

TASMANIAN ROUND ROBIN SERIES

BJJ and Submission Grappling Tournaments

GI COMPETITION RULES

DRESS & EQUIPMENT

- » All competitors must wear a mouthguard.
- » Groin guards are optional

GI MATERIAL

- » GIs should be tailored using cotton or cotton-like fabric only. The fabric should not be so thick or hard as to impede an opponent from gripping it. For juvenile, adult, master and senior divisions, a GI fashioned from woven fabric is mandatory.

GI COLOR AND PATCHES

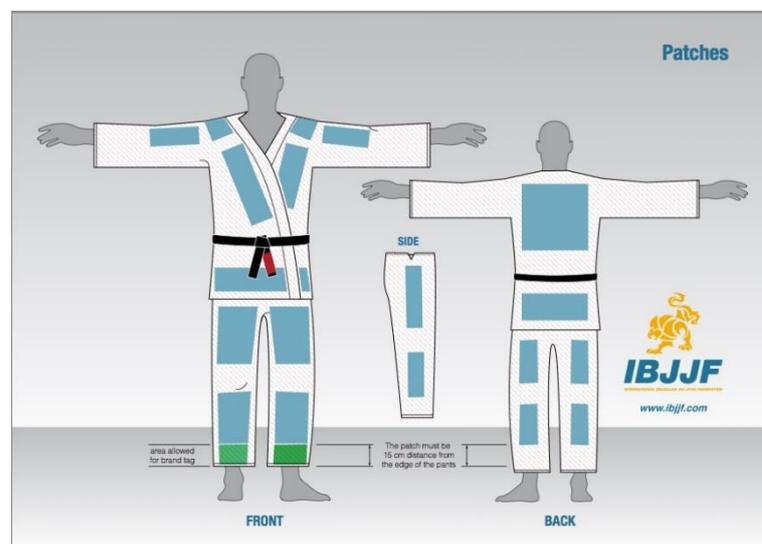
- » GIs may be of any colour, provided they meet other requirements and do not include dyes or paints that can stain mats or opponents GIs.
- » Patches may only be affixed in authorized regions of the GI, as depicted in the IBJF Rules Book. They should be of cotton fabric and properly seamed.

BELT REQUIREMENTS

- » Athletes should use a durable, 4 to 5 cm wide belt coloured according to the athlete's rank, with a black tip – except for black belts, where the tip should be white or red. Once tied in a double knot, each end of the belt should hang 20 to 30 cm in length.

GI MEASUREMENTS

- » The GI top should reach the athlete's thigh and the sleeves should come to no more than 5 cm from the athlete's wrist when the arm is extended straight parallel to the ground. GI pants should reach no more than 5 cm above the tibial malleolus (ankle bone). The inspection will verify whether the following official measurements are met: GI lapel thickness (1.3 cm), width of GI collar (5 cm), and opening of sleeve at full extension (7 cm).



FORBIDDEN

- » Any hard or rigid strapping which could cause injury or harm during a match
- » Joint protectors (knee, elbow braces, etc.) that increase body volume to the point of making it harder for an opponent to grip or lock (submit)
- » Board shorts or pants with pockets
- » Loose shirts of any kind
- » MMA gloves, boxing gloves
- » Grease, liniments, oils or other similar substances
- » Foot gear (including wrestling boots)
- » Head gear (including ear protectors)
- » Hair pins
- » Jewellery and piercings

HYGIENE

- » Athletes' finger and toe nails should be trimmed and short
- » Long hair should be tied up so as not to cause opponents any discomfort
- » Athletes will be disqualified if they are wearing hair dye that stains
- » Athletes presenting skin lesions or any other skin condition shall be directed to the tournament medical staff. Under any circumstances, the medical staff has the final say on whether to allow an athlete to compete or not

COMPETITION AREA

The competition area shall be held on mats of either Jigsaw or tatami style

MATCH DURATION

ADULT & TEENS MATCHES

- » 5 minutes - White
- » 6 minutes - Blue
- » 7 minutes - Purple
- » 8 minutes - Brown (or Brown/Black)
- » 10 minutes - Black

KIDS MATCHES

- » 2 minutes – Kids 1
- » 3 minutes – Kids 2

DIVISIONS WITH ONLY TWO COMPETITORS:

In cases of two competitors in a single weight division, the winner of the division will be based on best of three 5-minute rounds (3-minutes for kids)

WEIGHT DIVISIONS

The competition divisions and order will be divided by weight and experience level of the competitors as decided by the officials. Novice competitors are considered to have under a combined 18 months of combat sports and/or martial arts training.

