



EUROPEAN GRACIE JIU JITSU FEDERATION

EGJF Competition Rules

1 – REQUIREMENTS OF THE COMPETITORS

1.1 – HYGIENE

1.1.1 – Competitors must have proper hygiene. They must be clean, have neatly trimmed fingernails and toenails, and emit no odors. Hair must not be excessively baggy, and long hair must be tied up. Obscene tattoos must be covered up.

1.1.2 – No infectious skin diseases or open wounds will be permitted. Any cuts should be covered up. The event's medical staff has final say whether the competitor may or may not compete.

1.1.3 – No lubricants, oils, or lotions of any kind will be permitted on any part of the body or clothing. Competitors can not use any substance to make the skin or uniform either more slippery or stickier. Competitors must not wear any hair die that could stain the mat or the opponent.

1.2 – REGISTRATION

1.2.1 – Professional mixed-martial arts fighters, professional wrestlers, Olympic wrestlers, wrestlers with experience competing in college or nationally, or judoka with shodans or higher have too much experience to compete in white belt divisions. However, they can only compete in blue belt or higher divisions.

1.2.4 – All competitors must register by the deadlines set forth for each event. Late registration and procrastination will not be accepted.

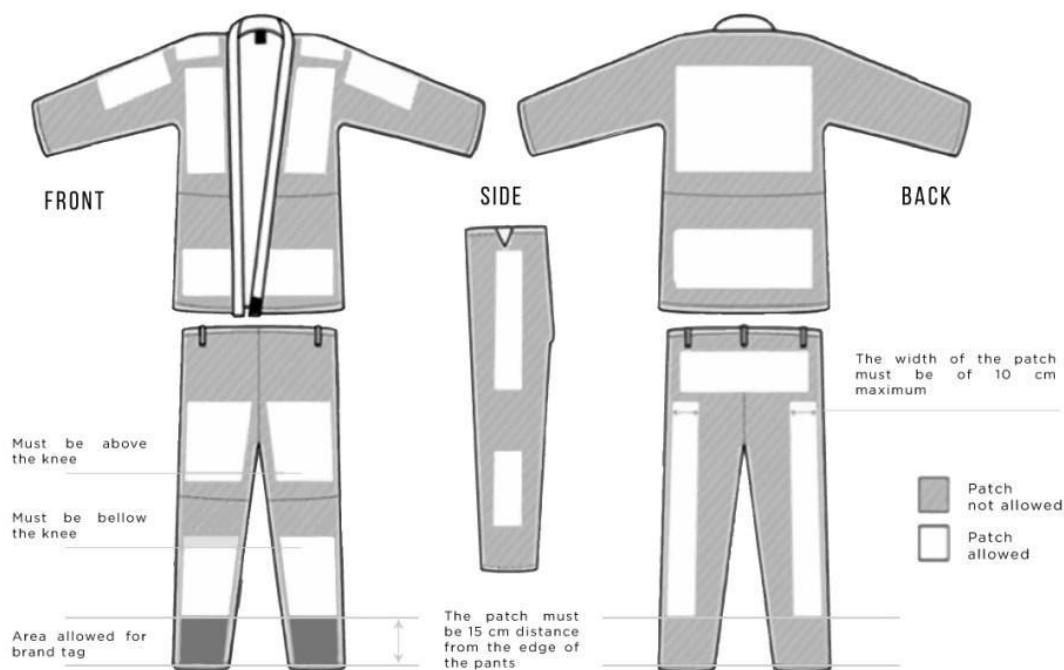
2 – JIU JITSU TOURNAMENT

2.1 – REQUIREMENT OF THE UNIFORM

- Competitors must wear a clean proper-fitting uniform. The uniform must be in good condition and not be stretched, frayed, ripped, excessively baggy, or have any holes. There must be no obscenities printed on it. Brief-style underwear is mandatory. No thongs or boxers.
- Clothing covering the head is allowed for religious beliefs as long as it is in good condition and must not be stretched, frayed, ripped, excessively baggy, have any holes, or excessively cumbersome as to prevent a grip or submission.
- Joint protectors (knee braces, elbow braces, etc.) and hair ties, are permitted as long as they are not excessively cumbersome as to prevent a grip or submission.
- Medical devices are allowed with a doctor's permission, but they must not be too hard, interfere with a proper submission, or be excessively cumbersome in the opinion of the referee and medical staff.
- Competitors must not wear any hard object: such as jewelry, pins, needles, glasses, protective cups, joint protectors, hair ties, unapproved footwear, or unapproved medical devices.
- Competitors have the right to have their uniform checked up to 2 more times if their uniform fails the first inspection. They must be wearing all approved elbow/knee braces and medical devices at the time of the check.
- Competitors can not remove their uniform while inside the competition area unless instructed to do so by a member of the event staff.

