JIU-JITSU (NE-WAZA) RULEBOOK

General competition guidelines & competition format manual

Approved by:

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www.jjau.org

This handbook was produced with the friendly support the Ju-Jitsu Asian Union (JJAU).

It contains the official rules for the Jiu-Jitsu (Ne-Waza) discipline and it was approved by Ju-Jitsu International Federation (JJIF) in August 2015 and completely reviewed in 2026.

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JIU-JITSU COMPETITION RULES

With emphasis on grappling on the ground *(ne-waza)*, the highest objective in jiu-jitsu competition is to win via submission, defined as inducing a surrender from the opponent using a legal choke or lock.

Two opposing athletes have the objective of outgrappling the other in a sportsmanlike manner in a competition match composed of takedowns, positional advances, control techniques, and submissions.

The competition attire can make use of either the traditional kimono uniform (Gi) or an officially approved kit of rash guards and shorts (No Gi).

To determine a winner for matches that don't end in a submission, an official scoring system is applied that rewards a technical application of jiu-jitsu to advance through a progression of scoring advancements and control positions.

This rulebook sets the rules and standards to be followed for official JJIF-affiliated Jiu-Jitsu competitions.

For inquiries or feedback regarding competition rules and procedure, you may send an email to **jiu-ref@jjif.org**.

SECTION 1

FIELD OF PLAY

SECTION 1

FIELD OF PLAY

1.1 The entire **match area** or field of play (FOP) must be composed of protective mats that are safe for the athletes to compete on, with two different colors to distinguish the **fighting area** and its surrounding **safety area**.

1.2 The **fighting area** is to be made up of one solid color and have a size of at least 8 meters by 8 meters.

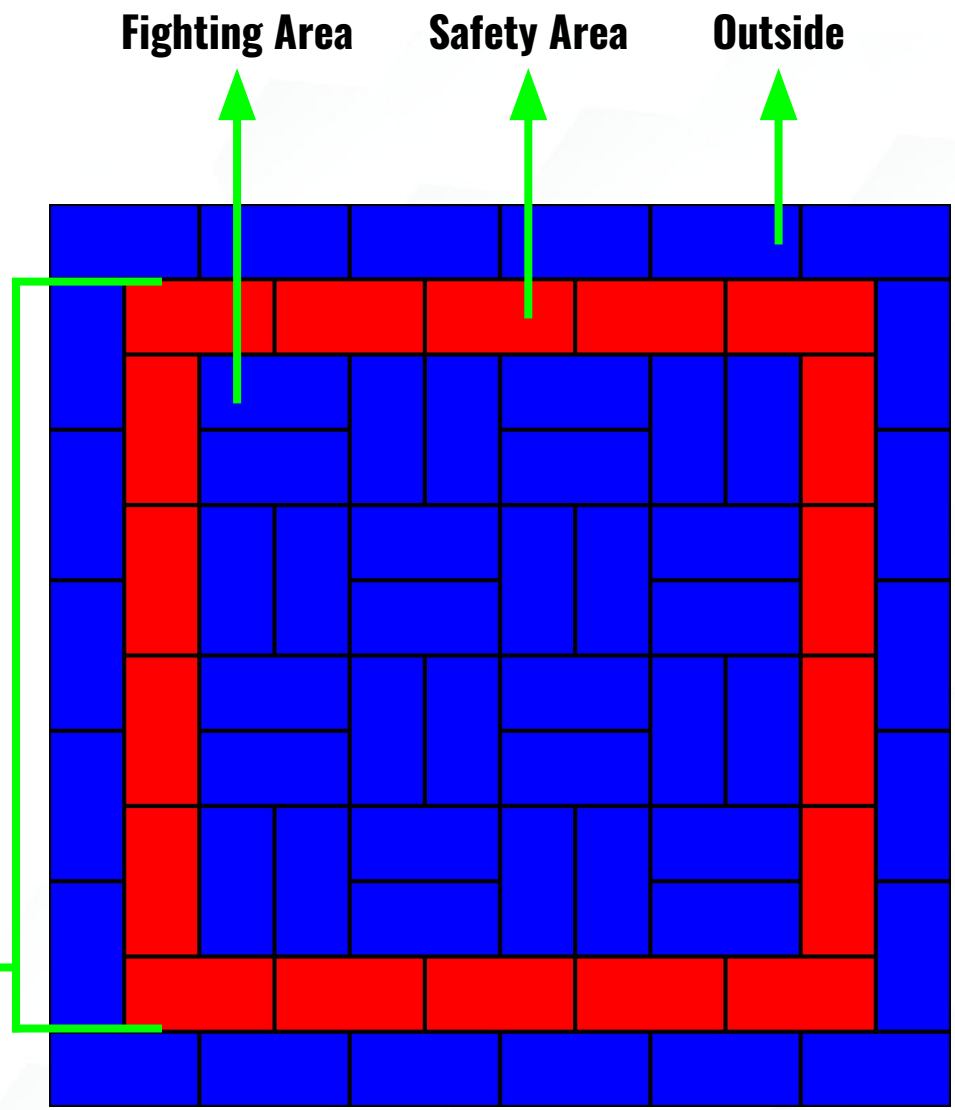
1.3 The **safety area** is to be made up of an outer layer of mats of a different color surrounding the fighting area and must be one square meter outward in all directions from the fighting area.

1.4 The total **match area** is made up of the fighting area and the safety area combined. The total match area should be at least 10 meters by 10 meters.

1.5 Any additional mats placed **outside** the safety area are not considered to be part of the match area. As such, movements that go outside the safety area do not count as part of the match.

- Organizers are encouraged to include these extra outside mats for clarity of match interpretation and to protect the athletes.

Match Area = Fighting Area + Safety Area
(outside mats are not included)



SECTION 2

COACHES

SECTION 2

COACHES

2.1 Only **one coach** is permitted to accompany and verbally instruct each athlete from the boundary of the match area.

- The coach is to **remain seated** in a designated chair or booth unless issuing a video replay challenge.
- Coaches **may not use mobile phones**, or **take photos/videos**, or use any **electronic devices** while at the field of play.
- The athlete **may not speak to their coach** during the match and will be given a penalty for doing so.

2.2 Coaches are **role models**, and as such, their behavior must reflect the martial arts code and good personal integrity.

- For more information, please refer to the **JJIF Code of Ethics** and **Sporting Code** documents.

2.3 The coach must be **dressed properly**, either in official tracksuit uniform or smart dress.

- During the **elimination** stage, the **tracksuit** of the team is acceptable.
- For **finals** matches, the coach must wear **smart dress**.
- **No hats** may be worn by the coach.
- In certain events, a special dress code may be established by the organizers.
- Coaches not abiding by the proper dress code may be **prevented from accompanying** their athletes or asked to leave the field-of-play.

Coach wearing team uniform

Coach wearing smart dress (finals)

2.4 If a coach exhibits **offensive or disruptive behavior** towards the athletes, referee, event staff, audience, or anyone else, the referee may decide to **dismiss** the coach from the FOP for the remaining duration of the match.

- If the unacceptable behavior continues, the organizer may **dismiss** the coach from the official tournament grounds.

2.5 The referee and organizers reserve the right to **ban** anyone deemed troublesome from the venue.

SECTION 3

COMPETITION DRESS AND REQUIREMENTS

SECTION 3

COMPETITION DRESS AND REQUIREMENTS

3.1 Official Attire for **Gi** format events:

- Clean **white** cotton woven jiu-jitsu Gi of good quality.
- **Rip-stop** material is **not allowed** for the jacket.
- The Gi must **fit** the athlete well and the material must allow a **proper grip**.
- One each of a **red belt** and a **blue belt** that are of appropriate length and fabric material.
- Competitors in **female** divisions are **required** to wear a **mostly white** or **mostly black rash guard** underneath the Gi jacket, while this is optional in male divisions.
- Gi diagram and specifics on **page 12**.

3.2 Official Attire for **No Gi** format events:

- One well fitting **skin-tight rash guard** that is **mostly red** and another that is **mostly blue**.
    - The rash guards may have **short or long sleeves** but may not be sleeveless.
    - The rash guards may **not** be a mix of **red and blue**.
- Athletic-quality shorts (**black** or **same color as rash guard**) that reach at least mid-thigh length but not beyond the knee.
    - There must be no zippers, buttons, or other hard materials, and any pockets must be sewn shut.
- No Gi diagram and specifics on **page 14**.

3.3 **Long hair** must be tied up with a soft hair band.

3.4 Competitors must wear elasticated undergarments. **Compression leggings** are permitted with the following considerations:

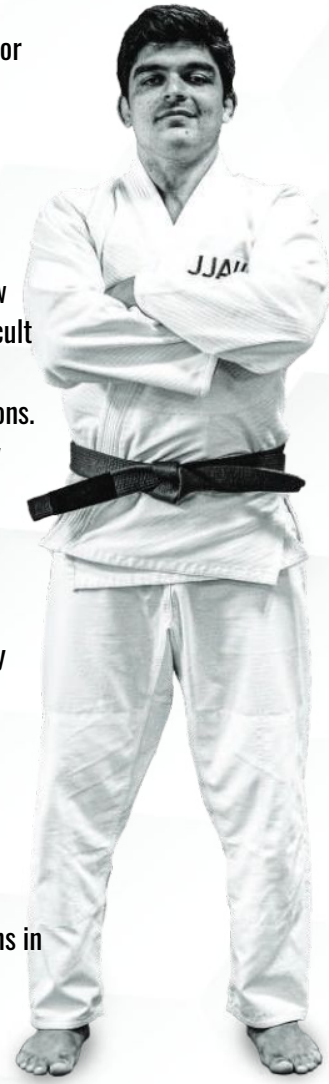
- **Gi events:** must be plain black or white and may not be visibly longer than the pants from a standing position.
- **No Gi events:** must be plain black, white, or the same color as the rash guard, and may not go lower than the ankle or cover any part of the foot.

3.5 The following are **permitted**:

- Soft elastic supporters (e.g. knee, ankle, shoulder, or elbow support) that do not make the athlete (or Gi) unfairly difficult to grab or control.
- Sports-quality black or white elastic hijab in female divisions.
- Athletic tape directly applied to the athlete's skin in a way that does not provide any unfair advantages.

3.6 The following are **not permitted** and must be removed:

- Any kind of jewelry, necklace, piercings, wristwatch, or any other accessory.
- Any kind of headgear, mask, or eyeglasses.
- Any athletic support that has parts made of metal or any other that may harm the competitors.
- Any objects carried on the person or inside their clothing (e.g. mobile phones, wallets, etc).
- Any sharp objects, including hard materials or tailoring pins in the uniform.
- Anything else that the referee or organizer consider to be dangerous for the athletes.
- The referee has the final say about whether anything on an athlete is considered to be inappropriate.



3.7 An athlete found during the match not to be wearing appropriate undergarments or wearing anything that endangers the opponent will be **disqualified**.

3.8 The competition must include an **attire inspection** for every athlete before competing.

- The athlete's attire must meet official standards and pass the attire check before being allowed for competition.
- The referee is the final check on attire inspection.
- Once a competitor has been notified that their attire does not meet the specified requirements, there will be an opportunity to go and change it within a predefined time.
- Failure to change to acceptable competition attire will result in a win by withdrawal for the opponent.
- If the re-inspection results in the athlete having to change part of their attire, the athlete will receive a penalty for delaying the match.
- If an athlete is asked by the referee to remove an object that is not permitted or delays the match in any other way, the athlete will receive a penalty.

3.9 Each athlete shall have the opportunity to step on the weighing scales until the end of the designated **weigh-in time** at each event.

3.10 Athletes are allowed to weigh in without **supporters** or **braces** for the knee, elbow, or other joints, but they must wear them at the time of the uniform inspection.

3.11 Competitors who **do not meet official requirements** and specifications will not be permitted to proceed with their matches. Penalties may be given at the referee's discretion for delaying the match or event.

3.12 **Patches** may only be affixed in authorized regions of the Gi, as depicted in the illustrations on **page 13**.

- Patches must be of cotton fabric and properly seamed.
- All patches that are unseamed or in unauthorized regions of the Gi will be removed by the uniform inspectors.
- A sponsor/brand tag may be placed on the lower front part of the Gi pants as shown in the diagram on page 13. The tag must be made of a thin fabric and not embroidered, with a maximum area of 10 centimeters by 5 centimeters (vertical).