WEIGH INS

Athletes will nominate their "walk around" weight on their nomination to compete. Weigh-ins commences ONE hour prior to the advertised division starting time. Athletes failing to weigh in within 2kg of their nominated weight will be disqualified from the event. Any changes of division will be at the discretion of the event organiser.

EXPERIENCE DIVISIONS

Divisions will be conducted based on BJJ Belt Banks and Age: Kids, Teens, White, Blue, Purple, Brown & Black. There will also be an optional division for absolute novices to competition in addition to the Beginner division.

- » Kids 1 – 4 – 8 years old (No submissions, start from knees)
- » Kids 2 – 9 – 13 years old
- » Teens – 14 – 17 years old
- » Adults – Jiu Jitsu Belt Ranks White, Blue, Purple, Brown & Black

Observation 1: Judo blue belts and above, Experienced wrestlers or competitors with more than one Amateur MMA Fight must compete in Blue Belt or above.

Observation 2: Brown and Black Belt divisions may be combined if necessary.

COMPETITION RULES

- » All matches will start from a standing position in the centre of the mat area, with the exception of Kids 1 which starts from knees.
- » Both competitors will engage, competitors must engage if directed to do so by the referee.
- » Throws, trips, takedowns or sweeps are permitted to take an opponent to the ground.
- » The contest will continue on the ground.
- » If, in the referee's opinion, the match is stalled on the ground or standing, he will break the competitors and recommence the match from the central standing position.
- » If, in the referee's opinion, the match is in danger of exiting the competition area, he will pause the match and recommence the match from either the same position or a central standing position depending on his discretion.
- » The match referee reserves the right to decide if either of the competitors is deliberately attempting to avoid or stall. If the referee believes there is a breach of the rule, he can warn or if continually occurring, disqualify the offending competitor

PROHIBITED ACTS/ACTIONS

- » Any un-sportsman like conduct from the competitor or their corners, as decided by the competition officials (swearing, stalling, disrespect of any kind to officials or opponent)
- » Spitting
- » Slamming or spiking opponent onto their head or neck (including from guard).
- » Any deliberate striking or kicking technique
- » Coaches, trainers or team members entering the contest area
- » Direct digital pressure to any area of the opponent
- » Continually avoiding engagement
- » Disobeying of the referee's orders
- » Grabbing inside the sleeves or pant legs of the opponent's uniform
- » Sitting or kneeling with no grips or control of the opponent

ROUND ROBIN FORMAT

In order to ensure the maximum amount of matches for each competitor divisions are conducted under a standard round robin draw, where each athlete has the opportunity to contest all other athletes in the division, with the winner decided by the following formula.

SCORING

- » 3 points - Match winner by submission.
- » 2 points - Match winner.
- » 1 point - To each competitor in the place of a draw.

- » 0 points - Match loser.
- » At the end of the Round Robin bracket, the athlete who has accumulated the most points will be deemed the winner of the division with 2nd and 3rd place being awarded to the next two best scores.
- » In the place of a draw on points for either 1st, 2nd or 3rd place the athlete who holds a win over the other will take the higher place.
- » In the place of a draw on points for either 1st, 2nd or 3rd place where no winner has a win over the other (eg a draw), the athlete with the most total submissions will take the higher place.
- » In the instance of a draw occurring, the Referee's Decision will be used to determine a winner.

WAYS TO WIN

Match decisions shall be issued in the following forms:

SUBMISSION

- » When an athlete taps twice with his/her hand or foot on the opponent, ground, or his/herself in a clear and apparent manner.
- » When the athlete verbally withdraws, requesting the match be stopped.
- » When the athlete screams or emits noise expressing pain while trapped in a submission hold.
- » Referee decision is final in interpreting if a submission took place.

POINTS

- » Gi Divisions will be conducted using a points system in the event that a submission does not occur.
- » Standard IBJJF Points will be in effect, however there will be NO advantages.
- » Two (2) points will be awarded for a Takedown, Sweep and Knee Ride.
- » Three (3) points will be awarded for a guard pass.
- » Four (4) points will be awarded for Mount and Back Control.

