



STAR JIU JITSU CHAMPIONSHIP RULES

The Event

We will be following the same rules and regulations as Texas Submission Challenge

The Competition Floor: The competition floor will be composed of 3 individual competition areas. With the exception of tournament staff, only competitors and coaches are allowed into this area at any time. To allow the tournament to progress expediently, the tournament staff will control access to the competition floor by coaches and competitors. No spectators will be allowed on the competition floor.

Individual Competition Areas: Each competition area is comprised of a mat, a directing table, directing staff, and a referee. This is the area in which the individual matches will take place. During a match, only one coach is allowed for each competitor.

The Directing Table: This is where all of the coordinating activities of the individual competition area are handled. When instructed to do so, competitors and coaches will report to their designated directing table preceding their match. **After each match, both competitors will report to the directing table to ensure that the proper results are documented.**

Referees: The referee has complete authority on the mat. All referee decisions are final. In cases where the referee makes obvious mistakes and is no longer capable of properly officiating matches, the referee will be replaced. However, no decisions made by the referee can be reversed.

Match Conclusions

No matches will end in a draw. Victory in the match will be decided by:

1. **Withdrawal or Submission**
2. **Disqualification**

3. **Points**
4. **Referee Decision**

In cases where there is a complete tie at the end of time, a maximum of 2 overtime match extensions will be used to achieve a more decisive outcome to the match.

Submission

Submission occurs when a technique forces an opponent into admitting defeat by:

1. Tapping the hand against his opponent, himself, or the floor.
2. Tapping his feet against the floor.
3. Verbally expressing the desire to stop the match (this includes screaming).
4. Withdrawing from the match due to an injury or if the competitor is physically unable to continue the match.
5. A coach withdrawing his competitor for any reason by expressing his intent to the referee, or by throwing in the towel.
6. The referee may end the match if he sees a lock being properly applied and is certain that the Athlete is exposed to serious physical damage, giving victory to the competitor that applied the lock.

Grounds for fouls and disqualification

A competitor will receive fouls and possible disqualification for the following behavior:

1. Performing any type of striking.
2. Use of foul language, cursing, or other acts of disrespect towards the referee, staff, competitors, coaches, or spectators.
3. Performing an illegal technique.
4. Fleeing to the out of bounds area to avoid a technique or submission.
5. Dropping to one or both knees, or sitting without making contact with the opponent (unless in the act of initiating a takedown).

In cases where the violation is not as serious:

On the first offence the offender will be given a verbal warning.

On the second offence the offender's opponent will be given one point.

On the third offence the offender's opponent will be given two points.

After the third offence the referee may disqualify the athlete for any further fouls.

Points

The match must follow a continuous and constant technical development where the competitors must aim to submit and to attempt finalizing moves and locks. With this in mind, the competitor will be awarded points for achieving the following positions or

executing the following techniques during the match. However, points will not be given to a competitor that is in scoring position, but in a lock himself. The competitor will be awarded points only after freeing himself from the lock.

Accrual of points starts at the beginning of the match.

Takedown – 2 Points

Reversal – 2 Points

Knee on Stomach – 2 points

Passing the guard – 3 Points

Mount Position – 4 points

Back Mount – 4 Points

Takedown

A takedown is any type of legal technique that is initiated or used as a counter by a competitor that results in the other competitor being on his back beneath him. If one competitor pulls the other competitor into the guard, no takedown points will be awarded. However, if one competitor initiates a takedown, and the other competitor pulls to the guard to avoid the takedown, the initiator of the takedown will be awarded points for the takedown.

Reversal

A reversal is any type of legal technique applied by one competitor, from the guard or half guard, which results in the other competitor being on the bottom. Points are not awarded for reversals from any positions other than the guard or half guard.

Knee on Stomach

Points are awarded for the Knee on Stomach position when one competitor places one knee on his opponent's stomach while posting the other foot on the mat, and holding this position for 3 seconds.