2.1.2 – FOR COMPETITIONS WITH THE GI

- The GI must be made of cotton or a cotton-like fabric. It must not be excessively cumbersome as to be thick enough to be hard to grip.
- The GI top's sleeves must reach no more than 5 cm from the competitor's wrist when extended outward. The opening of the sleeve at full extension must be no less than 7 cm.
- The GI top's collar must be 5 cm wide and no more than 1.3 cm thick.
- The GI top's skirt must reach to the competitor's thighs.
- The GI pants must reach no more than 5 cm from the competitor's ankle bone.
- No other pants can be worn under the GI. Men must not wear anything under the GI top. Women must wear a tight-fitting shirt, sports bra, or rash-guard under their GI top.
- The GI must be a solid color either white, blue, or black. The pants and top must match. The belt must be in a good condition.
- Black belt competitors may be required to wear a blue or a white GI to aid in identification. If they are required to change their GI, then it will be re-checked.



PLEASE NOTE

Amateur Competitors-Brand of Kimono and Academy Flag Only.
Professional Competitors-Brand of Kimono, Academy Flag and Sponsor (s).
GCT Competitors-Brand of Kimono, Academy Flag and Sponsor (s).

2.1.1 – FOR NO GI COMPETITIONS

- Only a rash guard or tight shirt is permitted to be worn on top. The color must be primarily black, white, or the competitor's belt color. Additionally, at least 10% of the top must show the competitor's belt color.
- Only board shorts or elastic pants (such as MMA shorts, etc.) is permitted to be worn on bottom. The color must be primarily black; up to 30% of the competitor's belt color may show.

The length must reach at least half way down the thigh. Shorts can not go past the bottom of the knee. Any pockets must be stitched shut.

2.2 – DIVISIONS

Competitors over 18 years old must never compete in divisions for juveniles under 18 years old. Competitors over 29 years old may compete in a division for younger competitors (except juvenile divisions), but not in a division specified for competitors older than their proper division. Some events may have divisions with no time limit. Penalties shall still be recorded and competitors shall still be disqualified for committing a major penalty.

2.2.1 – MATCH ROUNDS

- All matches shall consist of a single round unless otherwise specied. \
- Challenge matches may have a second round. Division names, ages, and match time limits:

DIVISION NAME	AGE	RANKS	TIME LIMIT
Kids I	4	All ranks	2 minutes
Kids II	5	All ranks	2 minutes
Kids III	6	All ranks	2 minutes
Kids IV	7	All ranks	3 minutes
Kids V	8	All ranks	3 minutes
Kids VI	9	All ranks	3 minutes
Junior I	10	All ranks	4 minutes
Junior II	11	All ranks	4 minutes
Junior III	12	All ranks	4 minutes
Junior IV	13	All ranks	4 minutes
Junior V	14	All ranks	4 minutes
Junior VI	15	All ranks	4 minutes
Junior VII	16	All ranks	5 minutes
Junior VIII	17	All ranks	5 minutes
Adult	Age at least 18	White	5 minutes
		Blue	6 minutes
		Purple	7 minutes
		Brown	8 minutes
		Black	10 minutes
Challenge mach	Age at least 18	All ranks	20 minutes or unlimited
Master	Age at least 30	White & Blue	5 minutes
		Purple, brown & black	6 minutes
Senior I	Age at least 36	All ranks	5 minutes
Senior II	Age at least 41	All ranks	5 minutes
Senior III	Age at least 46	All ranks	5 minutes
Senior IV	Age at least 51	All ranks	5 minutes
Senior V	Age at least 56	All ranks	5 minutes

2.2.2 – ALLOWED REST TIME

- Between each match, competitors may have at least one full match length of time between matches to rest.
- Before the finals, competitors may have at least two full match lengths of time between matches to rest.
- Competitors in divisions without a time limit may have at least ten minutes of rest between all matches, including before the finals.

2.2.3 - WEIGH-INS & WEIGHT CLASSES

- All competitors have 1 chance to make the official weight confirmation. No refunds for missing weight on the official scale.
- Shoes and other articles of clothing not used for competition are not permitted to be worn while on the scale.
- Weight classes are announced in a separate document.
- Events may also have absolute divisions without weight classes. Competitors do not need to weigh in for absolute divisions.

