understand?” e.g. “the next time you use excessive force you’re going to be disqualified, do you understand?” ... The referee should wait for the competitor to acknowledge their official warning AND the recording of warning by the scorekeeper, before allowing the contest to continue.

## ARTICLE S 15 INTOLERABLE BEHAVIOUR

S15.1 Angry and uncontrolled violent displays of behaviour will not be tolerated. If a referee believes a competitor is guilty of such an infraction, he or she may call a judge’s conference. Following the conference, a majority vote of all judges will cause the offending competitor to be disqualified. Judges should not tolerate undisciplined displays of temper.

## ARTICLE S 16 DISQUALIFICATION

S16.1 As an act of disqualification against a competitor may eliminate the competitor from further participation in that tournament; all disqualifications must be classified as either minor or major:

- a) **Minor Disqualification** – is for the existing contest only.
- b) **Major Disqualification** – is for the balance of the tournament or a designated period to be suggested by the majority decision of the mat referee and judges and submitted to a convened meeting of the Tournament directors for their ruling.

S16.2 **Twice disqualified** – Whilst not restricting the ability to issue a major disqualification, a competitor who is twice disqualified for excessive force for which a minor disqualification is awarded shall have the level of disqualification reviewed by a convened meeting of the Tournament Directors.

## ARTICLE S 17 LEGAL PROTEST

S17.1 A legal protest can only be lodged for a non-compliance of the rules and can only be introduced by the official designate of the protesting association or country.

S17.2 Legal protests must be lodged with the mat arbitrator.

S17.3 If the match is still in progress – the mat arbitrator will approach the timekeeper, who will immediately notify the referee. The referee will immediately call, “Time Out”.

## PART 4 – GRAPPLING JU-JITSU – OFFICIATING, CONTEST AND SCORING

### ARTICLE G 1 REFEREEING

- G 1.1 **There will be one referee** – unless the organisers of a tournament deem it appropriate to appoint two additional referees who will be seated in chairs placed at opposing corners of the match area.
- a) **Corner referees when appointed** – bear the same powers as the central referee – and all or any points, advantage points or penalty points awarded must be confirmed by at least two of the three referees.
  - b) 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.
  - c) 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 below.

### ARTICLE G 2 DURATION AND OVERVIEW OF A CONTEST MATCH

- G 2.1 **Match Duration** – All contests consist of one round of **six minutes** of continuous fighting following which a decision will be awarded.
- G 2.2 **Commencement** – competitors will be called to the mat by the referee and the contest shall begin with both competitors facing each other in a standing position, the referee facing towards the table with red to his or her right and white to his or her left. After making a standing bow, the contest will start after the referee's call to "BEGIN". Competitors must bow to each other before and after the match and refusal to do so will constitute an immediate disqualification.
- G 2.3 **Within match area** – competitors will compete within the match area and the referee is to always be directing the competitors to the centre of the mat.
- G2.3.1 **Out of bounds and stabilised** – When 2/3 of the competitors' bodies are outside the match area in a stabilised position on the ground, the referee should stop the match and, noting the position of each competitor, restart the match at the centre of the match area with the competitors in positions identical to those they were in at the moment of stoppage.
- a) The referee may be assisted by the timekeeper in moving the competitors back to the centre of the mat. In case the referee and the timekeeper are unable to move the competitors back to the centre of the mat, the competitors will be asked to walk back to the centre and continue from the same position.
- G2.3.2 **Out of bounds and not stabilised** – When 2/3 of the competitors' bodies are outside the match area on foot or in a non-stabilised position on the ground, the referee should stop the match and restart the two competitors on their feet at the centre of the match area.
- G2.3.3 **Submission hold in place** – When a competitor has a submission hold in place in the outlying safety area, the referee should not interrupt the match.
- G2.3.4 **Submission hold defended by moving out** – When a competitor has a submission hold in place and the opponent defends by moving to outside the outlying safety area; the referee should stop the match and restart the match at the centre of the match area with the competitors standing. In this case, when the referee deems it clearly apparent the competitor under attack initiated the movement that led to exiting the match area, the referee shall signal for 2 (two) points to be added to the score of the competitor performing the submission hold, as described in item G 3.2

## ARTICLE G 3 DECISION OF A CONTEST MATCH

- G 3.1 **Referee signals scoring** – will be signalled by the referee(s) during the match and recorded by the scorekeeper. The match will be awarded to the competitor who achieved a submission, or if no submission the competitor with the highest match points, or if a draw then to the competitor with the most advantage points (*except where agreed that advantage points are added to the score refer article G4.1 (j)*), or if still a draw to the competitor with the least penalty points. If a draw still prevails then the referee(s) shall declare the winner on which competitor displayed greater offense during the match and came closest to achieving possible point or submission-scoring positions.
- G 3.2 **Submission** – occurs when:
- G3.2.1 The competitor signals to the referee their submission by tapping twice the opponent or mat or self; or verbally signals their submission or expresses pain while trapped in a submission hold.
  - G3.2.2 The referee perceives that a hold in place may expose the competitor to serious physical injury and ends the fight giving victory to the competitor that applied the lock.
  - G3.2.3 A coach of one of the competitors may request that the fight be ended either by directing him or herself to the referee or by throwing the towel into the contest area for any reason.
- G 3.3 **Disqualification** – If a competitor is issued a disqualification at any time during the match this signifies a loss of the contest and the other competitor wins.
- G 3.4 **Injury due to a foul** – If a competitor is injured due to a majority called infraction (foul) and cannot continue the offending competitor cannot be awarded the win for that match. The win must go to the injured competitor. The medical or senior appointed qualified first-aid officer must make the decision for an injured competitor not to continue fighting and the competitor cannot recommence competing in the Tournament until he or she is given medical / first aid approval. The referee should be informed of this.
- G3.4.1 Where it is ruled that a competitor has 'intentionally' injured their opponent this may invoke a 'major disqualification' as defined in article S 16 (Disqualification).
- G 3.5 **Injury not due to a foul** – If a competitor sustains an injury, which is not attributed to a foul, and cannot continue then the referee will award the round accordingly.
- G3.5.1 At the discretion of the referee(s), a competitor may be allowed up to 2 minutes to recover from an injury following which the competitor must either continue or the round must be decided.
- G 3 6 **Injury with bleeding or a wound** – The match will be stopped and "time-out" called to allow the competitor to be attended to. If the bleeding cannot be controlled within 2 minutes the round will be called as herein article G3.3 or G3.4. Any blood on the mat surface must be cleaned before play continues.
- G 3.7 **Loss of consciousness** – The competitor 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 maneuver by the opponent.
- G3.7.1 **Note:** Competitors who lose consciousness because of head trauma should not be allowed to compete again in the same tournament and should be directed to undergo treatment from medical staff.