3.13 Competitors must practice proper **hygiene**:

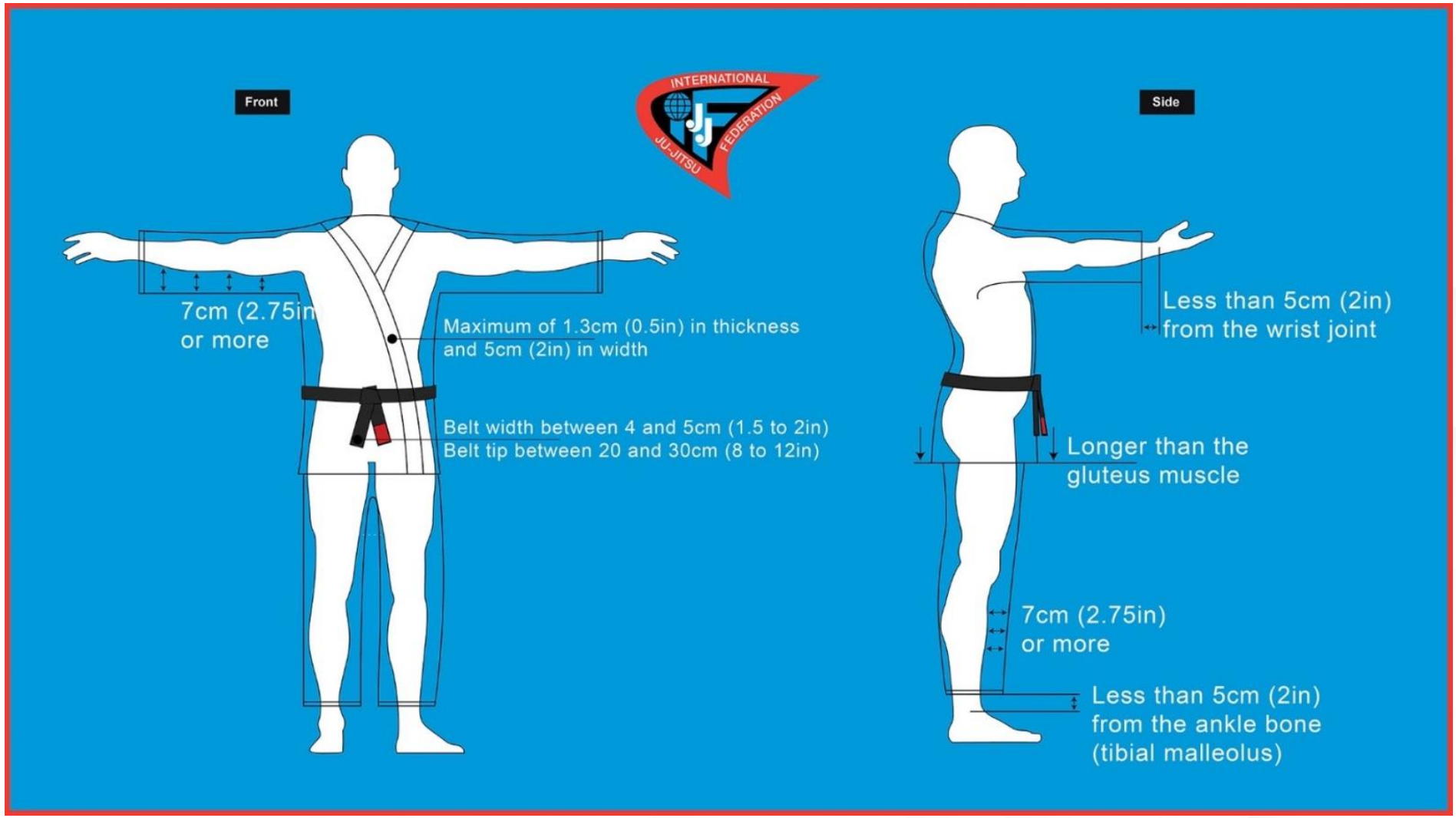
- Nails must be trimmed short.
- Athletes must be clean and freshly showered before the competition.
- In case of visible skin injury, rash, infection, or other some disease, the doctor must be informed and will have the final say on whether or not the athlete can participate in the competition.
- When walking around outside the match area, athletes must use footwear.
- Competition attire must be clean and dry at the start of the event and have no foul odor.

3.14 It is every athlete's **responsibility** to:

- Meet the official weight range for their division at the determined time.
- Practice proper hygiene and grooming.
- Wear clean and presentable competition attire that meets official standards with the correct color of belt or rash guard for a given match.
- Understand the rules that are to be applied for their age or belt category.
- Be present and ready to compete when called for a match.
- Listen to and follow the instructions of the referee.

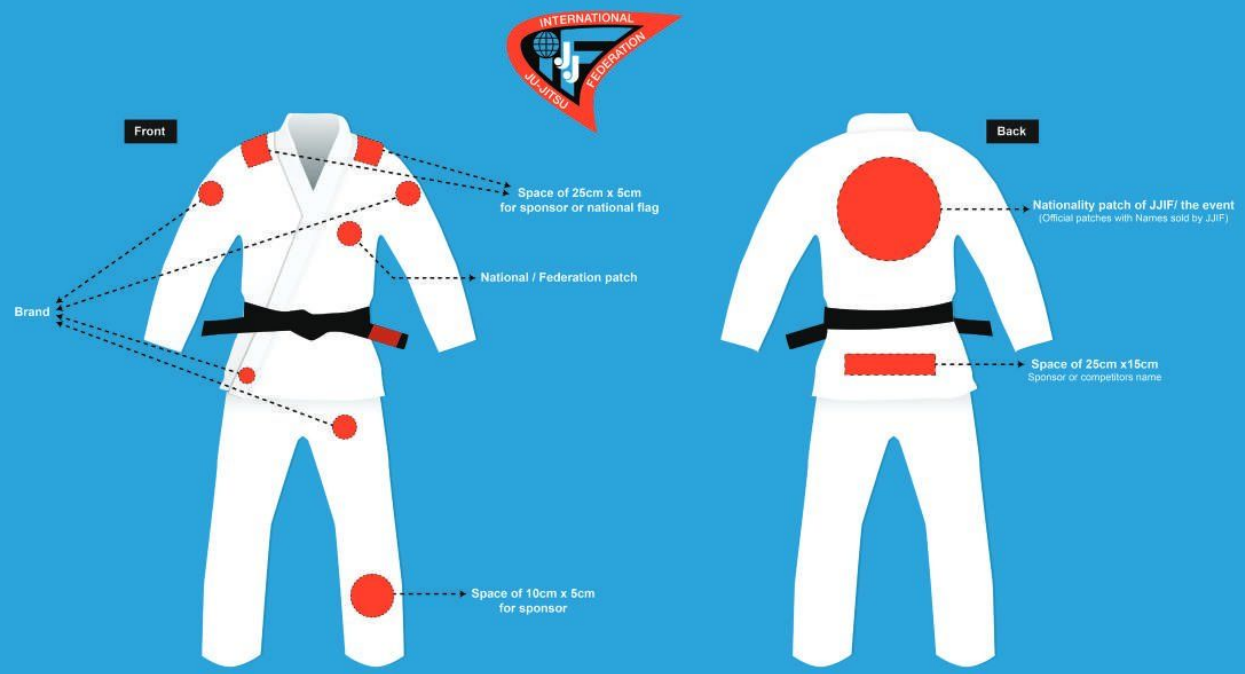
SECTION 3

GI UNIFORM GUIDE



SECTION 3

PATCH PLACEMENT GUIDE

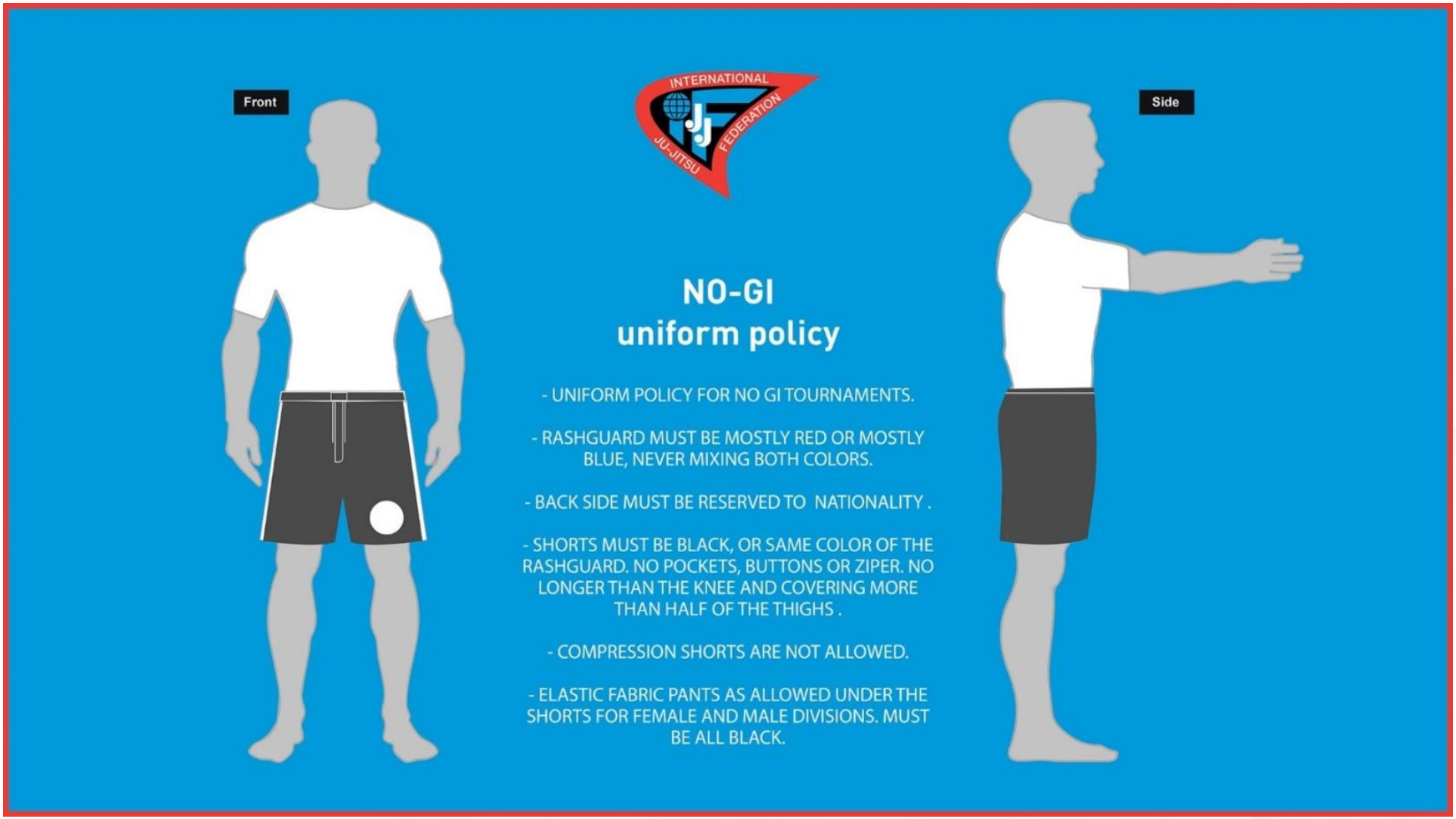


Generalities:

- The "sponsor area" must not be used for religious or political statements.
- The "sponsor" must fit with the ethics of Budo and sports (no discrimination, no Alcohol, no Tobacco,…).
- The "personal sponsor" cannot be in competition with official JJIF sponsors.
- Only official equipment suppliers of JJIF are allowed on sponsor areas (additional to the brand areas).
- Only the name of Competitor can be placed at the backside of the belt.
- In *IWGA World Games* and *Sport Accord World Combat Games* NO Advertising is allowed.
- Only the brand of Equipment can be placed at the "brand" positions.

SECTION 3

NO GI UNIFORM GUIDE



SECTION 4

AGE GROUPS, MATCH TIMES, AND WEIGHT CATEGORIES

SECTION 4

AGE DIVISION, MATCH TIMES, AND WEIGHT CATEGORIES

4.1 The age and weight categories are set according to the JJIF Sporting Code.

4.2 The **match duration** is determined by **age** category.

4.3 Between two fights of the same athlete, there should be at least a break of minimum **5 minutes**. In case the next fight would be a medal fight, the break shall be **10 minutes**.

4.4 Competitors who are to reach the listed age range **within the same calendar year as a given competition** (from Jan. 1st to Dec. 31st) will be considered to be part of that age group, even if the event happens before their birthday for that year.

- Exception for U21 and Adult age groups, where the athlete must be at least 18 years old on the date of the competition.

4.5 A competitor may only participate in **one age category** in a given competition. Even if the categories are on different days, but within the same event, the athlete cannot compete in another age category.

4.6 A competitor may only participate in **one weight category** in a given competition.

MATCH TIMES PER AGE GROUP

Category	Age	Match Time
Masters	35 years or older	5 minutes
Adults	18 years or older	5 minutes
U21	18 - 20 years	5 minutes
U18	16 - 17 years	4 minutes
U16	14 - 15 years	3 minutes
U14	12 - 13 years	3 minutes
U12	10 - 11 years	3 minutes
U10	8 - 9 years	1.5 minutes
U8	7 years or younger	1.5 minutes

WEIGHT CATEGORIES: U16 AND OLDER

MALE			FEMALE		
Adults / Masters / U21	U18	U16	Adults / Masters / U21	U18	U16
		-40 kg			-32 kg
		-44 kg			-36 kg
	-48 kg	-48 kg		-40 kg	-40 kg
	-52 kg	-52 kg	-45 kg	-44 kg	-44 kg
-56 kg	-56 kg	-56 kg	-48 kg	-48 kg	-48 kg
-62 kg	-62 kg	-62 kg	-52 kg	-52 kg	-52 kg
-69 kg	-69 kg	-69 kg	-57 kg	-57 kg	-57 kg
-77 kg	-77 kg	-77 kg	-63 kg	-63 kg	-63 kg
-85 kg	-85 kg	+77 kg	-70 kg	-70 kg	+63 kg
-94 kg	+85 kg		+70 kg	+70 kg	
+94 kg					

WEIGHT CATEGORIES: U14 AND YOUNGER

MALE			FEMALE		
U14	U12	U10	U14	U12	U10
-32 kg	-25 kg	-22 kg	-25 kg	-22 kg	-20 kg
-36 kg	-28 kg	-25 kg	-28 kg	-25 kg	-22 kg
-40 kg	-32 kg	-28 kg	-32 kg	-28 kg	-25 kg
-44 kg	-36 kg	-32 kg	-36 kg	-32 kg	-28 kg
-48 kg	-40 kg	-36 kg	-40 kg	-36 kg	-32 kg
-52 kg	-44 kg	-40 kg	-44 kg	-40 kg	-36 kg
-56 kg	-48 kg	-44 kg	-48 kg	-44 kg	-40 kg
-62 kg	-52 kg	+44 kg	-52 kg	-48 kg	+40 kg
-69 kg	+52 kg		-57 kg	+48 kg	
+69 kg			+57 kg		

SECTION 5

REFEREES

SECTION 5

REFEREE AUTHORITY

5.1 The referee is the **highest authority** in each match.

- The result of each match ruled by the referee is official.
- Subjective interpretations by the referee on the awarding of points, advantages, or penalties are final and not subject to change.