2.3 – FORMAT OF THE MATCH

2.3.1 – AUTHORITY OF THE REFEREE

- The referee on the mat is the ultimate authority governing the match.
- Competitors and coaches must follow all commands by the referee and event staff. Any disrespect shown to the referees, staff, competitors, coaches, or anyone else by the competitor or the coach may result in penalties or a DQ.
- The right arm of the referee shall wear a distinguishing bracelet, which refers to the competitor on the right. The left arm refers to the other competitor.
- The result of a match can only be overturned in the following situations:
 1. The scoreboard was read incorrectly.
 2. The competitor used an illegal technique to win the match.
 3. The competitor was disqualified for using a legal move.
 4. If the opponent did not submit to the legal move, then 2 points are given to the competitor and the match is restarted in the standing position.
 5. If the opponent submitted to the legal move, then the competitor is declared the winner instead.
- The match can only be overturned if the bracket has not already proceeded. The head referee must inform the bracketing table not to proceed with the incorrect competitor if there is an overturned result.
- Special Three Referee Format
 1. A match may have 3 referees. All 3 referees have the same authority.
 2. The center referee conducts the match, while the corner referees sit in their chairs and observe.
 3. In the event of a disqualification, the center referee will make the appropriate gesture without stopping the match. If a corner referee agrees with him, then the match is stopped and the winner declared.
 4. If the corner referees disagree with the center referee's ruling, they will stand up and signify the appropriate gesture to add or subtract points or penalties. If two referees agree, that result overrides the third referee. If all three referees disagree, then the intermediate result is used.
 5. In the event of a draw:
 - 5.1 The center referee will take a step back from his or her position at the middle of the mat area behind the two competitors. Corner referees will stand.
 - 5.2 The center referee signals the other referees to declare the winner of the match by stepping forward with his or her right leg.

- 5.3 The referees declare the result of the match by signaling with their arms which of the two competitors they considered to have won the match.

2.3.2 – COACHES

- During a competitive event, the coach of a jiu-jitsu team is the lead representative and voice of the academy. He or she gives instruction and coaching tips to the competitor while the match is in progress. It is an important role of the coach to assist in the success of the match.
- Only one coach can be in the corner for each competitor. The coach must stay in the designated area just outside of the competition ring. Each ring has two chairs for the coaches.
- The coach must maintain a respective posture towards the other competitors, academies and teams, referees, ring coordinators, event staff, and anyone else. Regardless of the emotions expressed, any disrespect or unsportsmanlike conduct shown by a coach during a match will result in disciplinary sanctions.

2.3.3 – START OF THE MATCH

- The referee will make a final check to make sure each competitor wears a legal uniform. The competitor has 3 minutes to replace the uniform. After 3 minutes, it will result in a forfeiture.
- The referee will indicate when the competitors should enter the ring.
- The competitors start in the standing position by facing each other in the center of the ring not more than 1 meter apart. The referee instructs each competitor to be positioned as follows:
- When one competitor wears a white uniform, he shall be positioned at the referee's left side.
- When one competitor wears a blue uniform, he shall be positioned at the referee's right side.
- When both competitors wear the same color uniform, the competitor to the referee's right shall also wear the green & yellow belt, in addition to their normal belt, to distinguish the competitors.
- In no GI, the competitor to the referee's right side shall wear the green ankle bracelet.

2.3.4 – END OF THE MATCH

- When the time limit expires, the referee will end the match.
 - At the end of the match, the competitors will be instructed to stand in their starting positions. The referee will declare the winner by raising the competitor's arm.
 - After the match is stopped, but before the winner is declared, competitors may still receive penalties, which affect the score of the match.
 - Matches can be decided by the following:
1. **SUBMISSION:** Competitors may submit by clearly tapping twice with their hands or feet, or by verbally withdrawing. Indicating pain or making noise while in a submission is also a verbal tap.
 2. **REFEREE STOPPAGE :** Competitors who rendered unconscious cannot continue in the match. Competitors who are rendered unconscious due to blunt force trauma cannot compete again in the competition.
 3. **LOSS OF CONSCIOUSNESS :** Competitors who rendered unconscious cannot continue in the match. Competitors who are rendered unconscious due to blunt force trauma cannot compete again in the competition.
 4. **DISQUALIFICATION (DQ) :** Competitors who commit a major penalty will be disqualified from continuing in the match. .
 5. **POINTS :** Competitors who earn the most number of points will be declared the victor if there is no other stoppage. If points are tied, the competitor with the least number of minor penalties will be declared the victor.

6. **PENALTIES** : If points and minor penalties are tied, then the referee will decide who won based on who displayed more offense or who was closest to achieving submissions or point-scoring positions.
7. **REFEREE DECISION** : If points and minor penalties are tied, and both competitors were equally close to achieving submissions or point-scoring positions, a random pick will be made.
8. **RANDOM PICK** : If points and minor penalties are tied, and both competitors were equally close to achieving submissions or point-scoring positions, a random pick will be made.

2.3.5. BOUNDARIES

- If the competitors are in danger of exiting the ring or colliding with anyone or anything else, the referee may stop the match and restart the competitors in the same position in the center of the ring.
- If the competitors enter the safety border while a submission lock is applied, the referee will let the match proceed until someone submits or escapes. If both competitors have a submission lock, then the referee will wait until all submissions have been cleared or one competitor taps out.
- If the competitors enter the safety border as a result of a takedown or sweep, the referee will reset the match in the center of the ring after control has been established with a 3 count.
- If two-thirds of the competitors' bodies enter the safety border area in any other case, the referee may reset the competitors in the center of the ring.
- If the proper position cannot be determined, or one of the competitors is locked in a close submission, the competitors may be restarted in the standing position. Arguing will result in minor penalties; disrespecting the referee or the other competitor will result in a DQ.