## ARTICLE G 4 REFEREES GESTURES

- G 4.1 The referee will make gestures indicated below, according with the actions – For all gestures made, the referee will raise his or her hand indicating the competitor receiving the score with right indicating red and left indicating white.

- a) **Two-points – Takedown, sweep and knee on the belly** – The referee raises hand of arm corresponding with competitor to be awarded points with first and middle fingers extended.
- b) **Three-points – Guard pass** – The referee raises hand of arm corresponding with competitor to be awarded points with first, middle, and ring fingers extended.
- c) **Four-point – Mount and back control** – The referee raises hand of arm corresponding with competitor to be awarded points with first, middle, ring fingers, and little finger extended.
- d) **Point deduction – To take off an awarded point** – The referee raises arm corresponding with competitor to be deducted points to shoulder height with palm open.
- e) **For the interruption of the fight – match stoppage, end of match** – The referee opens his or her arms together on a horizontal plane level with the shoulder.
- f) **For interruption of time during the fight** – The referee puts his or her hands one above the other forming a "T" signaling the timekeeper to stop the time.
- g) **For lack of competitiveness – stalling** – The referee raises both arms to chest height with both hands holding forearms
- h) **For signaling a penalty** – The referees arm corresponding with penalized competitor being raised to shoulder height with clenched fist
- i) **For disqualification** – The referee raises arms over head with forearms crossed and fists clenched, followed by arm corresponding with disqualified competitor pointing to competitor's belt.
- j) **One-point Advantage** – One Point The referee signals with the arm corresponding with competitor to be awarded, extending parallel to mat with hand open and palm facing downwards. *[Important note – Article G 7 allows for the point to be recorded with the score]*
- k) **Announce match result** – Arm of winning competitor raised while facing judges' table and the arm of losing competitor held downwards.

## ARTICLE G 5 POINT SCORING

- G 5.1 **Three seconds** – Points shall be awarded by the central referee of a match whenever a competitor stabilizes a position for 3 (three) seconds.
  - G5.1.1 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 competitor applying the submission hold (as addressed in Article G 3.2)
- G 5.2 **Match progression** – Matches should unfold as a progression of positions of technical control that ultimately result in a submission hold. Therefore competitors 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.
- G 5.3 **While in a submission hold** – Competitors 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.
  - G5.3.1 When one competitor 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 those positions.

- G 5.4 **Defending a sweep** – Competitors 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.
- G 5.5 **Competitors 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.
- G 5.6 **Competitors 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.
- G 5.7 **Points for takedown** – When a competitor has a grip on his/her opponent's pants and the opponent pulls open guard, the competitor 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.
- G5.7.1 If the opponent pulls closed guard and remains suspended in the air, the competitor 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.
- G 5.8 **Cumulative points** – Competitors 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.
- G 5.8.1 In this case, the referee shall count only 3 (three) seconds of control at the end of the sequence before signaling the points be scored (e.g., guard pass followed by mount counts for 7 [seven] 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—competitors shall be awarded four points for the first mount and another four points for the

## ARTICLE G 6 POINT SCORING POSITIONS

- G 6.1 **Takedown 2 points** –
- G6.1.1 When a competitor 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, and keeps the fight on the ground and himself/herself in the top position for 3 (three) seconds.
- G6.1.2 When a competitor forces his/her opponent to the ground on all fours or belly-down, points shall only be awarded once the competitor 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 for 3 (three) seconds.
- G6.1.3 If a competitor forces his/her opponent to the ground in the outlying safety area, the competitor performing the takedown should have both feet within the match area when the movement begins. In this case, if the competitors land in a stabilized position, the match shall be restarted at the center of the match area and the competitors will be placed in the same position they were in when the match was stopped. The referee will count 3 (three) seconds of stabilization before scoring the points.
- G6.1.4 When the opponent has one or two knees on the ground, the competitor performing the takedown will only be awarded points if he/she is standing at the moment the takedown is carried out. An exception may be made under circumstances addressed in Article G5.4 and respecting the 3 (three) seconds of stabilization.
- G6.1.5 When the competitor 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 competitor performing the counter-takedown shall be awarded the two points when he/she can stabilize this position for 3 (three) seconds.
- G6.1.6 For any takedown technique where the competitor, delivering his/her opponent back-down or sideways on the ground, lands in guard or half-guard and immediately suffers a

successful sweep by the opponent, he/she shall be awarded an advantage relating to the takedown and his/her opponent shall be awarded the two points from the sweep.

G6.1.7 Competitors 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.

**G 6.2 Guard Pass 3 points –**

G6.2.1 When the competitor 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.

- a) Note 1 – 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 competitor on bottom.
- b) Note 2 – Half-guard is the guard where the competitor on bottom is lying on his/her back or side and has one of the top-positioned competitor's legs trapped, blocking him/her from achieving side - or north-south control over the bottom-positioned competitor for 3 (three) seconds.
- c) Note 3 – The position of the top competitor's legs determines whether it is half-guard or reverse half-guard.

**G 6.3 Knee-on-Belly (Knee ride) 2 points –**

G6.1 When the competitor on top maintaining side-control places a knee on the belly, chest or ribs of his/her opponent – who is on bottom with their back or side on the ground –, maintaining his/her other leg extended diagonally away from the opponent and his/her foot (not knee) on the ground, body facing the opponent's head (not legs), and thus remains for 3 (three) seconds.

**G 6.4 Mount and Reverse Mount 4 points –**

G6.4.1 When the competitor is on top, clear of the 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 – and thus remains for 3 (three) seconds.

G6.4.2 Should the competitor have one of the opponent's arms trapped under his/her leg, he/she shall only be awarded points for the mount if the leg trapping the arm does not extend beyond the opponent's shoulder.

G6.4.3 When the competitor lands on top with a triangle fastened around the opponent on bottom, no points shall be awarded for the mount.

**G 6.5 Back Control 4 points –**

G6.5.1 When the competitor takes control of the opponent's back, placing his/her heels between the opponent's thighs without crossing his/her legs and in a position to trap up to one of the opponent's arms without trapping the arm above the shoulder line – and thus remains for 3 (three) seconds.

**G 6.6 Sweep 2 points –**

G6.6.1 When the competitor on bottom with the opponent in his/her guard or half-guard inverts the position, forcing the opponent who was on top to be on bottom – and maintains him/her in this position for 3 (three) seconds.

G6.6.2 When the competitor on bottom with the opponent in his/her guard or half-guard inverts the position and the opponent turns his/her back on all fours and the competitor who initiated the reversal establishes a back clinch over opponent's back – without needing to



place hooks but maintaining the opponent with at least one knee on the ground for 3 (three) seconds.

- G6.6.3 When the competitor on bottom with the opponent in his/her guard or half-guard gets to his/her feet, puts the opponent down and maintains the grips necessary to hold the opponent in bottom position for 3 (three) seconds.