5.2 The declared outcome of a match can only be **overturned** in the following cases:

- If there is a **misinterpretation** of the score or scoreboard.
- If the declared winner induced a submission from the opponent using a **prohibited** submission or hold or tactic that was not observed by the referee.
- If the competitor was **wrongfully disqualified** for applying a permitted submission or hold.
    - If the interruption of the fight and disqualification occurred **before a tap out**, the match will return to the center of the fighting area and the competitor who applied the submission hold will receive two (2) points.
    - If the submission **resulted in a tap out**, the athlete who applied the submission will be declared the winner.

5.3 In the case of **erroneous rulings** by a referee due to misapplication of the rules established in this rule book, the following conditions must be met in order to correct the result:

- The referee may confer with the referee director for the event.
- The referee who officiated the match shall make the final decision on whether to amend the result or not.
- The referee director shall confer with the event's center table about the progress of the bracket and may only authorize the change of results if the bracket has not advanced to a later phase.

5.4 It is the referee's duty to **intervene** in a match and **stop the time** when deemed necessary.

5.5 It is the referee's duty to maintain the competitors **within the match area**.

5.6 In the event of a triangle choke or closed guard **lifted off the mat** in the **U12 age group and younger,** it is the duty of the mat referee to protect the athlete that has been lifted off the mat and be ready to catch any potential falling action.

SECTION 5

MAT REFEREE AND VIDEO REFEREES

Mat Referee

Video Referees

5.7 The **Mat Referee (MR)** is to stay within the field-of-play and facilitate the match, with the responsibility of making initial visible interpretations and managing the competitors.

5.8 Two (2) **Video Referees (VRs)** are to watch the match live as it happens (with the option to do a further review via video replay software) and communicate to the MR via radio if they wish to make a correction.

- If **at least one** of the two VRs agrees with the MR's interpretation, no correction will be made.
- If **both** VRs disagree with the MR, they will inform the MR via radio, followed by the MR's gestures to make the necessary corrections. (see: **page 30**)

5.9 All three referees have **equal authority** to make interpretations about any part of the match.

5.10 In the event that all three referees are unable to come to a **majority consensus** on scoring for the same action, the MR must give the **intermediary decision** between the other two.

- Example: One referee calls for points scored, the second calls for an advantage, and the third calls for a no-score. In that case, the advantage will be scored.

5.11 In the event of a competitor committing a **major foul** or their **final penalty**, the MR will first gesture to call for disqualification before ending the match.

- If **at least one** of the two VRs agrees, the decision is confirmed for the MR to end the match and announce the winner.
- If **both** VRs disagree with the disqualification, the match will be allowed to continue.

5.12 There are no referee decisions to break ties. All matches that run out of time with equal points, advantages, and penalties will be decided by **Golden Score** (see: **12.4** on **page 67**).

SECTION 5

VIDEO REPLAY CHALLENGE SYSTEM

5.13 A **challenge system** is followed to give an athlete's coach the opportunity to request a video review for a given interpretation by the MR.

- To challenge a call and request a video review, the coach will **stand up** and **raise their event ID** and remain standing until acknowledged by the MR.
  - A coach who sits back down before being acknowledged is assumed to have withdrawn the challenge request.
- The MR will first **wait for a stable position** between the competitors before stopping the match to speak to the coach.
- The MR will inform the VRs about the challenge so they may **review the match footage** and reach a consensus on whether to overturn a call or correct a missed call.
- If the challenge is **accepted**, the coach may challenge again for that athlete.
- If the challenge is **rejected**, no further challenge may be issued on the athlete's behalf during the match nor for the rest of the event, with the following exception:
  - An athlete who makes it to the **gold** or **bronze** medal match in their division regains the right for their coach to make a challenge.

5.14 Challenge **limitations**:

- The coach may only challenge the **most recent** action or sequence of movements.
- The coach may **not** challenge:
  - Advantages for submissions
  - Penalties for passivity
  - Any sequence that was already reviewed by the VRs
- The coach may only tell the MR which score or action they wish for the VRs to review and **may not debate** or **ask for explanation**.

5.15 The MR is **not to entertain verbal appeals or protests** from the coach if no proper challenge is requested or if the right to challenge was already lost.

- The MR may **expel** the coach from the FOP if the coach continues to protest or argue over calls without formally requesting a challenge.

5.16 All other guidelines regarding the challenge system can be found in the **JJIF Sporting Code**.

- As listed in the Sporting Code, any appeals to the organizing federation due to perceived error in procedure or interpretation by officials or event staff may not be considered for anything already covered by the challenge system.

SECTION 6

SECRETARIAT

SECTION 6

SECRETARIAT

6.1 The secretariat should be positioned with the match area, competitors, and MR **within their line of sight**. As much as possible, the secretariat must be positioned on the opposite side of the mats away from the coaches, competitors, and audience.

6.2 The secretariat shall be composed of a **scorekeeper** working on behalf of the organizer who is responsible for the operation of an electronic scoreboard. Additional personnel may be assigned at the organizer's discretion.

6.3 The **scoreboard** must be displayed clearly within the line of sight of the referees, athletes, coaches, and audience.

6.4 The secretariat must display **professionalism** at all times and **follow instructions** given by the referee.

SECTION 7

GESTURES AND CONDUCTING THE MATCH

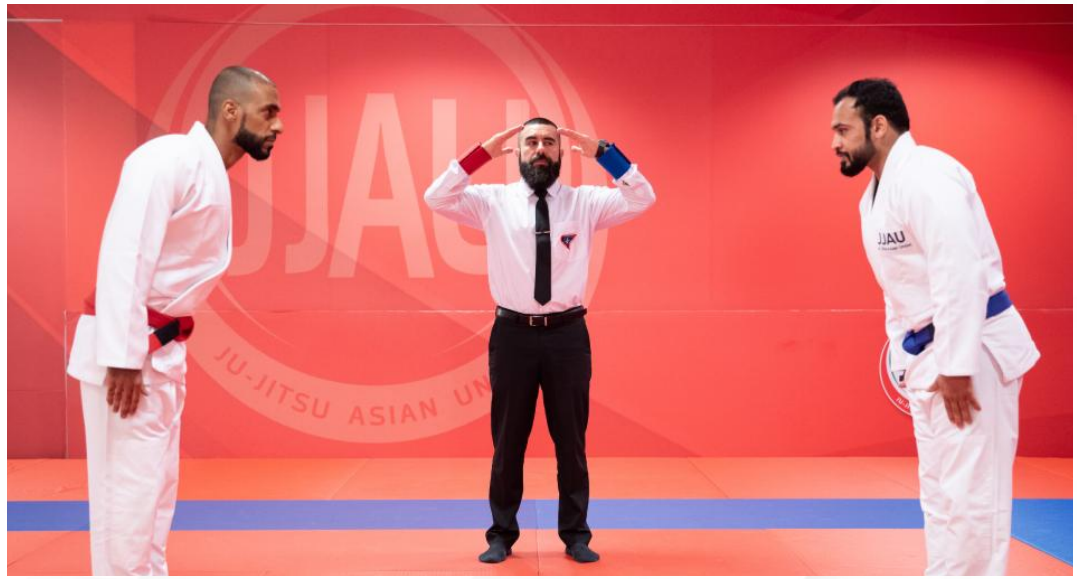
SECTION 7

GESTURES AND CONDUCTING THE MATCH

7.1 The competitors **start** facing each other in the middle of the competition area, approximately two meters (2m) apart. The athlete with the red belt or red rash guard stays on the referee's right side. The competitors will be instructed to bow first to the referee and then to each other.

Mat referee calls the competitors to the match area

The competitors are instructed to bow to the referee



The competitors are instructed to bow to each other

7.2 The match commences in a standing position, after the MR says "**fight**!".

7.3 As soon as there is contact between the competitors via a **grip** or **hold**, they are allowed to go to the ground (either to a guard or kneeling position) immediately.

7.4 The competitors can control and change between the different positions, but they must actively try to **attack** or **improve position**.

7.5 All fighting shall take place **within** the **match area**.

- Any movement that goes **outside** the match area (i.e. beyond the safety area) should be stopped and restarted in a standing position.

7.6 If two-thirds (2/3) of the competitors' bodies are in the **safety area** in a **stabilized position** that can be recreated, the MR will stop the match and reset the competitors in the same position in the center.

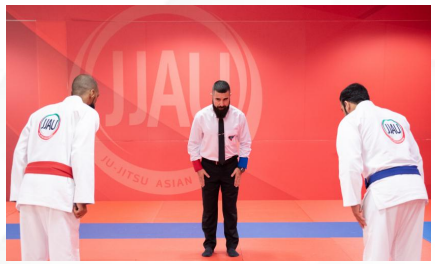
7.7 When a competitor is working to complete a **scoring action** while on the **safety area**, the MR will wait to allow the competitor to secure the position before stopping the match.

- If the athlete completes the necessary three (3) seconds of control, the MR will stop the fight, award the points and reset the competitors in the same position in the center.
- If the movement goes outside the match area before three (3) seconds of control, the MR will award an advantage (if earned) and restart the competitors in a standing position.

7.8 If the competitors are in the **safety area** in a **standing position**, the MR will stop the match and restart the competitors in a standing position in the center.

7.9 A match must **never** be restarted in a **submission.**

Mat referee declares the winner at the end of the match



After the match, the competitors will bow to each other and then the mat referee before leaving the match area

SECTION 7

"FIGHT" AND "STOP"

7.10 The MR shall say "**fight**!" to start the match and to resume the match after instructing the athletes to stop.

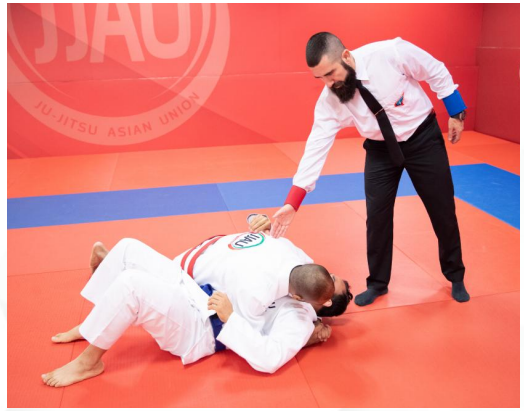
To begin or resume the match: *"Fight!"*

7.11 The MR shall say "**fight**!" to warn the competitor about **passivity (stalling)** on the ground.

- The MR will **point** with the corresponding arm to the athlete being warned (or **touch** their back if they are not facing the referee).
- The athlete will then have **ten (10) seconds** to try to be more active and seek to advance.
- If one or both of the athletes **remain passive** after the ten-second count, they will receive a penalty and another passivity warning will be given immediately.

To warn a competitor for passivity on the ground: *"Fight!"*

Gesture to start the 10-second passivity timer for an athlete



The referee will touch the athlete if the warning gesture isn't visible

7.12 The MR shall say "**stop**!" to either pause or end the match in the following cases:

- If both athletes leave the fighting area and go into the safety area in a **stable and easily recognizable position**, both of them will be stopped then brought back to the middle of the fighting area with a restart commencing in the **same position**.
- Any other time the MR finds it necessary (e.g. to reset the Gi, deliver judgments, or on account of suspected danger or injuries, etc.).
- If both athletes left the match area (outside the safety area) in an **unstable position that cannot be recreated**, then the referee will restart the match in the middle of the fighting area with both athletes in **standing position**.
- If one or both athletes are injured, unconscious or taken ill.
- In case of **submission** (a competitor taps out, shows other signs of surrender, screams, or is unable to tap while being attacked by a strangulation or a lock).
- The **match time** has ended.