2.3.6 – LIFTING COMPETITORS OFF THE GROUND

- Referees should attempt to prevent injuries to competitors 12 year old and under who are suspended off of the ground by adding some support for the back and spinal cord. At the host's discretion, a second referee may be provided solely to add this support during matches.

2.3.7 – INJURIES

- The referee shall summon medical staff in the event of an injury to one or both competitors. Competitors who need medical attention to control bleeding, after being treated 2 times, will be disqualified.
- Competitors who experience head trauma will not be allowed to continue to compete in the event.

2.3.8 – REFEREE SIGNALS

Referees shall signal to the competitors with the following verbal commands and nonverbal gestures:

TO A STANDING POSITION / TO A GROUND POSITION



Referee makes an upward diagonal motion with the arm.
Competitors should stand up



Referee makes a downward diagonal motion with the arm.
Competitors should go to the ground.

REMAIN IN THE MATCH AREA



Referee makes a circular motion with finger.
Competitor should remain in the match area.

CORRECT THE GI



Referee cross arms downward in front of the hips with open palms.
Competitor should correct the GI.

TIE THE BELT



Referee pulls outward from belt area.
Competitor should tie the belt.

SCORING CHANGE



Referee signals to scoring table by heaving hand, side to side (points deducted)
Competitor continue the match seamlessly.



Referee awards two, three or four points.

ENTER RING/MAT



Referee brings hands toward shoulders.
Competitors enter the mat and get assigned a position either left or right of the referee.

FIGHT



Referee checks to see if fighters are
Competitors **START THE ACTION!**

STOP THE FIGHT



Referee makes a sideways motion with Competitors stop the fight.

DQ



Referee signals crossed to the table. Signaling a DQ. Competitor or stop the match and stand up to end the match.

MINOR PENALTY AND 'STALLING CLOCK' BEGINS



To declare a minor penalty the referee physically touches the competitor. When a referee sees a competitor stalling or being passive, he physically touches the competitor and the clock starts. Competitor must change the position or will be penalized after the determined time.

MINOR PENALTY AND STALLING PENALTY



Referee declare the minor penalty. Referee declare a stalling penalty after the determinated time with no position advancement.

ANNOUNCEMENT OF MATCH RESULT



Arm of the winning competitor is raised while facing judges'table.

2.4 SCORING

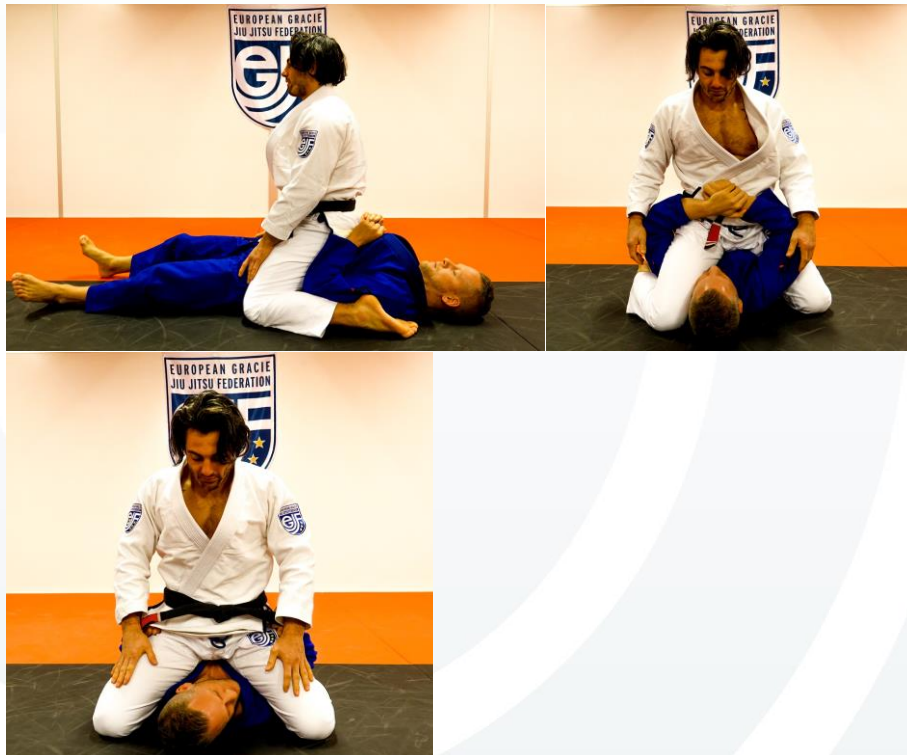
- Points will only be declared once the competitor clearly shows control during a 3 second count. Competitors must not be locked in a submission during the count. Competitors may earn cumulative points with one movement (e.g. sweep & mount, etc.).
- Competitors will only earn points for progressing in the match. Competitors earn nothing for deliberately transitioning to an inferior position in order to score more points.

4 POINTS

Mount and back mount position



SITUATION:



No points may be declared if the competitor faces the opponent's legs, if one of the competitor's legs are over the opponent's shoulders, or if both of the opponent's arms are trapped under the competitor's legs.