**ARTICLE G 7 ADVANTAGES** – *Note: it may be agreed by the Tournament directors that advantage points be recorded with the score*

G 7.1 An advantage-point is counted when a competitor achieves a point-scoring pass position requiring 3 (three) seconds of control but is unable to maintain control for the entire duration.

G 7.2 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 competitor clearly came close to reaching the point-scoring pass position.

G 7.3 The competitor shall be awarded an advantage-point when he/she attempts a submission hold where the opponent is in real danger of submitting. Again, it is the referee's duty to assess how close the submission hold came to fruition.

G 7.4 An advantage point may be awarded by the referee even after a match has run its course but before announcing the result.

G 7.5 The referee may only award an advantage point once there is no longer a chance of the competitor reaching a point-scoring position.

G 7.6 A competitor 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.

G 7.7 **Examples of Advantage Points\***

G7.7.1 **Advantage from takedown**

- a) When a competitor achieves a takedown and his/her opponent lands back-down, sideways or in sitting position on the ground without stabilising the position for 3 (three) seconds.
- b) When a competitor, 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.

G7.7.2 **Advantage from Guard Pass**

- a) When a competitor tries to pass guard and the opponent turns on all fours.
- b) When the competitor achieves half-guard position, with exception to reverse half-guard.
- c) When a competitor places a knee on his/her opponent's belly but only places the knee and not foot of his/her other leg on the ground.

G7.7.3 **Advantage from the Mount**

- a) When the competitor on top and free of guard or half-guard tries to sit on the opponent's torso and keeps two knees or one foot and one knee on the ground while facing the opponent's head but with both the opponent's arms trapped under his/her legs.

G7.7.4 **Advantage from Back Control**

- a) When a competitor mounts his/her opponent's back and places his/her heels between the opponent's thighs but traps both the opponent's arms.
- b) When a competitor mounts his/her opponent's back but crosses his/her legs, fastens a figure-four around the waist or only places one heel between the opponent's thighs.

**G7.7.5 Advantage from Sweep**

- a) When, upon clearly causing the opponent to lose his/her balance, a competitor attempts to complete the sweep movement and forces the opponent out of the match area.
- b) When a competitor attempts a sweep from closed guard, takes down the opponent, and opens guard in an attempt to achieve top position but is unable to complete the sweep movement.
- c) In 50/50 guard, when attempting a sweep, the competitor takes the opponent down and unlocks his/her legs in an attempt to achieve top position but is unable to complete the sweep movement.
- d) When both competitors pull guard at the same time, the competitor who achieves top position first is awarded an advantage point.

**Note\*** The examples above are merely illustrative and do not represent the full array of situations that may warrant advantage points.

**G7.7.6 Specific Cases where Advantage Points are not awarded anymore**

- a) Achieving half-guard does not warrant an advantage point for a competitor who was in mounted or side-control position.
- b) Competitors who suffer a takedown from the opponent and manage to roll to top position shall no longer be awarded an advantage point by the referee.
- c) Competitors who begin a sweep movement but deliberately do not seek to complete the movement, in order to retain their defensive position, shall not be awarded an advantage point for the sweep.

## **ARTICLE G 8 FOULS**

G 8.1 Fouls are technical or disciplinary infractions addressed in the rules that are committed by competitors before, during or after a match.

**G 8.2 Foul Classifications**

- a) Severe Foul – Subdivided into technical fouls, and disciplinary fouls.
- b) Serious Foul
- c) Combativeness Foul (Stalling)

**G8.2.1 Severe Foul**

**a) Technical Fouls**

- i) When a competitor's gi is rendered unusable and he/she is unable to exchange it for a new one within a period of time stipulated by the referee
- ii) When a competitor deliberately flees the match area to avoid submitting to a submission hold applied by his/her opponent
- iii) When a competitor intentionally attempts to get his or her opponent disqualified by reacting in a way that places his or her opponent in an illegal position
- iv) When a competitor is not wearing an undergarment under his/her gi and this fact comes to the referee's attention
- v) In the Jiu-Jitsu No-Gi, when a competitor applies creams, oils, gels or any slippery substance to any part of the body
- vi) When the competitor utilizes any substance that increase the adherence in any part of his/her body
- vii) When the competitor utilizes any substance that makes the kimono slippery for the grips.
- viii) When a competitor applies a hold prohibited for his/her respective age or belt group, as indicated in the table below.\*

**Note\*** The images shown on the list are examples of prohibited techniques and do not represent the full array of prohibited technical situations and variations. **Refer also to G 10**

	4 to 12 years of age	13 to 15 years of age	16 & 17 years and Adult to Senior 5 white belt	Adult to Senior 5 blue & purple belts	Adult to Senior 5 brown & black belts	
1	●					Submission techniques stretching legs apart
2	●	●				Choke with spinal lock
3	●	●				Straight foot lock
4	●	●				Forearm choke using the sleeve (Ezequiel choke)
5	●	●				Frontal guillotine choke
6	●	●				Omolata
7	●	●				Triangle (pulling head)
8	●	●				Arm triangle
9	●	●	●			Lock inside the closed guard with legs compressing kidneys or ribs
10	●	●	●			Wrist lock
11	●	●	●			Mount naked choke
12	●	●	●	●		Bicep slicer
13	●	●	●	●		Calf slicer
14	●	●	●	●		Knee bar
15	●	●	●	●		Toe hold
16	●	●	●	●	●	Slam
17	●	●	●	●	●	Spinal lock without choke
18	●	●	●	●	●	Heel hook
19	●	●	●	●	●	Locks twisting the knees.
20	●	●	●	●	●	Crossing outside foot inwards across opponent's crotch (straight foot lock, X-guard and 50-50 guard)
21	●	●	●	●	●	Kanibasami (scissor)
22	●	●	●	●	●	In straight foot lock, turning in the direction of foot not under attack.
23	●	●	●	●	●	In toe hold, applying outward pressure on the foot
24	●	●	●	●	●	Bending fingers backwards

b) **Technical Fouls – Illegal Moves** – When a competitor intentionally attempts to get his or her opponent disqualified by reacting in a way that places his or her opponent in an illegal position.

c) **Disciplinary Fouls**

- i) When a competitor directs profane language or obscene gestures at his/her opponent, the centre table, table officials, referee or public.
- ii) When a competitor exhibits hostile behaviour towards an opponent, referee or any other member of the organizing committee or public.
- iii) When a competitor bites, pulls hair, strikes or applies pressure to the genitals or eyes, or intentionally uses a traumatic blow of any kind (such as punches, elbows, knees, head butts, kicks, etc).
- iv) When a competitor exhibits offensive or disrespectful behaviour towards an opponent or the public through words or gestures during a match or in celebrating victory.