SECTION 7

PENALTIES AND DISQUALIFICATIONS

To give a penalty (minor foul): *"Foul!"*

Referee points at the offending athlete

Referee gestures for a penalty to be given

To show that a penalty was for fleeing or deliberately leaving the match area

To show that a penalty was for an illegal sleeve or pants grip

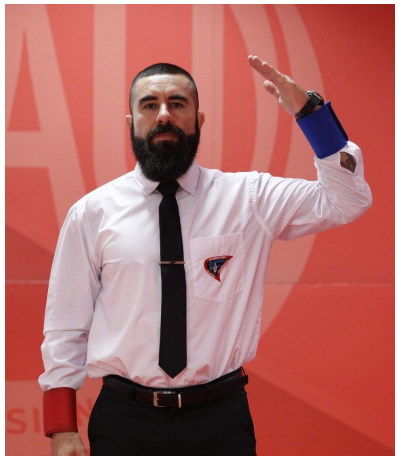
Gesture for disqualification
(and then point to offending athlete)

To instruct a competitor to fix the Gi
(The athlete has 20 seconds each to tie the pants and belt or be penalized)

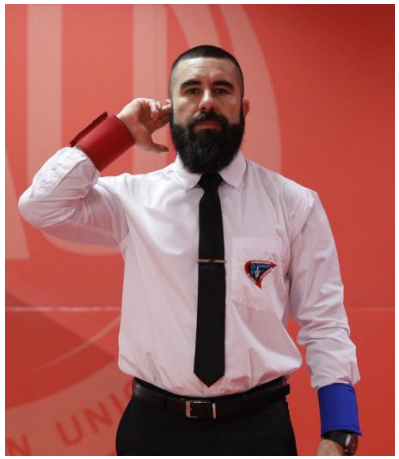
SECTION 7

MORE GESTURES

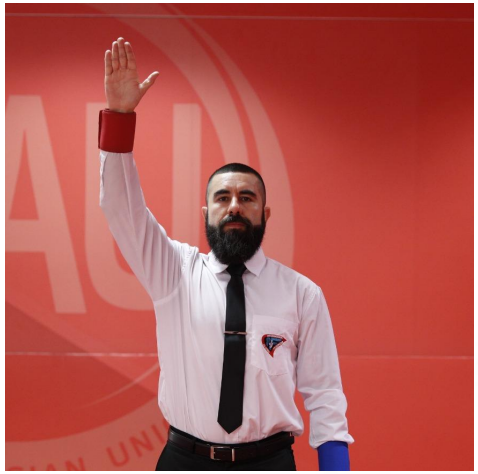
To stop the match: *"Stop!"*



Waving gesture to remove the previous score or penalty

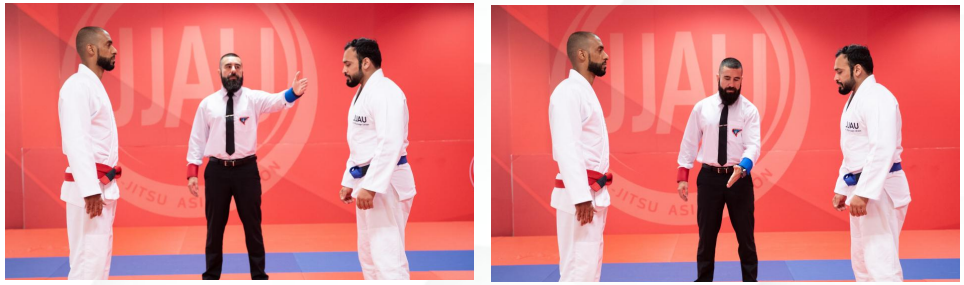


To indicate a correction by the video referees



To show that an athlete has won the match using a legal submission

To instruct a competitor to stand up from the ground



To instruct a competitor to return to the ground

SECTION 8

SCORING GUIDELINES, POINTS, AND ADVANTAGES

SECTION 8

SCORING GUIDELINES

Jiu-Jitsu rewards a **progression** of scoring movements and increasingly dominant control positions achieved by a competitor during the course of the match towards the objective of achieving a **submission**. Scoring movements and positions must be stabilized for three (3) seconds of control to be awarded with **points**. If a scoring movement or position is momentarily achieved but not stabilized, the attempting athlete will be given an **advantage**.

Defending actions (such as reversing from bottom position without a guard) are not scored.

Points or advantages may be awarded for actions achieved in **advancing** progression but never for **retreating** from a more dominant position.

It is important to always observe where movements begin and where they end.

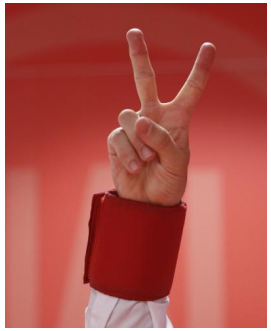
The principle of **continuity** is a guideline for whether an action in a match can achieve a valid score. It must be a continuous sequence of movements towards a scoring objective or submission until the end of a sequence. A break in continuity is when there is a clear pause in the movement and any scoring attempt has already been completely prevented.

SECTION 8

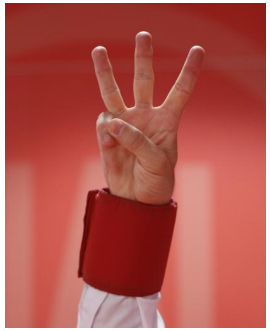
POINTS

8.1 Points shall be awarded whenever an athlete stabilizes a scoring movement or position for three (3) seconds.

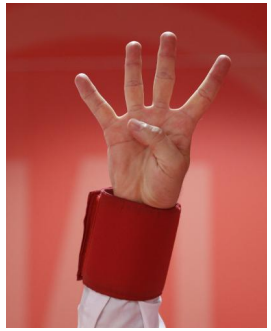
The MR will acknowledge and display the number of points to be awarded by showing the number of points to be given, using the arm that corresponds in color to the athlete who completed the score.



2 Points
Takedown
Sweep
Knee on Belly



3 Points
Guard Pass



4 Points
Full Mount
Back Mount
Back Control

8.1.1 When an athlete **deliberately exits** the match area to prevent the opponent from completing a point-scoring action or maintaining any dominant position, a **penalty** will be given to the athlete for fleeing the mat area and **two (2) points** will be awarded to the opponent.

- The order of penalties given will still be followed, and any corresponding advantage or points will also be given to the opponent if applicable.
- If there was a stable position that may be recreated before the athlete fled, the MR may reset in that position. Otherwise, the athletes will restart standing.

8.1.2 Points are **cumulative** for multiple scoring actions achieved simultaneously by an athlete, for which the referee only needs to **complete a three-count a single time** for simultaneous scoring actions. (for example: pass to knee on belly, sweep to full mount, takedown to back control, and other combinations)

- Points will be awarded for each scoring action that is completed in a given sequence with three (3) seconds of stabilization.
- An advantage will be given for each scoring action that is achieved but not stabilized for three (3) seconds.

8.1.3 When an athlete attempts a scoring action **while being attacked** by a submission hold, the MR will only begin the three-second stabilization count after the athlete has completely escaped the hold and achieved the scoring position as defined.

- If an athlete who was already caught in a submission hold attempts a scoring action and then escapes the submission hold without momentarily achieving the necessary position, no score (points or advantages) will be given for the attempt.

8.1.4 When an athlete is already attempting to stabilize a scoring action **and is then attacked** by a submission hold, the MR will stop the three-second count.

- If the athlete escapes the submission attempt or the match time expires, the MR will award the athlete an advantage for each scoring position momentarily achieved. These advantages will be awarded even if the athletes are no longer in the same position they were when the three-second count was interrupted.
- If the athlete escapes the submission attempt and retains the scoring position, another three-second count will be required to receive points for it. An advantage will be given if the three (3) seconds of stabilization are not achieved.

SECTION 8

ADVANTAGES

8.2 An advantage is awarded when an athlete achieves a point-scoring action but is unable to maintain three (3) seconds of stabilization afterwards.

An advantage is also awarded for legal submission attempts that create a real danger for the opponent, defined as a realistic possibility of inducing surrender, unconsciousness, or injury.

The advantage is only to be given when there is no longer a chance for the athlete to complete the scoring action or when the submission attempt has been completely escaped.

8.2.1 An advantage may be awarded **even after** a match has run its course but before the result is announced, provided the conditions for the advantage were met.

8.2.2 An athlete who does one or multiple scoring actions while **already under attack from a submission attempt** by the opponent shall only be awarded with one advantage if the submission attempt was not escaped by the end of the match time.

Gesture to award an advantage

Submission attempts must create a real danger to receive an advantage.

Advantages are only awarded when there is no more chance to complete a point-scoring action or submission.

SECTION 9

POINT-SCORING MOVEMENTS AND POSITIONS

SECTION 9

SCORING MOVEMENT: TAKEDOWN

9.1 A takedown is when an athlete, with continuity from standing combat, forces the opponent to the ground into bottom position (back-down, sideways, seated) or kneeling/ belly-down with hip control from behind the shoulder line.

The attacking athlete must stabilize in top position for three (3) seconds after a takedown attempt to receive two (2) points.

Landing on at least one knee with hip control from behind the shoulder

Landing flat on back

Landing sideways

Landing seated

9.1.1 When an athlete, with continuity from standing, forces the opponent to the ground on **at least one knee** or **belly-down**, a score may only be earned once the athlete performing the takedown has established control over the hips from behind the opponent's shoulder line, respecting the three-second stabilization rule.

- Completing back control with two hooks in the same action for three (3) seconds of control will also award four (4) points.

9.1.2 Athletes who begin a takedown movement **before** the opponent pulls guard shall be awarded a takedown score for the move, respecting the three-second scoring rule.

9.1.3 When an athlete has a **grip** on the opponent's **leg** or **Gi pant leg** and the opponent **pulls to guard** position on the ground, the athlete who gripped the leg shall be awarded a takedown score for the move, respecting the three-second scoring rule.

9.1.4 If an athlete has a grip on the opponent's leg or Gi pant leg and the opponent **jumps to closed guard and remains suspended in the air**, the athlete who gripped the leg will have to put the opponent's back on the ground **within three (3) seconds** for it to be a continuous takedown attempt.

- If the opponent is placed on the ground after the three (3) seconds have elapsed, no takedown score (points or advantages) may be achieved.
- In divisions where jumping to guard is prohibited, the MR will interrupt and award a penalty to the offending athlete, restart the match standing, and the two-point takedown score will be given.

9.1.5 If an athlete performs a takedown where the opponent lands on the **safety area**, the athlete performing the takedown should have both feet within the match area when the movement begins for a takedown score to be awarded.

- If the athletes remain in the safety area after the takedown, the MR will only stop the match after the three (3) seconds of stabilization.
- The MR will then award the points and restart the match at the center of the match area in the same position as when the match was stopped.
- If the position is not stabilized, an advantage will be given for the takedown attempt, as long as the conditions for it are met.

9.1.6 When the opponent, coming from standing position with a grip, goes down to at least one knee, only the standing athlete may achieve a score for a takedown movement. **A kneeling athlete may not receive a takedown score** without continuity from a standing position.

9.1.7 When an athlete attempts a single-leg or double-leg takedown and the opponent successfully applies a **counter-takedown** and stabilizes for three (3) seconds, the initial takedown attempt may not receive an advantage.

- The counter movement must begin before being taken to the ground to be considered a counter-takedown.
- If the counter-takedown is not successfully stabilized for three (3) seconds, only the athlete who initiated the first takedown can receive an advantage.
- If the initial takedown attempt forces the defender to the ground first and the bottom player uses a guard to change levels to top position, this will be considered a sweep and not a counter-takedown. The athlete who achieved the initial takedown may receive at least an advantage.

9.1.8 **No score** (points or advantages) for takedown:

- Athletes who attempt a takedown movement after the opponent has **already established guard** shall not be awarded with any score relating to the move.
- An athlete who, with continuity from defending a sweep, **returns the opponent** back-down or sideways on the ground, **before three (3) seconds** of both athletes standing up, will not be awarded a takedown-related score.
- Athletes defending a **standing back control** attempt, where the opponent has one or two hooks in place and **does not have a foot on the mat**, will not be awarded a takedown-related score.
- If an athlete performs a takedown that **lands past the guard** but is **immediately flipped over** to bottom position by the opponent, the athlete who attempted the takedown will achieve an advantage while the opponent who reversed position **after landing** will not receive any score.

9.1.9 Takedowns may be **scored again** if both athletes return to a standing position with no **continuity** from combat on the ground.

SECTION 9

SCORING MOVEMENT: SWEEP

Key Definition: **Guard** is defined as the use of one or both legs as a control or block to stop an opponent who is in top position from achieving a dominant pinning position on one's upper body.

- The legs need not be directly in contact with the opponent (e.g. seated guard vs standing opponent) as long as the legs are somehow in between the bottom player and the opponent.
- An athlete who, coming from guard, gets to a kneeling or standing position without continuity to a scoring attempt will not be considered to be playing guard anymore.
- Without continuity from a guard position, there is no sweep or guard pass score that can be achieved.

9.2 A sweep is when an athlete, coming from guard, changes level with continuity to top position while forcing the opponent into bottom position (back-down, sideways, seated, or kneeling/belly-down with hip control from behind the shoulder line).

Two (2) points are awarded for successful sweeps after three (3) seconds of stability in top position.

9.2.1 When the athlete who attempts a sweep is able to momentarily force the opponent to bottom position and reach top position but is unable to stabilize for three (3) seconds, the attempting athlete will receive an **advantage**.

The athlete may **not** receive an advantage for the following:

- If the athlete initiates a sweep that off-balances an opponent to the ground but does not attempt to achieve top position.
- If the athlete performs a sweep movement and momentarily achieves top position but willingly retreats back to playing guard.

9.2.2 When the athlete attempting a sweep achieves **back control** position with one or two hooks while the opponent remains **on at least one knee**, this is considered to be a successful level change to top position and therefore may achieve a score for the sweep, respecting the three-second count.

- Completing back control with two hooks in the same action for three (3) seconds of stability will also award four (4) points.

9.2.3 No advantages will be awarded for sweep attempts that **start and end** in a **50/50 guard** situation. However, two (2) points will be awarded if the level change to top position is completed and stabilized for three (3) seconds.