Back control



Either both legs are over the legs or athlete has a body triangle.

SITUATION:

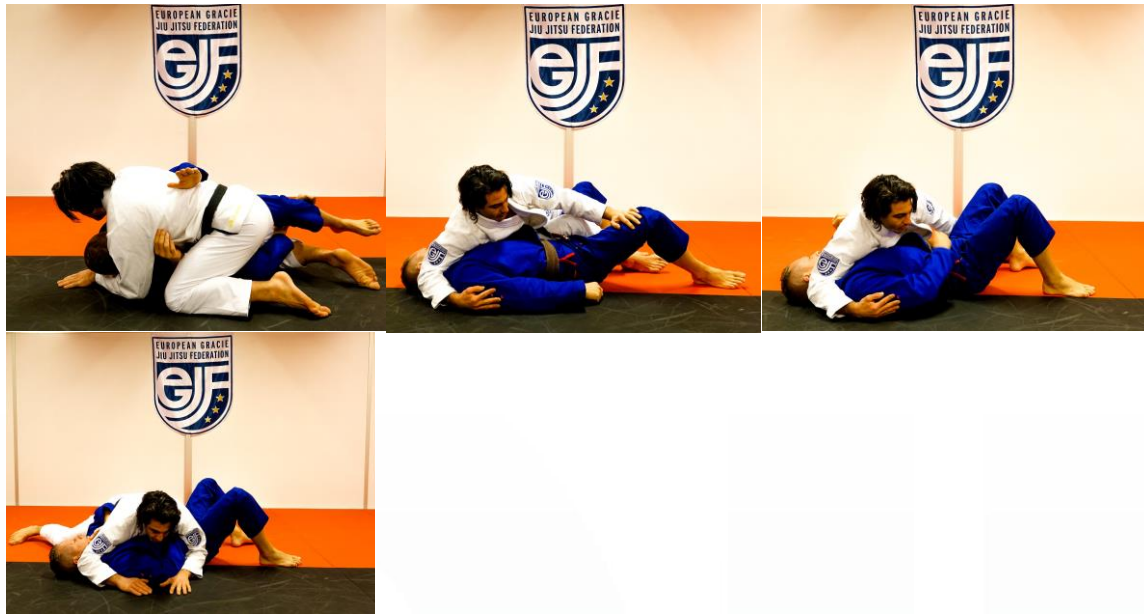


No points are declared unless both of the competitor's legs are under the opponent's.

No points will be declared if both of the opponent's arms are trapped under the competitor's legs, if the competitor's feet or legs are crossed in front of the opponent, or if the competitor only has one hook.

No point will be declared if the competitor crosses his feet.

3 POINTS
Passing the guard
HALF GUARD



GUARD PASSED



SITUATION:



No points will be declared for forcing the opponent to the turtle position.

2 POINTS

Sweep, reversals and other



Points will be declared for sweeps or reversals from the guard that achieve the top position. The opponent's hips must be controlled without obstruction if he or she ends up on all fours (turtle position).

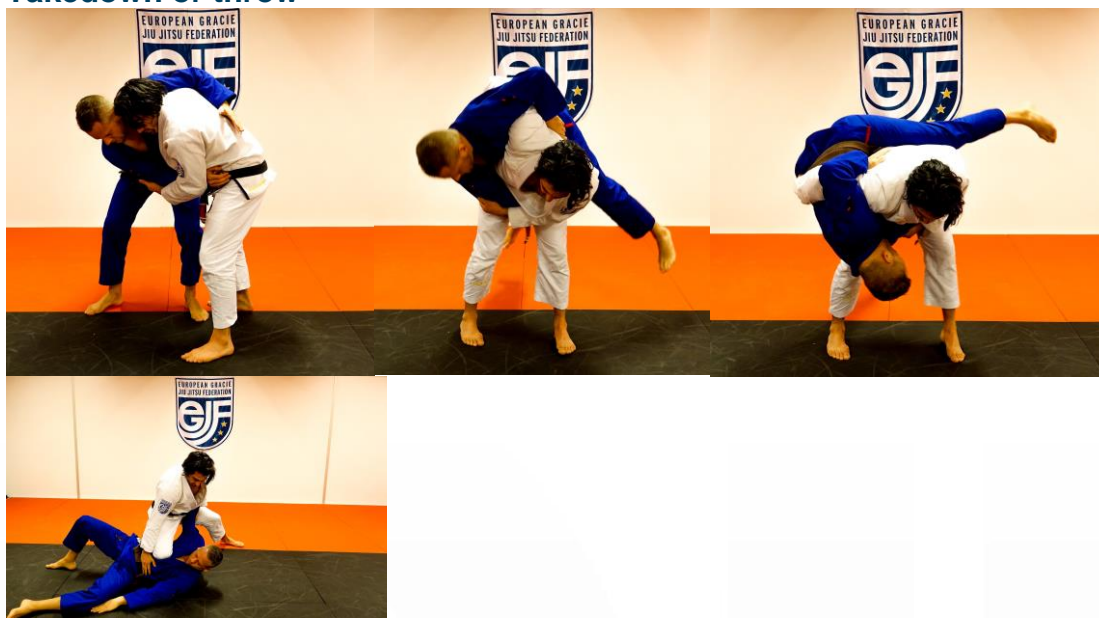
No points will be declared for reversals or escapes from bad positions (side control, mount, turtle positions, etc).