#### G8.2.2 **Serious Fouls**

- a) When a competitor kneels or sits without having a grip of any kind on the opponent.
- b) When a standing competitor flees the bounds of the match area, avoiding combat with the opponent
- c) When a standing competitor pushes his/her opponent to outside the match area without clear intent of attempting a submission or scoring. (Note: previously, the competitor being pushed was the one penalised).

- d) When a competitor on the ground evades combat by sliding his/herself outside the match area.
- e) When a competitor on the ground stands to escape combat and does not return to combat on the ground.
- f) When a competitor breaks the grip of the opponent pulling guard and does not return to combat on the ground.
- g) When a competitor intentionally removes his/her own gi or belt, causing the match to be stopped.
- h) When a competitor grabs the opening of the opponent's sleeve or pant leg with the fingers placed inside the garment, even if performing a sweep or any other manoeuvre
- i) When a competitor grabs the inside of the opponent's gi top or pants, and when a competitor passes a hand through the inside of the opponent's gi to grip the external part of the gi.
- j) When a competitor communicates with the referee by speaking or with gestures, except when he/she is reporting a medical issue.
- k) When a competitor disobeys a referee order.
- l) When a competitor exits the match area following a match prior to the referee announcing the result.\* – \* *For these specific cases there is no gesture for penalisation and the referee will signal one penalty be added on the scoreboard for the perpetrating competitor and concede at least one advantage point to the opponent, in accordance with the series of penalties addressed in Article G 9.3*
- m) When a competitor deliberately exits the match area to prevent the opponent from completing a sweep.\*\* – \*\* *In this case and only this case, the referee should signal two points be awarded to the opponent and one penalty point be added to the score of the competitor who exited the match area.*
- n) For Jiu-Jitsu No-Gi, when a competitor grabs hold of his/her uniform or that of his/her opponent in any way
- o) When a competitor places a hand or foot on his/her opponent's face.
- p) When a competitor intentionally places his/her foot in his/her opponent's belt.
- q) When a competitor intentionally places a foot in the opponent's lapel without gripping the same side of the lapel with his/her hand.
- r) When a competitor places a foot in the lapel behind the opponent's neck, with or without gripping it.
- s) When a competitor uses his/her own belt or the opponent's belt to assist in a choke or any other circumstance in a match while the belt is untied.
- t) When a competitor, without using the gi, strangles his/her opponent using both hands, or applies pressure to the opponent's windpipe using the thumb.
- u) When a competitor holds the neck using both hands (one in front and one behind).
- v) When a competitor blocks the passage of air to his/her opponent's nose or mouth using his/her hands.
- w) When a competitor takes more than 20 seconds to tie his/her belts during a match stoppage (when the competitor is also using the identification belt).
- x) When a competitor runs around the match area and does not engage in the combat
- y) When a competitor unintentionally reacts in a way that places his/her opponent in an illegal position

#### G8.2.3 **Lack of Combativeness (stalling)**

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

- b) When both competitors simultaneously demonstrate a lack of combativeness (stalling) in any position in a match.
- c) Lack of combativeness (stalling) is not declared when a competitor is defending his/herself from an opponent's attacks from mount, back-control, side-control or north-south positions.
- d) Examples of situations constituting lack of combativeness (stalling).\*
  - i) When a competitor, upon achieving side-control or north-south positions over an opponent, does not seek positional progression.
  - ii) When a competitor in an opponent's closed guard does not seek to pass guard and at the same time prevents the opponent from seeking positional progression from guard.
  - iii) When the bottom competitor playing closed guard wraps his/her arms around the opponent's back or performs any other controlling movement clutching the opponent to him/her without intending to achieve a submission or score.
  - iv) When a competitor on foot grabs and maintains his/her hand on the opponent's belt, preventing the opponent from completing a takedown movement and without attempting an attack of any kind.

**Note\*** *The aforementioned examples are merely illustrative and do not represent all the situations that may be deemed lack of combativeness (stalling).*

## ARTICLE G 9 PENALTIES

G 9.1 Penalties are awarded by referees with the aim of assuring the match flows properly and that the rules of the sport and the competition are being respected. Referees shall abide by the following series of penalties for each category of penalty.

### G 9.2 Severe Penalties

G9.2.1 Technical Penalties: Summary disqualification from the match at the moment of the infraction.

G9.2.2 Disciplinary Penalties: Summary disqualification from the match and competition at the moment of the infraction.

### G 9.3 Serious Penalties

G9.3.1 Referees shall abide by the following series of penalties.

- a) 1st penalty – The referee will mark the first penalty for the competitor.
- b) 2nd penalty – Advantage point concession to opponent of penalized competitor and second penalty marked on scoreboard for perpetrating competitor.
- c) 3rd penalty – Two points concession to opponent of penalized competitor and third penalty marked on scoreboard for perpetrating competitor.
- d) 4th penalty – Disqualification of perpetrating competitor.\*

G9.3.2 Serious penalties are cumulative between them and different fouls will bring into effect the escalating penalty sequence addressed in Article G9.3.1

G9.3.3 If the competitor has already received penalties for lack of combativeness on the scoreboard, these penalties will be added to the penalties for serious fouls.

Note \* *In the under-15-year-old events, on a competitor's fourth and fifth fouls the referee shall award two points to the opponent and one penalty point to the perpetrating competitor for each penalty. Only on the sixth penalty shall the referee disqualify the perpetrating competitor.*

**G 9.4 Penalties for lack of combativeness**

G9.4.1 The penalties for lack of combativeness will follow the sequence below after the referee considers one or both competitors been under the situations described in article G8.2.3

**Note\*** The referee shall count out 20 (twenty) consecutive seconds and will perform the gesture for a lack of combativeness (in concordance of article G 4), followed by the verbal command “LUTE!” and the gesture for the awarded penalty, as described in article G9.3.1

G9.4.2 If the competitor has already received penalties for serious fouls on the scoreboard, these penalties will be added to the penalties for lack of combativeness.