Passing the Guard

Points are awarded for passing the guard when a competitor is able to move directly from the guard or half guard to a top position where his body or legs are no longer entangled by his opponent. The competitor must remain un-entangled for 3 seconds to be awarded points. In addition, the competitor must prevent his opponent from turning to his knees or standing up to receive points for passing the guard.

Mount

The mount is defined by a competitor being on top of his opponent's torso with one leg on each side of his opponent's body. The opponent can be on his back or side and the competitor will still score mount points as long as his legs are completely un-entangled by his opponent (not in the guard or half guard). To score points for the mount, a competitor must maintain this position for at least 3 seconds.

Back Mount

Back mount is defined by a competitor wrapping his legs around his opponent's waist while the opponent is facing away from him. To obtain points for this position, the competitor must have both legs wrapped the front of their opponent's waist or thighs (must have "both hooks in"). In addition, in the case where the opponent is laying flat on his stomach, back mount points can be obtained by simply mounting the torso and having each leg on opposite sides of the opponent.

Referee Decision

In cases where there is no winner at the end of 2 overtime periods, the referee will select a winner based upon control of the match and effective aggressiveness. More emphasis will be placed on performance towards the end of the match.

Illegal Techniques

Illegal Techniques for Adult & Junior Divisions

Any kind of striking

Heel Hooks and Toe Holds

Slamming in the guard

Placing fingers in eyes or mouth

Any attacks on fingers or toes (if the hand is being stripped, the competitor must grip at least 3 fingers)

Neck Cranks

Time Limits

The following time limits will be applied for the designated divisions. Overtime extensions will be based on the table below.

DIVISION	TIME	Overtime
Adult White Belt	5 Minutes	2 Minutes
Adult Blue Belts & Purple Belt	6 Minutes	3 Minutes
Adult Absolute	8 Minutes	4 Minutes
Juniors All Belt Levels	5 Minutes	2 Minutes

Team Awards

There will be awards given for first through third placed teams for Adult Teams. The team ranking will be assessed by accumulating points based on the performance of team members in their divisions. Team points will be granted for having a team member finish in first place, second place, or third place.

<i>Adult & Junior</i>	1st	2nd	3 rd
White Belt	3	2	1
Blue/ Purple Belt	4	3	2
Absolute	5	4	3

Divisions

Adult Women*

Skill levels

White Belt
Blue/Purple Belts

Weight Divisions

Light Under 125 lbs.
Middle 125 - Under 149 lbs.
Cruiser 150 lbs. and over

*Women's division may be combined based on applicants

Comment [Y1]: WOMEN'S DIVISION MAY BE COMBINED (ABSOLUTE) DUE TO NUMBER OF APPLICANTS

Adult Men

Skill Levels

White Belt
Blue Belt
Purple Belt

Weight Divisions

Fly	Under 140 lbs.
Feather	140 – Under 150 lbs.
Light	150 – Under 160 lbs.
Welter	160 – Under 170 lbs.
Middle	170 – Under 180 lbs.
Cruiser	180 – Under 190 lbs.
Light-Heavy	190 – Under 205 lbs.
Heavy	205 – Under 220 lbs.
Super-Heavy	220 lbs. and over
Absolute	Open All Belt All Weights

Juniors (12-15yrs)

Skill Level*

White Belt,
Blue Belt,
Purple Belt

Weight Division

Fly	70 – 89 lbs.
Feather	90 – 109 lbs.
Light	110 – 129 lbs.
Middle	130 - 149 lbs.
Cruiser	150 – 169 lbs.
Heavy	170 – 189 lbs.
Super-Heavy	190 lbs. and over

- **Belt levels may be combined based on applicants.**

Absolute Divisions

The absolute divisions are open to all adult male competitors regardless of weight and skill level.

There will be one absolute division.

**On behalf of Star Jiu Jitsu, Coach Yousef, and staff,
thank you for your participation in our tournament**