The first person to achieve the top position after a double guard pull will be awarded points for a sweep.

Points will be declared for the opponent if a competitor deliberately flees the ring to avoid a sweep. The offending competitor will be given a minor penalty. The match is restarted in the standing position.

2 POINTS

Takedown or throw



Points may be declared when the opponent pulls guard while the competitor begins the takedown or grips the opponent's leg or pants. Points are not declared if the opponent pulls guard before a takedown is initiated. Points may be declared when the opponent jumps guard, remains suspended in the air, then is put safely on the mat

No points are declared unless the takedown starts from the standing position with both of the competitor's feet inside the center area. The opponent's hips must be controlled without obstruction if the takedown forces the opponent on all fours (turtle position). No points may be declared when the competitor causes his or her own takedown to exit the ring.

No points may be declared for reversing the takedown from mount, back mount, side control, or back control.

No points may be declared for returning an opponent to the mat while defending a sweep.

Points may be declared for the opponent if a competitor deliberately flees the ring to avoid a takedown.

The match is restarted in the standing position.

2 POINTS

Escapes that go out of bounds

Points may be declared for the opponent if a competitor accidentally causes the match to exit the ring while using a proper defense to escape a close submission. The match is restarted in the standing position. Competitors who deliberately drag the match out of bounds to avoid a submission will be disqualified!

REFEREE'S DECISION

Referee's criteria:

- 1st – Who was the closest to attaining compelling submissions;
- 2nd – Who attempted to achieve more dominant positions and actions;
- 3rd – Who more aggressively pressed the action and demonstrated greater ring control;
- 4th – Who had fewest penalties.
- If the first criteria is not considered even, then the winner is decided on that criteria alone (compelling submission attempts).
- If the quantity of compelling submissions is equal, then the next criteria is considered, and so on.

Items that can negatively impact the decision:

- Athletes that stall and are passive;
- Athletes not capitalizing on good positions;
- Athletes constantly evading their opponent and the competition area;
- Athletes not taking risks and being overly defensive.

2.5 – INFRACTIONS

Penalties are the last criteria used to decide a match, not the first

2.5.1 – Minor Penalties

A minor penalty is declared for the following illegal techniques:

- Pushing the opponent out of the ring without attempting a takedown or submission.
 - Deliberately fleeing the ring to avoid a sweep or takedown.
 - Gripping with the fingers inside the opponent's sleeve or pant leg.
 - Grabbing the competitor's own uniform, or the opponent's uniform, in no-gi.
 - Placing the hands, knees, or feet directly on the opponent's face.
 - Placing the foot on either side of the lapel without also a hand grip on that side.
 - Placing the foot on the lapel behind the opponent's neck.
 - Placing the leg or arm through the back of the GI behind the shoulders.
 - Deliberately placing the foot into the belt.
 - Deliberately using an untied belt to submit the opponent.
 - Unintentionally placing the opponent in an illegal position.
 - Gesturing or talking to the referee except about medical issues or problems with the uniform.
 - Disobeying the referee's order. Disrespect to the referee will result in a DQ.
 - Exiting the ring prior to the referee announcing the result.
 - A minor penalty is declared when the competitor accidentally brings his or her own foot across the opponent's body's center-line, with the opponent's foot trapped (except in elite divisions).
 - Pulling guard:
1. No penalty is declared if a competitor pulls guard to recover after the opponent initiates a submission, takedown, sweep, or other point-scoring move.

2. No penalty is declared if a competitor pulls guard to recover after the opponent defends a submission, takedown, sweep, or other point-scoring move.

No Stalling:

1. Lack of combativeness (stalling) is a minor penalty. Stalling will be declared any time the competitor does not attempt to submit the opponent or progress in the match.
 2. Examples of not progressing in the match include, but are not limited to:
 - Not engaging an opponent who is on the ground.
 - Not engaging an opponent who is standing up
 - Sitting or kneeling without any grip on the opponent (e.g. butt scooting).
 - Deliberately removing the belt to delay the match (e.g. to rest) and when a competitor takes too much time (more than 15 seconds) to fix the lapels or the belt (e.g. to rest). Competitors wearing a distinguishing belt get twice the time to fix their belts.
 - When a competitor only attempts to hold position using grips on the uniform, pants, sleeve and/or bottom of the jacket lapel, and does not attempt progression. The competitor must justify his or her grips by attempting to gain a better position or submit the opponent rather than simply holding on.
 - Not trying to gain the top or back position after a double guard-pull. The count is put on hold while a submission is applied. After stalling is declared, the match is restarted in the standing position.
 3. As long as they are attempting to progress, stalling is not declared for competitors who are actively maintaining position or defending attacks from mount, side control, north-south, or the back.
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- Consequences:
 - 1. When a competitor commits a minor penalty in order to apply a technique, the match may be stopped and reset before the technique was applied, unless otherwise noted. If the proper position cannot be determined, the competitors may be restarted in the standing position.
 - 2. When a competitor commits the 2nd minor penalty, 2 point is also declared for the opponent.
 - 3. When a competitor commits the 3rd minor penalty, 3 points are also declared for the opponent.
 - 4. When an adult or older competitor commits the 4th minor penalty, the competitor is disqualified (adults).
 - 5. When a juvenile competitor commits the 4th or 5th minor penalties, 2 points are also declared for the opponent.
 - 6. When a juvenile competitor commits the 6th minor penalty, the competitor is disqualified.