**G 10 SUMMARY CHART – LEGAL AND ILLEGAL TECHNIQUE**

No – Indicates Technique Is Illegal for this Belt Rank

Technique	White	Blue	Purple	Brown	Black
<b>General</b> <ul style="list-style-type: none"> <li>▪ Arm-bar</li> <li>▪ Kimura (reverse figure 4 arm entanglement)</li> <li>▪ Americana (figure 4 arm entanglement)</li> <li>▪ Omoplata (shoulder lock using leg)</li> <li>▪ Triangle strangle</li> <li>▪ Triangle (pulling the head)</li> <li>▪ Wrist-lock</li> <li>▪ Biceps-lock / slicer</li> </ul>	Legal	Legal	Legal	Legal	Legal
<b>Leg/foot</b> <ul style="list-style-type: none"> <li>▪ Straight foot-lock</li> <li>▪ Figure 4 toe-lock (Mata Leo)</li> <li>▪ Twisting foot-lock</li> <li>▪ Leg-locks</li> <li>▪ Calf-lock / slicer</li> <li>▪ Heel-hook</li> </ul>	Legal No	Legal No	Legal No	Legal Legal	Legal Legal
<b>Choke (strangle) / neck</b> <ul style="list-style-type: none"> <li>▪ Collar choke</li> <li>▪ Ezequiel choke (cuff choke)</li> <li>▪ Rear naked choke</li> <li>▪ Front guillotine choke</li> <li>▪ Neck crank</li> <li>▪ Spine / cervical-lock</li> </ul>	Legal Legal	Legal Legal	Legal Legal	Legal Legal	Legal Legal
<b>Take-downs</b> <ul style="list-style-type: none"> <li>▪ Slam from the guard</li> <li>▪ Scissor take-down</li> </ul>	No No	No No	No No	No No	No No

## PART 5 – JUNIOR COMPETITION

**Important Note** These rules for junior competition are provided as a guide; refer to article 3.9.1 (junior event) for clarification.

### ARTICLE J 1 – SPORT JUJITSU

J 1.1 **Application of rules** – Except as modified hereunder by article J 1, the rules as stipulated elsewhere shall apply to Junior Sport Ju-jitsu Competition.

J 1.2 **A participation agreement** – is to be completed for each competitor as provided under article 1.4 (knowledge of risks) and appropriately signed by parent or guardian prior to participation.

J 1.3 **Junior divisions** – The following represents a guide, and weights are up to and including the nominated weight, and ages for the current calendar year.

a)	Boys:	8 to 10	u27, u30, u34, u38, u42, u46, u50, +50kg
b)	Girls:	8 to 10	u29, u32, u36, u40, u44, u48, u52, +52kg
c)	Boys:	11 to 13	u36, u40, u45, u50, u55, u60, u66, +66kg
d)	Girls:	11 to 13	u36, u40, u44, u48, u52, u57, u63, +63kg
e)	Boys:	14 to 17	u50, u55, u60, u66, u73, u81, u90, +90kg
f)	Girls:	14 to 17	u40, u44, u48, u52, u57, u63, u70, +70kg

J1.3.1 The Tournament Committee may after the official weigh-in, agree to change the junior's weight divisions and the numbers of divisions to more appropriately group those competitors who register to compete. Additionally the divisions may provide for younger competitors from 4-years of age.

#### J 1.4 **Officiating**

J1.4.1 14 to 17 years of age – may be scored by only two judge's in-lieu of three.

J1.4.2 Under 14 years of age – may be scored by the referee alone who will signal to the scorekeeper or use two hand-held clickers

#### J 1.5 **Scoring PART 3 shall apply except as modified by the following**

- J1.5.1 a) **Match duration:** 14 to 17 years (inclusive) two 1-minute 30-second rounds
- b) **Match duration:** Under 14-years of age three one-minute rounds with no overtime; the rounds are contested separately and the scores summed together.
- I) Round 1 – Striking and kicking randori, commenced as provided in article S1.4 (start position).
- II) Round 2 – Throwing randori, commenced both competitors with one hand grip on opponents lapel
- III) Round 3 – Grappling randori, commenced both competitors sitting back to back

#### J1.5.2 **Scoring Techniques – submission on the ground**

- a) **14 to 17 years of age** – strangling techniques that use the opponents lapel(s) are permitted (this excludes all naked strangles and all chokes), and elbow or shoulder joint techniques are permitted.

- b) **Under 14-years of age** – strangling and joint techniques are excluded
- c) **Pinning techniques** – on the ground may gain a submission where a competitor submits or where in the opinion of the referee to allow the technique to continue risks injury to the competitor.

J1.5.3 **Scoring Techniques – Throws**

- a) Refer to article S 6 (Scoring Techniques – Throws)

J1.5.4 **Scoring Techniques – Strikes and Kicks** – one (1) point (refer article S8.2 – Strikes and Kicks)

- a) **All junior events** – The legal target area is limited to the front of the body above the waist and below the shoulders.
- b) **14 to 17 years of age** – Once either competitor has taken hold – one strike to a legal target area is allowed by both competitors after a competitor takes hold or goes to the ground.

J1.5.5 **Scoring Techniques – Pinning or Holding Techniques** – 2 Points

- a) Two (2) points may be awarded to a competitor for a legal pinning technique, where a judge is satisfied that the following criteria have been met:
  - i. The technique was controlled and satisfied the rules of contact
  - ii. The competitor was held with a recognisable pinning or grappling technique (refer article 7.1.3 legal techniques) and controlled for five (5) seconds
- b) The referee will signal when a hold has achieved two-points and the competitor must then either release the hold or endeavour to move to a different hold.

J 1.6 **The Rules of Contact** – are to be strictly applied with all techniques

## ARTICLE J 2 – GRAPPLING JU-JITSU

J 2.1 **Application of rules** – Except as modified hereunder by article J 2.1 the rules as stipulated under PART 4 (Grappling Ju-Jitsu – Officiating, Contest and Scoring) and elsewhere shall apply to Junior Grappling Competition.

J 2.2 **A participation agreement** – is to be completed for each competitor and appropriately signed as provided under article 1.4 prior to participation

J 2.3 **Variation to junior divisions** – Reference article J 1.3 (junior divisions) – The Tournament Committee may after the official weigh-in, agree to change the junior’s weight divisions and the numbers of divisions to more appropriately group those competitors who register to compete. Additionally the divisions may provide for younger competitors from 4-years of age.

J 2.4 **Match Duration**

4 to 6 years of age	2-minutes
7 to 9 years of age	3-minutes
10 to 15 years of age	4-minutes
16 to 17 years of age	5-minutes



J 2.5 **Restrictions (refer article G 7)** – additionally the following restrictions shall apply:

**Summary Chart – Legal and Illegal Technique**

No – Indicates Technique is Illegal for this Age Group

Technique	4 – 12 yrs	13 – 15 yrs	16 – 17 yrs
<b>General</b> <ul style="list-style-type: none"> <li>▪ Arm-bar</li> <li>▪ Kimura (reverse figure 4 arm entanglement)</li> <li>▪ Americana (figure 4 arm entanglement)</li> <li>▪ Omoplata (shoulder lock using leg)</li> <li>▪ Triangle strangle</li> <li>▪ Triangle (pulling the head)</li> <li>▪ Wrist-lock</li> <li>▪ Biceps-lock / slicer</li> </ul>	Legal Legal Legal No Legal No No No	Legal Legal Legal Legal Legal No No No	Legal Legal Legal Legal Legal No No
<b>Leg/foot</b> <ul style="list-style-type: none"> <li>▪ Straight foot-lock</li> <li>▪ Figure 4 toe-lock (Mata Leao with foot)</li> <li>▪ Twisting foot-lock</li> <li>▪ Knee or Leg-locks</li> <li>▪ Calf lock / slicer</li> <li>▪ Heel-hook</li> </ul>	No No No No No No	No No No No No No	Legal No No No No No
<b>Choke (strangle) / neck</b> <ul style="list-style-type: none"> <li>▪ Collar choke</li> <li>▪ Ezequiel choke (cuff choke)</li> <li>▪ Rear naked choke</li> <li>▪ Front guillotine choke</li> <li>▪ Neck crank</li> <li>▪ Spine / cervical-lock (any kind)</li> </ul>	Legal No Legal No No No	Legal No Legal Legal No No	Legal Legal Legal Legal No No
<b>Take-downs</b> <ul style="list-style-type: none"> <li>▪ Slam from the guard</li> <li>▪ Scissor take-down</li> </ul>	No No	No No	No No

## PART 6 – APPENDIXES

### APPENDIXES

- Appendix A Competition pre-event risk audit
- Appendix B Official's Assessment or Personal Self Reflection
- Appendix C Incident Report Template
- Appendix D WCJJO Participation Agreement Waiver and Indemnity
- Appendix E A Guide for the scorekeeper – Sport Ju-Jitsu
- Appendix F A Guide for the scorekeeper – Grappling Ju-Jitsu
- Appendix G A Spectator's guide to the rules – Sport Ju-jitsu
- Appendix H A Spectator's guide to the rules – Grappling Ju-Jitsu

## Appendix A Competition Pre Event Risk Audit

Event Name and Venue:.....  
.....

Event / Competition Coordinator:.....

Contact Details: Phone: ..... email .....

Event Safety Coordinator:.....

Contact Details: Phone: ..... email .....

We have received a copy, reviewed the documents and agree to conduct this event in accordance with the following WCJJO Policies and regulations:

- |   |          |
|---|----------|
| • Risk Management Policies                    | YES / NO |
| • Constitution and Rules and Codes of Conduct | YES / NO |
| • Anti-Doping Policy                          | YES / NO |
| • Tournament Competition Rules                | YES / NO |

### PRE-EVENT RISK AUDIT

- |  |          |
|--|----------|
| • Are arrangements in place to conduct a survey of the site to ensure it is clear of any dangerous and/or sharp objects that may provide a risk of injury?         | YES / NO |
| • Will a fully equipped first aid kit be readily available?  | YES / NO |
| • Will ice be readily available?   | YES / NO |
| • Will qualified first aid or medical personnel be in attendance?  | YES / NO |
| • Will water be readily available?   | YES / NO |
| • Is there a system in place for reporting incidents?  | YES / NO |
| • Will competitors be checked to ensure they are appropriately attired with no evidence of jewellery or watches being worn during jujitsu or grappling activities? | YES / NO |
| • Has an approved waiver/understanding of risk agreement been signed by each participant present (or by a parent or guardian for those under 18 years of age)?     | YES / NO |

### SAFETY EQUIPMENT

- |  |          |
|--|----------|
| • Are proprietary based mats used?                                   | YES / NO |
| • Are these mats in good order and maintained hygienically?          | YES / NO |
| • Will the area be free from obstructions?                           | YES / NO |
| • Will there be sufficient clearance around the mats?                | YES / NO |
| • If no, is there padding on walls, tables etc?                      | YES / NO |
| • Will there be blood spill cleanup equipment available?             | YES / NO |
| • Will an Emergency Management Plan be placed in a visible position? | YES / NO |

### AMATEUR PERMIT

- |  |          |
|--|----------|
| • Under any applicable legislation is a amateur permit required? | YES / NO |
| • If yes has this already been applied for / issued?             | YES / NO |

.....  
Event / Competition Coordinator Signature

.....  
Date

.....  
Event / Safety Coordinator Signature

.....  
Date

# Appendix B

Official: .....

## Assessment / Self Reflection

Officiating Discipline: .....

Performance Criteria	Mostly	Sometimes	Never
<b>Control of the competition/Approach</b>			
Ensured a safe environment was established and maintained for the participants			
Responded effectively in managing injury or hazardous situations			
Provided support and encouragement for fellow officials			
Contributed to a 'sense of team' among the officials			
Showed enthusiasm while officiating			
Self and the participants enjoyed the competition			
Remained composed during the competition and accepted responsibility for actions taken			
Intervened at appropriate times			
Was approachable during the competition			
Held respect from competitors who responded positively to officiating style			
<b>Communication</b>			
Verbal communication - with competitors, in a positive and appropriate manner			
Non verbal communication – with competitors, appropriate and consistent with message to be communicated			
Communicated to coaches and other officials in a positive manner			
Adapted communication style to suit the situation			
Explained decisions to competitors and other officials when needed			
Treated competitors with respect			
<b>Decision making</b>			
Had adequate technical knowledge of the rules			
Decisions were impartial and appropriate			
Decisions were in accord with the spirit of the competition			
Was positive and decisive in approach to decision making			
Decisions were consistent			
Maintained concentration - both physical and mental fitness were appropriate			

**Assessment decision:** Competent  Not Yet Competent  Accreditation Level: .....

Comments: [use back of form for further comments]

.....  
**Signed Assessor:**..... **Date:** .....

# Appendix C Incident Report Template

*Note the school or organisation you are officiating with may have their own incident reporting forms and processes.*

Name and role of person completing this form:

Signature of person completing this form:

Date:

## INCIDENT

Date of incident: .....

Time: .....

Name(s) of person(s) involved in the incident

Their School / Association / Contact

1 .....

2 .....

3 .....

4 .....

Description of incident

Witnesses

Contact details

1 .....

2 .....

3 .....

4 .....

## REPORTING OF THE INCIDENT

Incident reported to .....

Date: .....

How reported (copy of this form, in person, by email, by phone): .....

## FOLLOW UP ACTION

Description of action to be taken: .....

## APPENDIX D - WCJJO World Ju-Jitsu Championships – Country – Date

### COMPETITION PARTICIPATION AGREEMENT WAIVER AND INDEMNITY

The following conditions must be read carefully

It has been explained to me and I understand that training, practicing or competing in **martial art is potentially dangerous** and that I must at all times abide by the rules of the World Council of Ju-Jitsu Organisations (WCJJO), and any instruction provided to me by the WCJJO and or the officials and obtain clarification before proceeding if those rules or instructions are not understood. Further I understand and agree that my participation is entirely at my own risk.

I and any other person in relation to myself hereby absolves, indemnifies and holds harmless the officials and providers, including others receiving instruction or competing from all liability howsoever arising for injury, loss or damage (including but not limited to my person, property and personal belongings) however caused, including by the negligence of the indemnified, arising out of or in connection with my participation and or the provision of instruction or competition or in any way caused by, or arising out of any activity carried on by the providers.