Athlete (blue) playing 50/50 guard

Sweep attempted

Sweep defended and still 50/50: NO SCORE

9.2.4 Additional points are simultaneously awarded for successful sweeps that end directly in **knee on belly**, **full mount**, or **back mount** as long as the technical definitions of each scoring action and three-second stabilization count are met.

9.2.5 When starting a **sweep attempt** from any guard position and transitioning to a **standing** position, standing combat is established when both athletes are on their feet for three seconds.

- The three-second count is started when one athlete has **two feet** on the mat and the other has **one foot** on the mat.
- Neither athlete should be **kneeling**.
- After three (3) seconds in this position, there is no longer continuity from guard and either athlete may achieve a **takedown** score on the other.

A single leg position coming from sweep attempt is considered standing position after three (3) seconds.

9.2.6 Level change reversals from bottom to top position **without continuity from guard** do not count as sweeps and therefore will not be scored.

SECTION 9

SCORING MOVEMENT: GUARD PASS

9.3 A guard pass is when an athlete, with continuity from top position against a guard player, advances completely past the opponent's legs into a dominant top control position while keeping the opponent on their back or side with a hip on the mat.

Three (3) points are awarded for successful guard passes that are stabilized for three (3) seconds.

9.3.1 Additional points are **simultaneously** awarded for successful guard passes that end directly in **knee on belly** or **full mount**, as long as the technical definitions of each scoring position and three-second count are met.

Key Definition: **Top half guard control** is when the top player, with one leg trapped in the opponent's half guard, achieves control of the torso of the opponent.

"Negative half guard" position (left) is not considered to be top half guard control.

9.3.2 When an athlete, coming from an **attempt to pass** an open or closed guard, or against an opponent who **pulls** directly to half guard from standing, establishes **top half guard control** but is unable to complete the guard pass, the athlete will receive an **advantage** upon losing the top half guard control position.

- If the top athlete is placed in half guard directly from a sweep, recomposing from past the guard, or any other situation that does not fit the definition above, no advantage may be achieved for top half guard control.
- If the athlete completes the guard pass, three (3) points will be given for the successful passing sequence, and no advantage.

9.3.3 If a guard player is forced to **turtle**, go **belly-down**, or **turn away to kneel** in order to **prevent a guard pass**, the athlete who was attempting the pass will receive an **advantage**. The advantage must only be given when the pass attempt cannot be completed.

Guard pass attempted

Opponent turtles to prevent pass: ADVANTAGE

9.3.4 If the guard player was forced to **roll backwards** to a kneeling position, the pass-attempting player may **only** receive an **advantage** by achieving **hip control** from top position behind the opponent's shoulder.

Guard player forced to roll backwards

Pass-attempting athlete achieves hip control behind shoulder line: ADVANTAGE

9.3.5 If an athlete who is **already past the guard** places a leg between or in front of the bottom player's legs, the athlete on top may only receive a score for a guard pass from there if the bottom player **accepts the guard position** by first controlling or blocking the top player using the legs. Otherwise, no score for passing may be achieved.

9.3.6 For **spider guard foot-on-bicep** scenario: If the pass-attempting athlete is able to place a knee or shin on the opponent's torso past the hip line, the pass-attempting player will still be considered to be inside the guard as long as the bottom player's foot-on-bicep leg is still straight.

- No passing score may be awarded yet in this scenario.
- If the foot-on-bicep leg is bent, then the MR may begin the three-second stabilization count for passing the guard and knee on belly if applicable.

9.3.7 If the athlete on top momentarily **achieves a passing position** to earn at least an advantage for the pass, there is no longer **continuity** from guard position. Therefore any reversals by the bottom player from past the guard may not be scored as sweep attempts.

9.3.8 If a pass-attempting athlete ends up chest-to-back **behind a seated guard player** and is unable to complete the pass, an **advantage** will be given.

SECTION 9

SCORING POSITION: KNEE ON BELLY

9.4 Knee on Belly position is when the athlete in top position places a knee or shin on or across the stomach, chest, or ribs of an opponent who is lying back-down or sideways.

The athlete must be facing the head of the opponent rather than the legs with the other knee off the mat to be awarded the score.

Two (2) points are awarded for successfully stabilizing the knee on belly position for three (3) seconds.

9.4.1 When an athlete in the top position places a knee or shin on the belly, chest, or ribs of the opponent, but has the **other knee on the mat**, the MR will continue to observe if the athlete is able to complete the position as technically defined for three (3) seconds in order to score points.

- If the attempting athlete is forced into a different position before the points can be earned or time runs out, the athlete will receive an advantage.

9.4.2 When an athlete who has already achieved knee on belly **switches** to knee on belly on the other side or **willingly retreats** in progression and then returns to knee on belly, no additional score will be given.

- If the athlete is forced by the opponent to lose the position, the knee on belly score may be awarded again, respecting the three-second count and technical definition.

Kneeling on mat: ADVANTAGE if the position is not completed as technically defined

Facing the legs: NO SCORE for knee on belly

9.4.3 When an athlete who has already achieved **full mount** either willingly retreats or is forced to regress to knee on belly position, no score will be awarded for the knee on belly.

- If the athlete is forced by the opponent to a position that is further back in progression (such as side control, north-south, or guard), the knee on belly score may be awarded again, respecting the three-second count and technical definition.

SECTION 9

SCORING POSITIONS: FULL MOUNT AND BACK MOUNT

9.5 Full Mount position is when the athlete in top position uses their legs to straddle the torso of an opponent who is lying **back-down** or **sideways** with neither knee above the opponent's shoulder line and only one of the opponent's arms trapped underneath at most. The top player may have either both knees on the mat (classic mount) or one knee and one foot on the mat (technical mount).

Back mount position is when the athlete in top position uses their legs to straddle the torso of an opponent who is lying **belly-down** with neither knee above the opponent's shoulder line and only one of the opponent's arms trapped underneath at most.

Four (4) points are awarded for successfully stabilizing full mount or back mount for three (3) seconds.

9.5.1 Full mount and back mount are recognized as two different positions and they are considered **equal** in progression to **back control** as the highest possible scoring positions.

- As such, the four (4) points are awarded every time that any of these positions is achieved, as long as the technical definition is met.
- This includes every time the athlete switches between full mount and back mount or vice versa.

Classic Full Mount

Technical Full Mount

Grapevine Full Mount

Full Mount with only one arm trapped

Back Mount

9.5.2 If the athlete attempts either full mount or back mount position with **both of the opponent's arms** trapped underneath, the MR will continue to observe if the athlete is able to complete the position as technically defined for three (3) seconds in order to score points.

- If the attempting athlete is forced into a different position before the points can be earned or time runs out, the athlete will receive an advantage.

9.5.3 If the athlete **willingly retreats** from full mount or back mount and then returns to the same position, no additional score will be given.

- If the athlete is forced by the opponent to lose the position, the score may be awarded again, respecting the three-second count and technical definitions.

Both arms trapped: ADVANTAGE if full mount is not completed as technically defined

Triangle from top position: NO SCORE

Reverse full mount: NO SCORE

SECTION 9

SCORING POSITION: BACK CONTROL

9.6 Back Control position is when an athlete, from behind the opponent, places both legs as control hooks with heels either in front of the hipbones or between the legs of the opponent, with one arm trapped at most and with the hooks below the shoulder line.

The legs must not be crossed in any way in order to complete the score.

Four (4) points are awarded for successfully stabilizing back control for three (3) seconds.

9.6.1 If the athlete, while attempting back control, only achieves **one hook**, or **crosses/triangles** the legs, or has **both of the opponent's arms** trapped inside the hooks, the MR will continue to observe if the athlete is able to complete the position as technically defined for three (3) seconds in order to score points.

- If the attempting athlete is forced into a different position before the points can be earned or time runs out, the athlete will receive an advantage.

9.6.2 An athlete must completely lose access to the opponent's back before being able to **score again** for back control.

- Merely removing hooks and returning them does not earn any additional score (points or advantages) for back control.

Back Control with two hooks

Back Control with only one arm trapped

ADVANTAGE for these situations if back control is not completed as technically defined:

Feet crossed

Body Triangle

Both arms trapped

SECTION 10

SUBMISSIONS

10.1 The following list covers the range of legal submissions for **open rank** competitions among age groups U18 and older, with prohibited actions summarized for all age groups on **page 59**. Please refer to the table on **page 60** for competitions with divisions sorted by belt rank or equivalent experience level.

- All **strangulations** or chokes are allowed, except with bare hands or fingers around the opponent's throat.
    - If a choke attempt puts the defending athlete in a face-crushing action, the attack will be considered a legal submission attempt.
- All **rotation** or **hyperextension** locks applying force to the **shoulder** or **elbow** are permitted.
- All locks applying force to the **wrist** are permitted in U18 and older.
- **Straight ankle locks** are permitted in U18 and older.
- Internal compression submissions to the elbow or knee (also known as **bicep or calf slicer**) are permitted in U18 and older.
- Straight knee hyperextension (**kneebar**) locks are permitted in U18 and older, as long as the force of the attack is aligned with the natural extension of the knee rather than a lateral (sideways) force to the knee.
- **Internally rotated ankle locks** (e.g. toehold or Estima lock) are permitted in U18 and older.
- **Leglocks** that apply a **lateral** or **rotational** force on the knee are only allowed in **No Gi** divisions for the **U21 and adult** age groups. In all other divisions and age groups, they are prohibited.
    - This definition includes, but is not limited to: inside/outside heel hook, Z-lock, sideways kneebar, and leg reaping with a trapped or attacked foot.
    - Externally rotated ankle locks (e.g. reverse toehold, Aoki lock) are considered to be rotational attacks on the knee, and are therefore prohibited in all divisions except U21 and Adult No Gi.
- Any **neck or spine locks** that deliberately rotate, hyperflex, or hyperextend the opponent's spinal column in order to induce surrender or injury are prohibited.
    - If a choke attempt puts the defending athlete in some sort of spinal lock, the attack will be considered a legal submission in U18 age groups and older as long as a recognizable legal choke is being attempted.

10.2 Matches will be stopped immediately when an athlete exhibits a **physical or verbal signal** that the opponent's attacking submission hold can no longer be safely defended. The stoppage will occur under the following instances:

- When an athlete uses a **hand** to **tap** the opponent, ground, or self in a clear and apparent manner.
- When the athlete uses a **foot** to **tap** the ground in a clear and apparent manner while unable to use their arms.
- When an athlete **verbally** requests for the match to be stopped or **says "tap"** or any other verbal sign of surrender.
- When the athlete shouts, grunts, or **emits any noise expressing pain** while trapped in a submission hold.
- The athlete shall be declared to have lost the match upon **losing consciousness** due to a legal hold applied by the opponent, or due to an accident that did not stem from an illegal action by the opponent.
    - As a medical precaution, the athlete who lost consciousness will **not be permitted to compete** for the rest of the competition.
    - When this happens, it is the responsibility of the referee team of that match to inform the referee director.
- In the **U16** age group and younger, the MR has the duty to **interrupt a submission** and declare the attacker as the winner even without a verbal or physical sign of surrender if it is deemed to be unsafe for the athlete who is under attack from a legal submission.

10.3 The athlete shall be awarded an **advantage** when attempting a submission hold where the opponent is put in **real danger** of surrendering, losing consciousness, or reasonably getting injured due to the submission attempt. The advantage is only awarded when the submission has been completely defended.

10.4 When a submission attempt is in place over the **safety area**, the MR should not interrupt the match.

10.5 Following the **successful application of a legal submission**, the fight will be stopped and the athlete who applied the submission will be declared the winner. The MR will raise the corresponding arm high above the head with the palm facing forward to gesture that a submission has occurred.

10.6 If a defending athlete makes a **legitimate escape attempt** to defend a submission (i.e. not simply fleeing the mat to escape) and this attempt causes either of the athletes to go beyond the safety area, the MR will stop the time and award two (2) points to the athlete that attempted the submission.

- The match will be restarted in a standing position.
- A legitimate escape or defense is one that could be reasonably used regardless of being near the boundaries of the match area.

10.7 Without a clear legitimate defensive action, the athlete who **willingly exits** the match area **while under attack** will be disqualified for fleeing the submission attempt.

10.8 When the fighters exit the fighting area due to the **movement of the athlete attacking the submission hold** (without deliberately leaving the mat), the referee will not mark two (2) points after stopping the fight.

- The referee may give an advantage depending on the danger of the submission, respecting the rules of advantages.
- The match will be restarted in a standing position.

10.9 If an athlete, while **attacking** with a submission hold, **willingly exits** the match area, no points or advantage will be awarded. Instead, a penalty will be given to that athlete. The match will be restarted in a standing position.

Submission attempt with **no danger**: no advantage earned

Submission attempt with **real danger**: advantage if escaped

SECTION 11

FOULS AND PROHIBITED ACTS

SECTION 11

ORDER OF PENALTIES

When an athlete commits a **Minor Foul**, the referee will gesture with a closed fist raised above shoulder height using the arm that corresponds to that athlete to signal for a penalty to be given.

Penalties in the **U18 age group and older** will be given in the following order:

- **1st** minor foul: **penalty**
- **2nd** minor foul: **penalty**; **advantage** for opponent
- **3rd** minor foul: **penalty**; **two (2) points** for opponent
- **4th** minor foul: **disqualification**; with the opponent declared as the winner

Whenever penalties are given to both athletes **simultaneously**, the referee will **stop the match** before giving the penalties.