2.5.2 – Major Penalties (DQ)

- Competitors will be disqualified (DQ) for any unsportsmanlike conduct toward the opponent, the coaches, the referee(s), the staff or anyone else. Extremely bad behavior will result in disciplinary sanctions.
- The referee will specify a period of time to control any injury, to wipe off excess perspiration, or to acquire a replacement uniform for one rendered unusable. Taking more than 1 minute it will result in a DQ.
- Competitors who need medical attention to control bleeding, after being treated 2 times, will be disqualified.
- Competitors who lose control of bodily functions or vomit will be disqualified.
- Not wearing proper underwear will result in a DQ.
Using any oil, cream, spray, or other substance to make the body or uniform either more slippery or stickier will result in a DQ.
- Changing the uniform after weighing in, or after the GI was checked, without being told to change it, is a DQ.

- Deliberately fleeing the ring to escape a locked submission will result in a DQ.
- Deliberately forcing the opponent to perform an illegal technique will result in a DQ.
- Adults accumulating 4 minor penalties, or juveniles accumulating 6 minor penalties, will result in a DQ.

Reaping the Knee:

1. When the opponent's foot is trapped, competitors may be disqualified for deliberately bringing his or her own foot across the opponent's body's center-line, and towards the opposite side of the opponent's body, except in elite divisions. I.E. Bringing the foot clear across the body may be considered grounds for a DQ.
2. When the opponent's foot is trapped, competitors may be disqualified for bringing his or her own foot off the opponent's body (e.g. omoplata of the leg) except in elite divisions.
3. When the opponent's foot is trapped, turning the opponent's knee towards the leg not under attack will result in a DQ except in elite divisions.
Only competitors in elite divisions, or divisions where twisting leg locks are legal, may legally reap the knee.

- Disciplinary fouls: Competitors who commit any of the following disciplinary penalties will be automatically disqualified, barred from competing in the event, cannot receive an award, and may receive further sanctions:

1. Competitors who display extremely bad behavior toward the opponent, the coaches, the referee(s), the staff or anyone else, at any time during the event, will receive a DQ and disciplinary sanctions.
2. Deliberately biting, head butting, hair or ear pulling, fish hooking, eye gouging, attacking the genitals, slamming or spiking the head, striking with the hands or feet, or fist-fighting will result in a DQ and disciplinary sanctions. Deliberately inserting the fingers into any orifice or wound will result in a DQ and disciplinary sanctions.
3. Refusing to let go of a submission or technique that hurts the competitor after the referee stops the match will result in a DQ and disciplinary sanctions.

- Illegal Techniques: The following technical fouls result in a major penalty and a DQ:

AGES 04/dez	AGE 13-16	AGES 16-17	WHITE	BLUE	PURPLE	BROWN	BLACK	ELITE	
X		-	-	-	-	-	-	-	1 – LOCKS STRETCHING THE LEGS APART
X	X	-	-	-	-	-	-	-	2 – CHOKE WITH SPIRAL LOCK
X	X	-	-	-	-	-	-	-	3 – STRAIGHT FOOT LOCK
X	X	-	-	-	-	-	-	-	4 – FOREARM CHOKE (EZEQUIEL CHOKE)
X	X	-	-	-	-	-	-	-	5 – OMOPLATA
X	X	-	-	-	-	-	-	-	6 – PULING THE HEAD IN THE TRIANGLE
X	X	-	-	-	-	-	-	-	7 – ARM TRIANGLE
X	X	X	X	-	-	-	-	-	8 – WRIST LOCK
X	X	X	X	-	-	-	-	-	9 – COMPRESSING THE TORSO FROM GUARD
X	X	X	X	X	X	-	-	-	10 – KNEE-BARS
X	X	X	X	X	X	-	-	-	11 – BICEP SLICERS
X	X	X	X	X	X	-	-	-	12 – CALF SLICERS
X	X	X	X	X	X	-	-	-	13 – TOE HOLDS
X	X	X	X	X	X	X	X	-	14 – REAPING THE FOOT ACROSS THE BODY
X	X	X	X	X	X	X	X	-	15 – WITH THE FOOT TRAPPED, TURNING TOWARDS THE LEG NOT UNDER ATTACK
X	X	X	X	X	X	X	X	-	16 – LOCKS THAT TWIST THE KNEE
X	X	X	X	X	X	X	X	-	17 – TOE HOLDS APPLYING OUTWARD PRESSURE
X	X	X	X	X	X	X	X	-	18 – HEEL HOOKS
X	X	X	X	X	X	X	X	-	19 – SCISSOR TAKE DOWNS (KANI BASAMI)
X	X	X	X	X	X	X	X	-	20 – LOCKS TWISTING OR STRETCHING THE SPINE
X	X	X	X	X	X	X	X	-	21 – NECK CRANKS
X	X	X	X	X	X	X	X	X	22 – SLAMS
X	X	X	X	X	X	X	X	X	23 – SPIKING THE HEAD
X	X	X	X	X	X	X	X	X	24 – GRABBING THE WINDPIPE
X	X	X	X	X	X	X	X	X	25 – SMOTHERING THE MOUTH/NOSE WITH THE HANDS
X	X	X	X	X	X	X	X	X	26 – SMALL JOINT MANIPULATION (BENDING THE FINGERS/TOES)
X	X	X	X	X	X	X	X	X	27 – STRIKING, BITING, HEAD BUTTING, HAIR/EAR PULLING, FISH HOOKING, EYE GOUGING