I agree to abide by the rules and guidelines as set down by the World Council of Ju-Jitsu Organizations and voluntarily assume all of the aforesaid risks and hazards.

I AUTHORISE THE INSTRUCTOR/S REFEREES AND OTHER OFFICIALS to give first aid to me in the event of injury and to arrange for me to be transported to Hospital for medical treatment.

I have no physical impairments, injuries or medical condition and am not presently receiving treatment for any illness, disorder or injury that would render it unsafe to take part in Martial Arts or competition. I have personally arranged adequate personal accident and medical and hospital insurance to fully cover me in the event of death or injury including travelling to or from these championships.

I understand that in participating in any activity carried on during the WCJJO World Ju-Jitsu Championships or during the lead-up to the championships and during my time away from my home that I do so on the distinct understanding that it is entirely at my own risk.

**Statement of Understanding** - I have read, or have had read to me the above conditions and having understood the same, my signature signifies that I understand and accept the above conditions and I consent to the activities proposed.

**Signed** (Applicant):..... Date: ...../...../.....

In the presence of: (Signature of witness):

**Applicants Full name:**..... **Date of Birth:** ...../...../.....

**Address:** .....

**A contact name:** .....

**Relationship:** .....

**Address:** .....

**Telephone Numbers: Home:** ..... **Mobile:** .....

**Weigh-in Weight:** ..... **Division Grappling:** ..... **Division Sport Ju-jitsu:** .....

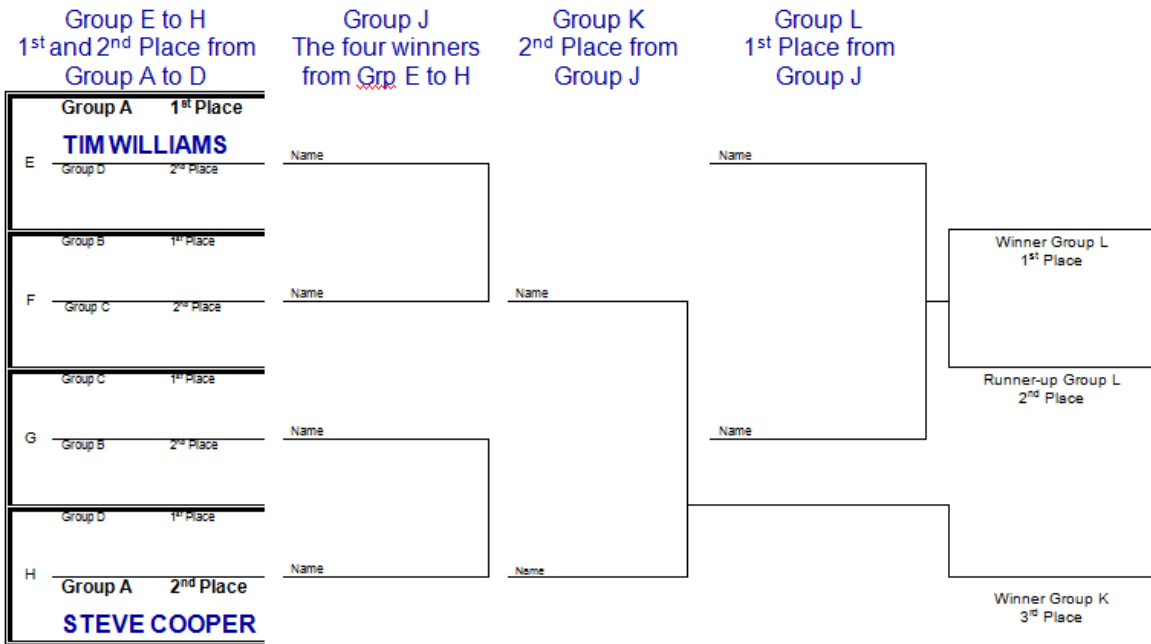
# APPENDIX E – A GUIDE FOR THE SCOREKEEPER – SPORT JU-JITSU

Sport Jujitsu Notes on Scoring		Round Scores
<b>Match Scores</b>		
(A)	A winner of <b>two rounds</b> will win the match and receive a score of <b>one MATCH point</b>	W 2 / L 0
(B)	A winner of <b>one round plus a tie</b> will win the match and receive a score of one MATCH point	W 1 / L 0
(C)	<b>Both contestants win one round</b> – match goes into <b>overtime</b> – the winner receives one MATCH point	W 1 / L 1
(D)	<b>Both rounds are tied</b> – match goes into <b>overtime</b> – the winner receives one MATCH point	W 0 / L 0
<b>Disqualification</b> (or no fault injury) – the opposing contestant receives the win and one MATCH point		
<ul style="list-style-type: none"> <li>A <b>win in the first round</b> and <b>win by disqualification in the second round</b> - the winner receives one MATCH point</li> <li>A <b>loss in the first round</b> and <b>win by disqualification in the second round</b> - the winner receives one MATCH point – <b>Note the disqualified contestant loses their first round point</b></li> <li>A <b>win in the first round by disqualification</b> - the winner receives one MATCH point</li> </ul>		W 2 / L 0 W 1 / L 0 W 2 / L 0

**Sample Scoring of Round Robin Event** – Group: (circle) **A B C D** WINS POINTS\* PLACE \*NOTE Points used only to break a Tie

Number of Players			Name - Country	Contest	W	P*	PL	PLACE										
3	4	5																
1x2	1x2	1x2	1 <b>David Smith</b>	1(C)	2(A)	3(B)	4(A)	5(C)	6(A)	7	8	9	10	1	1	3	1st	
2x3	3x4	3x4	Match points = 1		0		0	1							0	0	4	2nd
3x1	1x3	1x5	2 <b>Bill Jones</b>		L		L	L										
	2x4	2x3			0		0	0										
	1x4	4x5	3 <b>Tim Williams</b>		W	W		W										
	2x3	1x3	Match points = 3		2	1		2										
		2x5	4 <b>Steve Cooper</b>		L		W	W										
		1x4 etc	Match points = 2		0		2	1										

## Score Sheet - Progression from Round Robin Event OR Straight Elimination Event



Date: ..... AM/ PM: ..... Sheet Number: ..... Signed: .....