- If from **standing** or an **unstable** position, or if the **3rd** simultaneous penalty is due to **passivity**, then the match will be restarted in a **standing position**.
- If the athletes are **on the ground in a stable position**, then the match will resume in the **same position**.

In the **U16 age group and younger**, the 4th and 5th penalties will each correspond to two (2) additional points for the opponent, with the 6th penalty resulting in a disqualification.

SECTION 11

MINOR FOULS

11.1 The following count as Minor Fouls for which the offending athlete is to be given a penalty, with respect to the order of penalties.

Gesture to give a penalty from standing position before resuming the match

Passivity warning *("Fight!")* is only used for passivity on the ground.

Penalty given if the athlete remains passive for ten seconds after the warning.

11.1.1 **Passivity** or **stalling** is defined as an athlete clearly not pursuing positional progression.

- When the referee notices that one or both athletes are not trying to progress in the match from a **standing position** for ten (10) seconds, the referee will stop the match and sign a penalty for one or both athletes, followed by the verbal command "fight!".
- In the case of passivity **on the ground**, the MR will point to one or both athletes, saying "fight!" and start a ten-second count.
    - If, at the end of the ten seconds, one or both athletes have not made a clear attempt to advance in position or attack, then the MR will give a penalty to the offending athlete(s).
    - If the athlete(s) are no longer passive, the MR will indicate a break in the passivity timer with the waving gesture used for score corrections.
- The MR will **touch** the athlete if the passivity gesture is not visible from the athlete's point of view.
- Passivity will **not** be called for the athlete who achieves and remains in **full mount**, **back mount**, or **back control**, as long as the technical definitions are met.
- **Defending** athletes will not be called for passivity. This includes but is not limited to:
    - Being controlled from dominant positions
    - Defending submissions
    - Preventing an imminent scoring action by the opponent

11.1.2 When a **double guard pull** situation occurs (defined as both athletes simultaneously seeking to play guard position coming from standing or kneeling with neither taking top position) the referee will begin a count to twenty (20) seconds.

- If both athletes remain in double guard pull by the end of the count, the match will be stopped, and both athletes will receive a **penalty**. The match will be restarted in standing position.
- The first athlete to achieve a clear top position will receive an **advantage**. The referee will stop counting once there is no longer a double guard pull situation.
- If an athlete achieves and stabilizes a scoring position to receive **points**, the referee will stop counting.
- If an athlete is making an imminent attempt to score **points** or achieve a **submission**, the MR will not stop the match even after twenty seconds have elapsed and will continue to watch to see if the attacking attempt is successful.
    - If the attempt fails and **both athletes return to a double guard pull** situation, they will both be penalized and the match will restart in standing position.

11.1.3 In a **50-50 lapel guard** situation (or with belt), the referee will start a 20-second countdown. If no sweep is achieved nor the guard changed, the referee will issue a penalty to the athlete holding this position, even if the athletes were actively moving.

- If a sweep is achieved, the referee will only stop the countdown once the athlete releases the opponent's belt or lapel.
- If the athlete releases the lapel or belt after the referee began the countdown but remains in 50-50 guard, the referee will keep counting.

11.1.4 **Leaving** the match area or merely **pushing** the opponent out without a technical attack, or otherwise **running** around the match area or **refusing to engage** with the opponent.

11.1.5 Deliberately placing a **hand** or **foot** on the opponent's **face**.

11.1.6 **Going to the ground without a grip**, whether to a kneeling or guard position. The referee will stop the action, give the penalty to the offending athlete, and restart the match in a standing position.

11.1.7 **Breaking contact** and then **refusing to engage** in combat on the ground.

11.1.8 Grabbing **inside** the opponent's **Gi sleeves** or **pant legs.**

- The tip of the thumb is permitted as long as the other fingers are grabbing the fabric from the outside. (e.g. spider grip)
- It is legal to grip the waistband of the Gi pants.

11.1.9 Passing a hand **inside of the Gi** to grip an internal or external part of it.

11.1.10 Using the **belt** for any technique when it is **no longer tied**.

11.1.11 Placing a **foot** deliberately inside the opponent's **belt** or **collar** near the neck.

11.1.12 Placing a **foot** deliberately inside the **lapel** of the Gi jacket **without a grip** on the same side, or **stepping** on the **lapel** to trap it on the mat.

11.1.13 For **No Gi** competitions: grabbing the opponent's or one's own rash guard, shorts, leggings, or other clothing.

11.1.14 To **delay** the match by not being ready to fight when called to the mat, or taking too much time to fix one's uniform.

- This includes but is not limited to: wearing the wrong attire, wearing or having prohibited items after the match has started, removing the belt, opening one's own Gi, removing any part of the uniform, removing a hijab, or when an athlete takes more than 20 seconds each to tie the belt and/or pants during a stop in the match.
- This also includes failing a uniform check that was requested by the MR, resulting in the need to change attire.

11.1.15 **Speaking** to the referee, opponent, coach, audience, or anyone else during the match in words or gestures, or **contradicting the referee** in any way, with the following exceptions:

- Informing the referee about a medical or safety issue
- Informing the referee about a uniform issue
- Answering a question by the referee

11.1.16 **Disobeying** the referee's orders or minor acts of **unsportsmanlike conduct** or **contempt** that are not severe enough to be disqualified.

11.1.17 Leaving the match area deliberately to **prevent** the opponent from achieving a **scoring position** or maintaining a dominant position.

- **Two (2) points** will also be awarded to the opponent and the usual order of penalties must still be followed.
- If there was a stable position before the athlete fled the mat that can be recreated, the match will be reset in the **same position** in the center.
- If there was no stable position, the match will be **reset standing**.
- An **advantage** may be awarded if the conditions for it are met.

11.1.18 **Leaving the match area** after the match ends but **before** the winner is announced.

11.1.19 For **U16** age division and younger: **jumping to guard** or **flying submission** attempts. The match will be reset standing and a penalty given.

- Two (2) points will also be awarded to the opponent if the conditions are met according to rule **9.1.4** (jumping to guard with a grip on the leg).

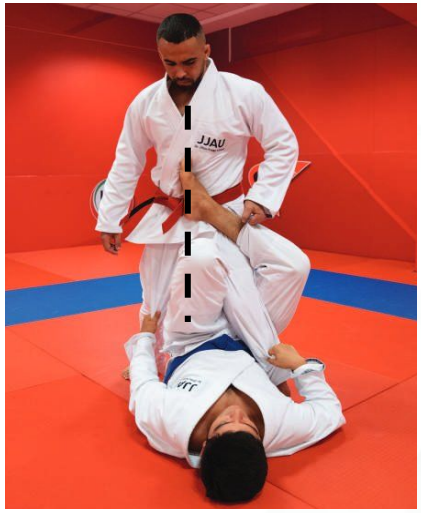
11.1.20 Inappropriate gestures of superiority, dances, and other behaviors that are unsportsmanlike but are not severe enough to warrant a disqualification may be given a penalty.

11.1.21 Regarding minor fouls that are committed **during a submission attempt**, regardless of real danger:

- If the athlete who is **applying** the submission commits a minor foul that compels the referee to interrupt, the match will be restarted standing and a **penalty** given to the offending athlete.
- If the athlete who is **defending** a submission commits a minor foul that compels the referee to interrupt, the penalty is upgraded to a **disqualification**.

11.1.22 Applying a **partial knee reaping** action on a leg entanglement *(ashi garami)* where the attacker's leg goes around the primary leg from behind the opponent's thigh and over the hip with the foot **in front** of the opponent's torso **midline**, with the foot of the reaped leg either **standing** or **trapped**.

- As long as the **foot** of the primary leg is **not being attacked** with a submission at the same time, this situation will only receive a **penalty** and not a disqualification.
- The MR will stop the action, move the reaping leg to a legal position, give the penalty, and resume the match.
- This type of position is legal in No Gi events in the U21 and adult age groups.



Partial reap with foot **in front of the midline** with the opponent's foot **standing** or **trapped** (left): PENALTY

The MR will remove the reaping leg, give the penalty, and resume the match.

Leg entanglement with the foot **outside the midline** (right): LEGAL

11.1.23 Unintentionally acting or reacting in a way that places the opponent in an illegal position.

SECTION 11

DISCIPLINARY MAJOR FOULS

11.2 The following actions are considered Disciplinary Major Fouls. Athletes who are observed by the referee to have committed a disciplinary major foul will be automatically disqualified without discussion.

The offending athlete is removed from the competition results and receives no placement, medal or ranking points.

11.2.1 When an athlete uses **profanity** or **obscene gestures** in regard to an opponent, the center table, the officials, the referee, or spectators, before, during, or after the match.

11.2.2 When an athlete shows **hostility** towards an opponent, the center table, the officials, the referee or the spectators, before, during, or after the match.

11.2.3 When an athlete **bites**, **pulls hair**, **strikes** or applies **pressure to genitals or eyes**, or intentionally uses a **traumatic blow** of any kind (such as punches, elbows, knees, head butts, kicks, etc.).

11.2.4 When an athlete shows **disrespect** towards an opponent, the center table, the officials, the referee, or spectators, whether verbally or in gestures during or after a match.

11.2.5 When one or both athletes fail to take the match seriously and engage in play or **fake fighting**.

11.2.6 When an athlete displays an attitude that is **grossly inappropriate** or **unsportsmanlike** for a competition, or engages in any other form of misconduct before, during, or after the match.

To indicate a disciplinary or technical disqualification, the MR will cross arms with clenched fists overhead and then point at the disqualified athlete before announcing the winner

SECTION 11

TECHNICAL MAJOR FOULS

11.3 The following actions count as Technical Major Fouls and the offending athlete is to be disqualified without discussion.

The athlete is still eligible to receive a medal and may continue in the double elimination bracket, if applicable.

11.3.1 To apply any action with the **obvious intention to injure** the opponent or an **unacceptable disregard for safety** with a clear risk of severely injuring the opponent, that is not covered by **11.2.6**.

11.3.2 To willingly **leave** the match area while **under attack** by a submission attempt.

11.3.3 To apply any submission mechanic that dangerously applies force to the opponent's **neck or spinal column** without a choke attempt in place.

- Note: Pulling the top player's neck or head to break posture while coming from the bottom position is not considered an attack on the neck.

11.3.4 To slam the opponent who was in guard, back control, attempting a submission, or any other entanglements on the ground onto the mat.

- If an athlete picks up an opponent off the ground, it is the athlete's responsibility to avoid slamming the opponent, even if it is unintentional or from a loss of balance.

11.3.5 When it comes to a referee's attention that an athlete is not wearing **appropriate undergarments** under their uniform.

11.3.6 To apply locks that attack the opponent's **fingers** or **toes**.

11.3.7 Suplex movement or any other takedown or counter-takedown that **projects or forces the opponent's head or neck into the ground**, whether deliberately or with gross disregard for the opponent's safety.

11.3.8 When an athlete **strangles** the opponent using **bare hands** (with one or both hands around the opponent's neck or applies pressure to the opponent's windpipe using the fingers or thumb), or uses a hand to **block the passage of air** to the opponent's nose or mouth.

11.3.9 To apply **leglocks** that employ a **rotating** or **lateral** force to attack the **knee**, except for No Gi competitions in the U21 and adult age groups.

11.3.10 Applying a **knee reaping** action that puts the opponent's knee in reasonable danger of a **rotational** or **lateral** force from the outside, except for No Gi competitions in the U21 and adult age groups. Either of the following conditions will count towards a disqualification:

- If the reaping leg of the attacker **crosses beyond** the defender's torso midline (full reap) with a **trapped foot**.
- If the foot of the attacker is **in front of** the defender's torso midline (partial reap) while **attempting a submission** on the trapped leg,
- (Examples on **page 56**)

11.3.11 When an athlete intentionally **attempts to get the opponent disqualified** by willingly placing the opponent in an illegal position.

11.3.12 To apply to oneself any topical creams, ointments, cosmetic products, or any **slippery substances** that can affect the opponent's ability to compete fairly, or if any makeup, hair dye, or any other cosmetic product **stains** the opponent's uniform.

11.3.13 When an athlete, after being asked to **change competition attire** by the MR, is unable to change to a new one within the time period stipulated by the referee.