2.6 – FORMAT OF THE COMPETITION

- Competitors may only compete in the divisions for which they are registered.
- All competitors must report to the ring coordinator for their division in the warmup area at the appropriate time. Competitors must follow all instructions by the ring coordinator, or they may be disqualified. Competitors, who cannot be found by the ring coordinator, may also be disqualified.
- The ring coordinator will direct the competitors through the process to have their uniforms checked and then weigh in. After completing the process, no competitor may leave the

competition area. They must wait in the bullpen until called by their ring coordinator. Athletes who leave the area may be disqualified!

- After each match, the ring coordinator will instruct the athletes when they may leave the competition area or return to the bullpen.
- Competitors or coaches may not walk barefoot in areas where it is disallowed, such as the restroom or the ground within the competition area. Competitors or coaches caught walking barefoot may be required to clean their feet before entering the competition area.

2.7 – COMPETITION AREA

- The competition area should be surrounded by a barrier and entry will be strictly regulated.
- Attached to one end of the competition area should be the warm-up area, where competitors are called for their divisions.
- Between the warmup area and the competition area should be a bullpen where athletes who have been weighed and checked in will remain until dismissed by the ring coordinator.
- Centrally located in the competition area should be the administration table, where the brackets are made for each division and distributed to the ring coordinators.
- Each ring in the competition area should be a square or circle with an area from 64m² to 100m². A safety border 1 meter from the edge should be distinguished by a different color.
- Each ring in the competition area will have a table for the scorekeeper. The scoreboard will be positioned on the table with the green/yellow side on the referee's right side. At least three chairs will be located at the table. A number will clearly identify the ring.
- Near the competition area should be the awards area for tournaments. A platform for the competitor to stand on should be provided. The competitors cannot wear anything inappropriate while receiving their awards.

2.8 – STAFF

- The staff of an event's host may include, but is not limited to: announcer, award presenters, event director, head coordinator, head referee, match & bracket makers, promoter, ring coordinators, ring referees, ring scorekeepers, security personal, uniform checkers, and other assistants as deemed necessary.
- The staff must not coach or help instruct any competitor while performing in an official capacity.
- The staff at the administration table should not be interrupted from their duties by members of the public.

2.9 – BRACKETS

- Brackets may be single-elimination or double-elimination at the digression of the host.
- Competitors who place in any division may also sign up for the absolute division by the posted deadline, if it is available.
- Competitors who are disqualified for disciplinary fouls cannot be awarded first, second, or third place. They can also not fight any more matches in the event.
- Single-Elimination Brackets. In divisions with three competitors, the loser of the first match will compete against the third competitor in the second match. Whoever wins the second match will compete against the winner of the first match in the final.
- If both competitors are disqualified in the final match, then the competitors, whom they last defeated, will move on to fight in a new final match. If the competitors were both disqualified for disciplinary fouls, then there will be no third place awarded.
- Double-Elimination Brackets:
 1. Nominally, the winner of the main bracket is the champion of the division; the other finalist wins second place; the winner of the consolation bracket final determines third place.

2. In divisions with three competitors, the loser of the first match will compete against the third competitor in the second match. Whoever wins the second match will compete against the winner of the first match in the final. Whoever loses the third match will compete against the other competitor in the consolation bracket final.
3. Competitors who commit disciplinary fouls may not participate in the consolation bracket.
4. If both competitors are disqualified in the same match for a technical penalty in the main bracket, then a random pick determines who may continue in the consolation bracket.
5. If both competitors are disqualified in the final match, then they may be awarded third place instead if they did not commit disciplinary fouls. The consolation bracket's final determines the first and second place winners.