## APPENDIX F

### A GUIDE FOR THE SCOREKEEPER – GRAPPLING JU-JITSU

#### RED COMPETITOR

1 – Point *	Minus 1 - Point	2 - Points	3 - Points	4 - Points
Advantages	Penalties	Take downs	Passing the guard	Mount
		Sweeps		Back grab
		Knee on the belly		

#### WHITE COMPETITOR

4 - Points	3 - Points	2 - Points	Minus 1 - Point	1 – Point *
Mount	Passing the guard	Take downs	Penalties	Advantages
Back grab		Sweeps		
		Knee on the belly		

\* **Note** – Advantage points may be recorded with the score – refer article G 7 advantages



## APPENDIX G – A SPECTATORS GUIDE TO THE RULES

### SPORT JU-JITSU

#### 1. DURATION OF CONTEST

Two rounds of two minutes each continuous fighting, with 30 second rest between rounds

#### 2. SCORING SYSTEM

- (A) Individual Competition – Round robin, with straight elimination in the finals
- (B) Team Competition – Round robin by Country, with each competitor competing by straight elimination

#### 3. SCORING OF ROUNDS

Scoring by the three judges will be tabulated using mechanical hand counters (clickers).

A winner of two rounds or one round plus a draw will receive the win and a score of a win.

A winner of one round and a win in overtime will score a win.

The loser will receive no wins at all.

A draw does not constitute a win, the scores are considered nullified.

**NOTE:** In the event of disqualification, the opposing contestant will be awarded the win

#### 4. DEFINITION OF POINTS

- (a) Submission – Wins the round – note there are two rounds.
- (b) 5 Point – A submission called by the referee alone for the safety of the opponent.
- (c) 5 Point – The competitor was thrown with control in a legal technique and both feet of the opponent are projected to a height above the rest of the body
- (d) 3 Point – The competitor was thrown with control in a legal technique that does not satisfy the criteria for 5 points
- (e) 3 Point – awarded for a high kick with control that satisfies the rules of contact.
- (f) 2 point – pinning technique applied in transition to the mat
- (g) 1 Point – awarded for a strike or kick delivered to an opponent's legal target area and satisfying the rules of contact.

Note – When grappling on the ground kicks are not permitted and neither are strikes to the head; on the ground striking techniques are limited in number and to the competitor in the upper position.

## 5. TARGET AREAS

**Legal target areas** – Subject to the rules of contact, it is legal to target any area of the body above the waist except: the throat; neck; eyes; back of head; the back; or kidneys. The outside of the mid-thigh is a legal target area for a roundhouse kick with the top of the foot.

## 6. PENALISATION

First offence

- a. Warning, OR
- b. Disqualification

Second offence – Same infraction

- (a) Loss of 2 points, OR
- (b) Disqualification

Second offence – DIFFERENT infraction

- (a) Warning, OR
- (b) Loss of 2 points, OR
- (c) Disqualification

ANY Third offence

- (a) Disqualification

## 7. EXCESSIVE CONTACT PENALISATION

First offence

- (a) Loss of 2 points, OR
- (b) Disqualification

Second offence

- (a) Disqualification

## 8. OFFICIALS' FLAG SIGNALS



START



WINNER



TIE



SINGLE  
INFRACTION



DOUBLE  
INFRACTION

## APPENDIX H

### A SPECTATORS GUIDE TO THE RULES GRAPPLING JU-JITSU

#### 1. DURATION OF CONTEST

One round of six minutes continuous fighting

#### 2. SCORING SYSTEM

Individual Competition – Round robin, with straight elimination in the finals

#### 3. SCORING OF THE MATCH

Scoring is called by the Centre referee and recorded by the scorekeeper.

If a submission is not gained then the competitor with the highest score points will win. If both competitors have equal score points then the competitor with the highest advantage points will win. If both competitors have the same advantage points then the referee will decide the match

**NOTE:** In the event of disqualification or injury, the opposing contestant will be awarded the win unless an injury is the result of a foul.

#### 4. DEFINITION OF POINTS

- (a) Submission – Wins the match
- (b) 4 Point – The Mount – where the competitor sits on their opponent's torso; the opponent can be lying on their stomach, side or back.
- (c) 4 Point – The Back Grab – when the competitor grabs their adversary's back, taking hold of his or her neck (Note. a strangle or choke is NOT required) and wrapping their legs around their opponent's waist, with their heels leaning on the inner side of his or her opponent's thigh.
- (d) 3 Points – Passing The Guard – when the competitor that is above his or her adversary or in between his or her legs, moves to their opponent's side, establishing control.
- (e) 2 Point – Takedown – Any kind of knocking down the opponent or being taken down on his or her backside. If the competitor is thrown to the ground and does not land on their back (backside), the thrower must pin him or her to the ground in the same position for at least 3 seconds
- (f) 2 Point – Knee on belly or knee ride – When the competitor on top puts their knee on their adversary's stomach, holding his or her collar or sleeve and belt with their other leg towards his or her adversary's head.
- (g) 2 Point – The Sweep – when the competitor that is underneath has their opponent in his or her guard (in between their legs) or the half guard (having one of their adversary's legs between theirs) and is able to get on top of his or her adversary by inverting his or her position.

**Advantage 1 Point** – may be awarded by the referee when a technique is almost successful.

**Negative 2 Points (Penalties)** – after committing a third offence or for stalling

## 5. DISQUALIFICATION AND PENALISATION

**More serious offence – immediate disqualification**

**Less serious offence:**

- First offence – Warning
- Second offence – opponent given an advantage point
- Third offence – opponent given 2 Points
- After third offence – the referee may disqualify the competitor
- Immediate loss of 2 Points can occur when an opponent continues to stall or runs from the contest area to avoid his opponent's technique.

## 6. REFEREES' HAND SIGNALS

The referee wears a wrist band on the right wrist to signal the competitor designated as 'Red'

The referee will raise his or her hand indicating the scoring or offending competitor (right hand for Red and left hand for White)

- **Points Score:** The referee will raise his or her hand indicating the scoring competitors colour and the score of 4 Points; 3 Points; or 2 Points by the number of fingers shown
- **Penalties:** The referee will turn his or her hands one over the other with both fists closed after signalling the colour of the penalized competitor and give an advantage to the other competitor.
- **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 or her arms together on a horizontal plane level with the shoulder.
- **For interruption of time during the fight:** The referee puts his or her hands one above the other forming a "T" signalling the timekeeper to stop the time.
- **For disqualification:** The referee lifts his or her arms and crosses them, after that, he or she points to the disqualified competitor.
- **To take off an awarded point:** The referee lifts the arm that he or she gave the point with and waves his or her hand.

## NOTES

WCJJO Official Rules



FIRST INTERNATIONAL TEAM TOURNAMENT 1977

# WORLD COUNCIL OF JU-JITSU ORGANISATIONS

Website: [www.wcjjo.org](http://www.wcjjo.org)

## THE MARTIAL ART SPORT OF JU-JITSU AND GRAPPLING TOURNAMENT RULES

First International Team Tournament Held 1977  
Expanded to WCJJO in 1984 as the official rules  
Governing World Ju-Jitsu Championships by the  
World Council of Ju-Jitsu Organisations

Amended – following World Congress September 2015