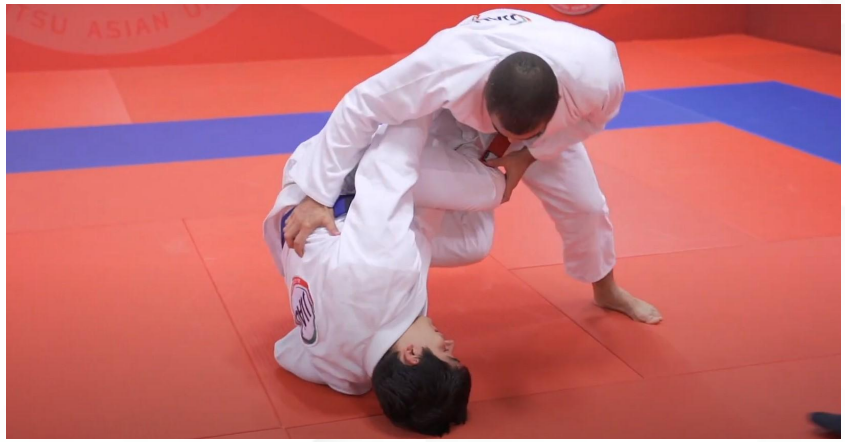
KNEE REAP GUIDE: DISQUALIFICATION (MAJOR FOUL)

(EXCEPT FOR U21 AND ADULT NO GI)

Full reap (across midline) with a **trapped foot** on the reaped leg

Full reap (across midline) on a **standing or trapped leg**

Partial or full reap (in front of or across midline) with a **submission** on the reaped leg



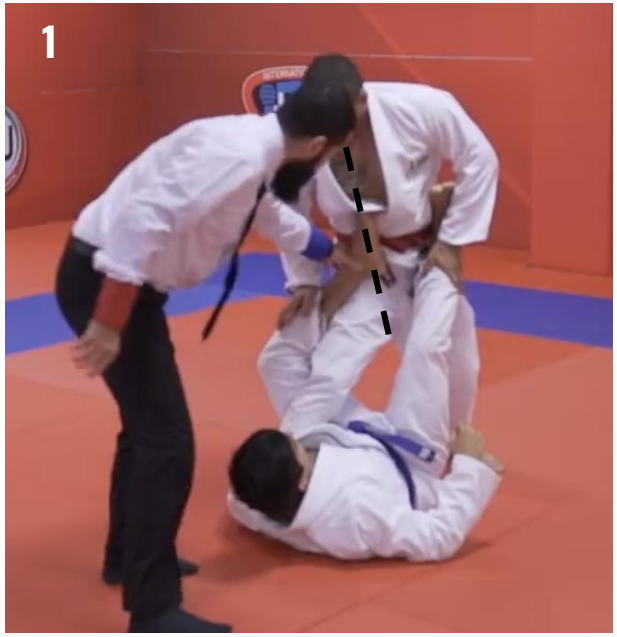
In the case of a situation where an athlete **stands up** from the ground with the opponent **accidentally crossing the midline** in a leg entanglement, the athlete applying the entanglement must be the one to **remove the illegal position** or be disqualified. (U18, U21, Adult and Masters)

The position will be reset to open guard for U16 and younger with no foul. If coming from a sweep, the referee will wait for 3 seconds of stabilization before interrupting.

KNEE REAP GUIDE: PENALTY (MINOR FOUL)

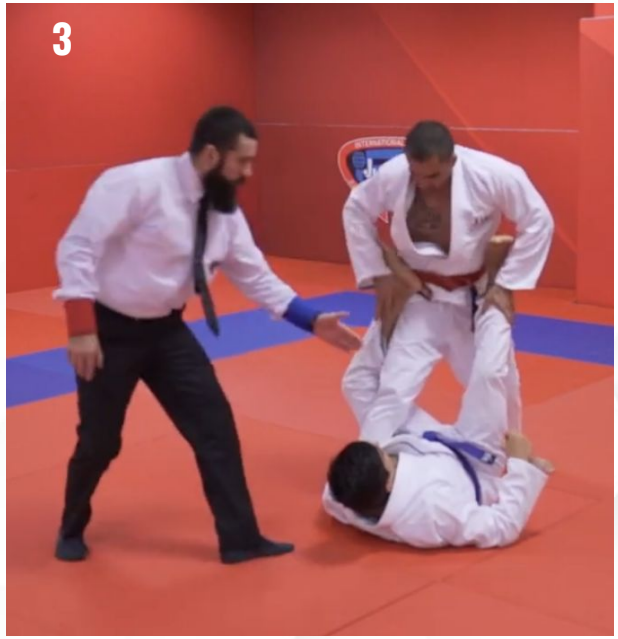
(EXCEPT FOR U21 AND ADULT NO GI)

Partial reap (in front of but not across the midline) with a **standing** or **trapped foot** on the reaped leg



Referee stops the match and moves the foot to a legal position outside the opponent's midline.

Referee gives a penalty to the offending athlete.



Referee resumes the match.

KNEE REAP GUIDE: LEGAL (NO FOUL)

Legal leglock with the foot **outside** the midline

Legal leglock with the leg crossing **below** the opponent's **knee**

Crossing the midline from behind the thigh with a **free foot** on the primary entangled leg

The athlete may **trap** or attempt a legal **leglock** on the **secondary leg** as long as the foot of the primary entangled leg (encircled above) is free

	Gi and No Gi		Gi	No Gi		Techniques listed below are to be disqualified in open rank age groups marked with X unless otherwise specified.
	U12 and below	U14 / U16	U18 / U21 / Adults / Masters	U18 / Masters	U21 / Adults	
1	X	✓	✓	✓	✓	Submission stretching the legs apart (banana split)
2	X	X	✓	✓	✓	Choke with simultaneous spinal lock or neck crank (including but not limited to: no-arm triangle, north-south choke, headscissors choke, etc)
3	X	X	✓	✓	✓	Arm triangle choke and other kata gatame variations (anaconda, D'arce, buggy, etc.)
4	X	X	✓	✓	✓	Front headlock choke without collar (guillotine)
5	X	X	✓	✓	✓	Forearm choke using the sleeve (Ezekiel choke)
6	X	X	✓	✓	✓	Rotational shoulder lock using the legs (omoplata, baratoplata, etc.)
7	X	X	✓	✓	✓	Pulling on the head while attempting a triangle choke
8	X	X	✓	✓	✓	Straight ankle lock (aligned with the knee or facing outwards)
9	X	X	✓	✓	✓	Using the guard to apply a compression lock on the opponent's organs or ribs
10	X	X	✓	✓	✓	Wrist lock of any kind
11	X	X	✓	✓	✓	Single leg takedown attempt with the attacker's head kept outside the opponent's front-torso (NO FOUL: RESET STANDING)
12	X	X	✓	✓	✓	Jumping to closed guard or flying submissions (MINOR FOUL: RESET STANDING AND GIVE PENALTY)
13	X	X	✓	✓	✓	Bicep slicer or calf slicer
14	X	X	✓	✓	✓	Straight kneebar (aligned with knee)
15	X	X	✓	✓	✓	Internal rotation ankle lock (toehold, Estima lock, corkscrew, etc.)
16	X	X	✓	✓	✓	Straight ankle lock turning inward (facing the direction of the free leg)
17	X	X	X	X	✓	Inside or outside heelhook
18	X	X	X	X	✓	Leglocks that apply a rotational (twisting) or lateral (sideways) force on the knee
19	X	X	X	X	✓	Full knee reap (foot crossed beyond midline) with a submission, or trapped or standing foot on the reaped leg (DQ) Partial knee reap (foot in front of midline) with a submission on the reaped leg (DQ) Partial knee reap with trapped or standing foot on the reaped leg (MINOR FOUL: REMOVE REAP AND GIVE PENALTY) *No trapped foot = no foul (as long as it is understood by the referee that there is no danger to the trapped knee)
20	X	X	X	X	✓	External rotation ankle lock (reverse toehold, Aoki lock, etc.)
21	X	X	X	X	X	Slam from guard, back control, submissions, or any other entanglements on the ground
22	X	X	X	X	X	Spinal lock or neck crank (without choke attempt)
23	X	X	X	X	X	Scissor takedown / kani basami / kane-sute
24	X	X	X	X	X	Bending or twisting the opponent's fingers
25	X	X	X	X	X	Head-spiking while the opponent has the head outside during a single leg attempt
26	X	X	X	X	X	Suplex or any other takedown that spikes the opponent's head into the ground (deliberately or with gross disregard for safety)

	Gi and No Gi				Gi	No Gi		Techniques listed below are to be disqualified in equivalent belt divisions marked with X unless otherwise specified.
	U12 and below (all belts)	U14 / U16 (all belts)	White (U18 and up)	Blue	Brown	Brown (Masters)	Brown (Adults)	
				Purple	Black	Black (Masters)	Black (Adults)	
1	X	✓	✓	✓	✓	✓	✓	Submission stretching the legs apart (banana split)
2	X	X	✓	✓	✓	✓	✓	Choke with simultaneous spinal lock or neck crank (including but not limited to: no-arm triangle, north-south choke, headscissors choke, etc)
3	X	X	✓	✓	✓	✓	✓	Arm triangle choke and other kata gatame variations (anaconda, D'arce, buggy, etc.)
4	X	X	✓	✓	✓	✓	✓	Front headlock choke without collar (guillotine)
5	X	X	✓	✓	✓	✓	✓	Forearm choke using the sleeve (Ezekiel choke)
6	X	X	✓	✓	✓	✓	✓	Rotational shoulder lock using the legs (omoplata, baratoplata, etc.)
7	X	X	✓	✓	✓	✓	✓	Pulling on the head while attempting a triangle choke
8	X	X	✓	✓	✓	✓	✓	Straight ankle lock (aligned with the knee or facing outwards)
9	X	X	✓	✓	✓	✓	✓	Using the guard to apply a compression lock on the opponent's organs or ribs
10	X	X	X	✓	✓	✓	✓	Wrist lock of any kind
11	X	X	X	✓	✓	✓	✓	Single leg takedown attempt with the attacker's head kept outside the opponent's front-torso (NO FOUL: RESET STANDING)
12	X	X	X	✓	✓	✓	✓	Jumping to closed guard or flying submissions (MINOR FOUL: RESET STANDING AND GIVE PENALTY)
13	X	X	X	X	✓	✓	✓	Bicep slicer or calf slicer
14	X	X	X	X	✓	✓	✓	Straight kneebar (aligned with knee)
15	X	X	X	X	✓	✓	✓	Internal rotation ankle lock (toehold, Estima lock, corkscrew, etc.)
16	X	X	X	X	✓	✓	✓	Straight ankle lock turning inward (facing the direction of the free leg)
17	X	X	X	X	X	X	✓	Inside or outside heelhook
18	X	X	X	X	X	X	✓	Leglocks that apply a rotational (twisting) or lateral (sideways) force on the knee
19	X	X	X	X	X	X	✓	Full knee reap (foot crossed beyond midline) with a submission, or trapped or standing foot on the reaped leg (DQ) Partial knee reap (foot in front of midline) with a submission on the reaped leg (DQ) Partial knee reap with trapped or standing foot on the reaped leg (MINOR FOUL: REMOVE REAP AND GIVE PENALTY) *No trapped foot = no foul (as long as it is understood by the referee that there is no danger to the trapped knee)
20	X	X	X	X	X	X	✓	External rotation ankle lock (reverse toehold, Aoki lock, etc.)
21	X	X	X	X	X	X	X	Slam from guard, back control, submissions, or any other entanglements on the ground
22	X	X	X	X	X	X	X	Spinal lock or neck crank (without choke attempt)
23	X	X	X	X	X	X	X	Scissor takedown / kani basami / kane-sute
24	X	X	X	X	X	X	X	Bending or twisting the opponent's fingers
25	X	X	X	X	X	X	X	Head-spiking while the opponent has the head outside during a single leg attempt
26	X	X	X	X	X	X	X	Suplex or any other takedown that spikes the opponent's head into the ground (deliberately or with gross disregard for safety)

Actions shown correspond to the tables of illegal actions per division on **pages 59 and 60**

1.) Submission stretching the legs apart (U12 and below)

2.) Choke with spinal lock (U16 and below)

3.) Arm triangle and other kata gatame variations (U16 and below)

4.) Front headlock choke / guillotine (U16 and below)

5.) Forearm choke using the sleeve / Ezekiel (U16 and below)

6.) Shoulder lock using the legs / omoplata, etc (U16 and below)

Actions shown correspond to the tables of illegal actions per division on **pages 59 and 60**

7.) Triangle choke pulling on the head (U16 and below)

8.) Straight ankle lock aligned or facing outwards (U16 and below)

9.) Torso compression lock using the guard (U16 and below)

10.) Wristlock of any kind (U16 and below)

11.) Single leg with head outside (U16 and below) (NO FOUL)

Actions shown correspond to the tables of illegal actions per division on **pages 59 and 60**

12.) Jumping to closed guard or flying submission attempt (U16 and below) (MINOR FOUL only)

13.) Bicep or calf slicer (U16 and below)

14.) Straight kneebar (U16 and below)

Actions shown correspond to the tables of illegal actions per division on **pages 59 and 60**

15.) Internal rotation ankle lock / toehold (U16 and below)

16.) Straight ankle lock turning inwards (U16 and below)

17.) Heelhook (all categories except Adult No Gi)

18.) Locks that apply a rotational or lateral force on the knee (all categories except Adult No Gi)

19.) Knee reaping (guidelines on **pages 56, 57, and 58**) (all categories except Adult No Gi)

20.) External rotation ankle lock (all categories except Adult No Gi)

Actions shown correspond to the tables of illegal actions per division on **pages 59 and 60**

21.) Slam from positions on the ground (all categories)

22.) Spinal lock or neck crank without a choke attempt (all categories)

23.) Scissor takedown / kani basami (all categories)

24.) Bending or twisting fingers (all categories)

25.) Head-spiking the opponent during single leg counter (all categories)

SECTION 12

SETTLEMENT OF THE MATCH

SECTION 12

SETTLEMENT OF THE MATCH

The winning outcome of a match can be determined in one of the following ways listed in this section.

12.1 **Submission**: An athlete successfully applies a legal technique that induces a physical or verbal sign of surrender or unconsciousness.

12.2 **Points**: The athlete with the higher score than the opponent by the end of the official match time is awarded the victory.

- Whoever has **more points** will be declared the winner.
- If points are tied, whoever has **more advantages** will be declared the winner.
- If points and advantages are both tied, whoever has **fewer penalties** will be declared the winner.

12.3 **Disqualification**: An athlete is judged by the referees to have performed a Disciplinary or Technical Major Foul or receives their final penalty and the opponent is declared the winner.

- Both athletes may be simultaneously disqualified, with no winner being declared.
- Regarding competition bracket procedure for matches that end with one or both athletes receiving a disqualification, whether for Technical Major Fouls, Disciplinary Major Fouls, or a combination of both, please consult the JJIF Sporting Code (Version 1.2.1 onwards). Section 1.2.3: Placement Determination after Disqualification. Appendix 9.8: Placement Determination in Case of Disqualification or Injury

12.4 **Golden Score**: If the match ends with points, advantages, and penalties tied, the match will enter a tie-breaking overtime period with the following considerations:

12.4.1 There is **no time limit** and the match will proceed until one of the following happens:

- An athlete achieves a **submission** victory.
- An athlete performs an action that would award either **points** or an **advantage** and is declared the winner.
- An athlete is given a **penalty** and the opponent is declared the winner.
- An athlete is unable to continue the match.

12.4.2 Once an athlete has performed an action that meets the criteria for **at least an advantage**, the MR may end the match without waiting for points to be achieved.

- In situations where there is a sequence of movements that would award a score to both athletes, the **first** athlete to earn **at least an advantage** is the winner.

12.4.3 The referee is to be strict at warning the athletes for **passivity** during golden score period.

- Penalties awarded **simultaneously** for passivity do not end the match.

SECTION 13

WALK-OVER AND WITHDRAWAL

SECTION 13

WALK-OVER AND WITHDRAWAL

13.1 Walk-over: An athlete is awarded the victory if the opponent does not appear for a match in one of the following ways:

- If the organizer is made aware that the opponent will not be competing.
- If the opponent is called three (3) times over at least three (3) minutes and does not arrive at the match area.
- If the opponent has been barred from participating for the rest of the event due to medical or disciplinary reasons.

13.2 Withdrawal: An athlete is awarded the victory if the opponent cannot continue.

- If the opponent asks the MR to withdraw from the competition during the match.
- If the opponent's collective two (2) minutes of medical time runs out or if they are found to be medically unfit to continue.
    - Injuries or medical issues are to be be treated by an official doctor or medic for the event and assessed on whether the athlete may continue.
    - An athlete asking to stop the match due to muscle cramps will not be given any medical time and the opponent will be declared the winner.

SECTION 14

INJURY, ILLNESS AND ACCIDENT

SECTION 14

INJURY, ILLNESS, AND ACCIDENT

14.1 Whenever a match is stopped due to an injury to either or both competitors, the MR may permit a combined maximum time of **two (2) minutes** to the injured athlete(s) for rest and to be assessed by an official doctor or medic.

- Once an athlete has **used up** all of the medical time, the opponent shall be declared the winner.

14.2 The medical time starts and finishes on the command of the referee.

14.3 If one of the athletes is **unable to continue**, the referee will make a decision after considering the following:

- When the cause of the injury is attributed to the injured athlete, the injured athlete shall lose the match.
- When it is impossible to attribute the cause of the injury to either competitor, the injured athlete shall lose the match.
- When the injury is caused due to a prohibited action, the offending athlete shall be disqualified. The type of disqualification will be determined based on which type of Major Foul was committed, whether Disciplinary or Technical.

14.4 An athlete who is **taken ill** during the match and is unable to continue will lose the match by withdrawal.

14.5 It is up to the **official doctor's consideration** whether or not an athlete is medically fit to continue.

14.6 If an athlete **loses consciousness** at any point, the fight must be stopped. The athlete will not be allowed to compete for the rest of the competition. The athlete will keep the placement already reached and any later match is lost by withdrawal.

14.7 When one of the athletes asks for the match to be stopped due to **muscle cramps**, the opponent shall be immediately declared the winner of the match.

14.8 When an athlete **vomits** or **loses control of basic bodily functions** with involuntary urination or bowel incontinence during the match, that athlete shall be declared the loser.

- In the case of an athlete who experiences menstrual bleeding during a match, she will be allowed to promptly change undergarments and into new attire that fits competition standards within a reasonable time, and then resume the match.
- Informing the referee of such occurrence will not be penalized.

14.9 If both athletes cannot continue and the score is tied, the match has no winner and both are treated as having a Technical DQ. Placements are determined by the **JJIF Sporting Code** (Version 1.2.1 onwards), Appendix 9.8: Placement Determination in Case of Disqualification or Injury.

SECTION 15

DIVISIONS BY BELT RANK OR EXPERIENCE LEVEL

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DIVISIONS BY BELT RANK OR EXPERIENCE LEVEL

Elite World Ranking events are divided by age group but not by belt rank or experience level, following an open rank competition format. More information on the table on **page 59**.

In smaller competitions that adopt belt or level divisions, the organizer, following the JJIF statutes and guidelines, must respect the rules content in this section and the table of prohibited techniques per belt rank on **page 60**.

15.1 Divisions by Belt Rank (Gi)

15.1.1 It is illegal for white belts, beginners, and all divisions U16 and younger, to **jump into a closed guard position** or **attempt any flying submissions from a standing position**. If an athlete attempts such actions, the MR will stop the match, give a penalty to the offending athlete and restart the match standing.

15.1.2 In age groups **U16** and younger and **white belt** divisions, athletes are not permitted to keep their head on the outside of the opponent's front-torso when attempting a single leg takedown. If this happens, the MR will stop the match and restart the match standing only. NO PENALTY will be given.

15.1.3 An athlete who is proven to be a **black belt in judo**, or has participated in **freestyle or Greco-Roman wrestling** competition, or has fought in **MMA** as a professional or as an amateur, shall not be permitted to compete in any tournament in the white belt or beginner divisions.

15.2 Divisions by Experience Level (No Gi)

15.2.1 U18, U21, Adults, and Masters

- **Novice**: up to 6 months total of grappling experience
- **Beginner**: 6 months to 2 years of total grappling experience or jiu-jitsu white belt.
- **Intermediate**: 2 to 5 years total grappling experience or jiu-jitsu blue/purple belt.
- **Expert**: 5 years or more of total grappling experience or jiu-jitsu brown/black belt

15.2.2 U16 and younger

- **Novice**: up to 6 months total grappling experience.
- **Beginner**: 6 months to 1 year of total grappling experience
- **Intermediate**: 1 to 2 years of total grappling experience
- **Advanced**: 2 to 3 years of total grappling experience
- **Expert**: 3 years or more of total grappling experience

15.2.3 Total grappling experience includes, but not limited to experience in wrestling, jiu-jitsu, Judo, Sambo, etc

15.3 Next level or belt will be imposed on athletes who achieve a World Championship.

APPENDIX A

KEY DEFINITIONS

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KEY DEFINITIONS

Stand-up combat or **standing position** refers to the phases of the match during which the competitors are on one or two feet and with no continuity from any previous actions on the ground.

The referee will **restart** the match in standing position without grips whenever the athletes go outside the safety area in an unstable position that cannot be recreated. (7.12)

It is a requirement for **takedown** movements to have continuity from a standing position to be given a valid takedown score. (9.1)

When an athlete goes down to a **kneeling position** (while in grip contact with the opponent) and remains on at least one knee, only the athlete who remained standing can score for a takedown movement. (9.1.6)

When a **sweep attempt** goes from a guard position and **transitions to both athletes standing**, standing combat is established when one athlete is standing on one foot and the other is on both feet for three (3) seconds. (9.2.5)

Athletes may not **go to the ground** (kneeling or guard) **without a grip** on the body or gi of the opponent (or vice versa) and will be penalized for doing so. (11.1.5)

In matches with a **blind athlete**, the competitors may each get an equal grip on a collar and a sleeve (Gi) or head-and-arm clinch (No Gi) before the referee instructs them to fight.

Top position refers to any position where the athlete is physically on top of and facing the opponent in the following scenarios:

- When the opponent is seated, on their back, or on their side with at least one hip on the mat
  - e.g. any guard position
  - e.g. underneath pin positions (past the guard) such as full mount, knee on belly, north-south, side control, etc
- When the opponent is belly-down, in turtle position, or on at least one knee while the athlete is behind the opponent's shoulder line with hip control
  - This includes back control with one or two hooks while the opponent is kneeling

The following are **not considered** top position:

- Back control with the opponent's hip on the ground
- Back control with the opponent standing
- Head-to-head turtle position / sprawl position
- One athlete standing with the opponent kneeling while facing each other

Takedowns (9.1) and **sweeps** (9.2) must land with the attacker in top position at least for a moment for the referee to begin the three-second stabilization count.

The first athlete to achieve top position from a **double guard pull** scenario (11.1.2) will be given an advantage, regardless of whether inside the opponent's guard or past the guard.

A **level change** or **reversal** is when the athlete in any kind of top position ends up on bottom and the athlete on bottom ends up in top position.

Only level changes coming from **guard** may score for **sweeps**. (9.2.6)

APPENDIX A

KEY DEFINITIONS

Guard is defined as the use of one or both legs as a control or block to stop an opponent who is in top position from achieving a dominant pinning position on one's upper body. (9.2)

- An athlete who, coming from guard, gets to a kneeling or standing position without **continuity** to a scoring attempt will not be considered to be playing guard anymore.
- For a movement to be considered a **sweep**, it must have continuity from the athlete's guard.
- For a movement to be considered a **pass**, it must have continuity from the opponent's guard.

Top half guard control is when the top player, with one leg trapped in the opponent's half guard, achieves control of the torso of the opponent. (9.3.2)

The athlete who achieves top half guard control may only receive an **advantage** upon losing the position if:

- The athlete came from an **attempt to pass** a more complete (open or closed) guard
- The opponent **pulled directly** to half guard

Sweeping directly to half guard or the opponent **trapping a leg** to get back to half guard from an inferior position does not award an advantage for top half guard control.

APPENDIX B

UPDATES FROM PREVIOUS VERSIONS OF THIS RULEBOOK

APPENDIX B

UPDATES FROM PREVIOUS VERSIONS

Some minor edits have been made related to grammar, clearer wording, and typographical issues. Some page layouts were also edited to accommodate updates to the text. The substantial changes that were made to meaning and interpretation are summarized as follows:

Section 3: Competition Dress and Requirements

- **3.4** (Leggings): In **Gi** competitions, plain white compression leggings are now permitted under the gi pants aside from plain black as long as the leggings are not longer than the pants from a standing position. In **No-Gi** competitions, the permitted colors for leggings are black, white, or the same color as the rash guard (red or blue), as long as the leggings are plain and do not go lower than the ankle or cover any part of the foot.

Section 5: Referees

- **5.9** (Authority of interpretation): All three referees have equal authority to make interpretations about any part of the match. Previously, only the mat referee had authority to give advantages for submissions.
    - This does not affect the limitations of the challenge system listed in rule **5.14** regarding challenges related to advantages for submissions.
- **5.16** (Sporting Code): Reiterated from the Sporting Code that appeals to the organizing federation due to perceived error in procedure or interpretation by officials or event staff may not be considered for anything already covered by the challenge system.

Section 9: Takedown

- **9.1.5** (Takedowns that land in the safety area): The athlete performing the takedown should have both feet within the match area (not only fighting area) when the movement begins.

Section 11: Fouls and Prohibited Acts

- **Penalties intro page**: Whenever penalties are given to both athletes simultaneously, the referee will stop the match before giving the penalties, and then resume the match.
- **11.1.16** (Penalty for talking during the match): Clarification that speaking through words or gestures, or contradicting the referee in any way will be given a penalty. The same exceptions to this rule still apply when related to medical issues, safety, uniform issues, or answering a question by the referee.
- **11.2** An athlete who is disqualified for a Disciplinary Major Foul is removed from the competition results and receives no placement, medal or ranking points.
- **11.3** An athlete who is disqualified for a Technical Major Foul is still eligible to receive a medal and may continue in the double elimination bracket, if applicable.
- **11.3.1** To apply any action with the obvious intention to injure the opponent or an unacceptable disregard for safety with a clear risk of severely injuring the opponent, that is not covered by **11.2.6**.

Section 12: Settlement of the Match

- **12.3** Regarding competition bracket procedure for matches that end with one or both athletes receiving a disqualification, whether for Technical Major Fouls, Disciplinary Major Fouls, or a combination of both, please consult the JJIF Sporting Code (Version 1.2.1 onwards)

Section 14: Injury, Illness, and Accident

- **14.3** When the injury is caused due to a prohibited action, the offending athlete shall be disqualified. The type of disqualification will be determined based on which type of Major Foul was committed, whether Disciplinary or Technical.
- **14.6** An athlete who loses consciousness and is removed from the competition bracket will keep the placement already reached and any later match is lost by withdrawal.
- **14.9** If both athletes cannot continue and the score is tied, the match has no winner and both are treated as having a Technical DQ. Placements are determined by the **JJIF Sporting Code** (Version 1.2.1 onwards), Appendix 9.8: Placement Determination in Case of Disqualification or Injury.

Section 16: How to Determine Medalists

- This section has been removed to align with updates in the **JJIF Sporting Code version 1.2.1**.

APPENDIX B

UPDATES FROM PREVIOUS VERSIONS

Appendix A: Key Definitions

- Minor updates in wording to be more consistent with the main text of the rulebook. For any possible discrepancies, the main text of the rulebook takes priority over the appendix sections.