STOPPAGE

- » When one of the athletes alleges to be suffering from cramps, the opponent shall be declared winner of the match.
- » When the referee perceives that a hold in place may expose the athlete to serious physical injury.
- » When the doctor deems one of the athletes to be unable to continue a match due to injury rendered by the opponent using a legal hold.
- » When an athlete presents bleeding that cannot be contained after being treated by the doctor on 2 (two) occasions, to which each athlete has the right for each injury and should be provided upon the referee's request.
- » When an athlete vomits or loses control of basic bodily functions, with involuntary urination or bowel incontinence.

DISQUALIFICATION

Any competitor or coach committing more than two (2) prohibited acts or actions during his/her bout will be immediately disqualified from that bout and the opponent will be deemed the winner. Competitors and coaches will be warned and notified when a prohibited act or action has been committed by the match referee.

LOSS OF CONSCIOUSNESS

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 not stemming from an illegal manoeuvre by the opponent. Note: Athletes who lose consciousness because of head trauma should not be allowed to compete again in the same tournament and should be directed to undergo treatment from medical staff.

REFEREE DECISION

In the event that a draw occurs in a match to decide a points draw for a division, the referee will consult with the second judge (where possible) to determine which competitor was seen as the more aggressive/dominant fighter. The competitor seen as attempting more submissions than defence control shall be deemed the winner, i.e. the competitor deemed to be actively attempting to apply the most submissions.

To determine the winner, the referee should take note of which athlete displayed greater offense during the match and came closest to achieving possible submission-scoring positions (Dominance).

OVERTIME ROUNDS

There will be no overtime rounds due to the Round Robin scoring system.

LACK OF COMBATIVENESS (STALLING)

Lack of combativeness (stalling) is defined by one athlete clearly not pursuing positional progression in a match and also when an athlete impedes his/her opponent from carrying out said progression. When both athletes simultaneously demonstrate a lack of combativeness (stalling) in any position in a match.

When both athletes pull guard at the same time, the referee will start a 20 second countdown. If at end of this 20 second countdown, even if the athletes are moving, one of the athletes does not reach the top position, does not have a submission in hold, or is not imminently completing a point scoring move, the referee will stop the fight and give a penalty to both athletes. In this situation, the referee will restart the combat in standing position. Lack of combativeness (stalling) is not declared when an athlete is defending his/herself from an opponent's attacks from mount, back control, side-control or north-south positions. Will not be considered lack of combativeness when an athlete is in mount or back position, as long as the characteristics of the technical position are respected.

Examples of situations constituting lack of combativeness (stalling):

- » When an athlete, upon achieving side-control or north-south positions over an opponent, does not seek positional progression.
- » When an athlete in an opponent's closed guard does not seek to pass guard and at the same time prevents the opponent from seeking positional progression from guard.
- » When the bottom athlete playing closed guard wraps his/her arms around the opponent's back or performs any other controlling movement clutching the opponent to him/her without intending to achieve a submission or score.

KIDS DIVISION

Kids matches will be stopped at the referee's discretion at any time during the match if the referee believes it is in the best interest of the child's safety. It is imperative that coaches and parents both understand that staff and crew are here to look out for the children's safety first and foremost. We are not concerned with who wins and loses and will have no tolerance for coaches and parents that cause a commotion due to a referee decision.

DISPUTES

All disputes regarding match results or decisions must be directed to the senior Competition Official (provided by the sanctioning body) by the head trainer or coach of the competitor involved (competitors are not permitted to approach the Senior Competition Official with their concerns without first conferring with their head coach/trainer).

Any dispute must be made before the competitor in question commences his/her next match. If the dispute arises during the competitor's final match, the head trainer/coach should approach the senior Competition Official as soon as practical.

If in the event that a dispute cannot be resolved, a rematch shall be offered to the competitors concerned. It is expected that during the rematch the competitors, trainers and coaches compete in a complete sportsmanlike fashion for the benefit of the competition. Every competitor shall be given equal opportunity to win the round.

GI TECHNIQUE GUIDELINES

TECHNIQUE	KIDS 1	KIDS 2	TEENS	WHITE	BLUE & PURPLE	BROWN & BLACK
Armbars	X	✓	✓	✓	✓	✓
Chokes	X	✓	✓	✓	✓	✓
Figure 4 Arm locks	X	✓	✓	✓	✓	✓
Guillotine on Ground	X	✓	✓	✓	✓	✓
Traingle Choke	X	✓	✓	✓	✓	✓
Omplata	X	✓	✓	✓	✓	✓
Jumping Guard	X	X	X	X	✓	✓
Guillotine Standing	X	X	✓	✓	✓	✓
Straight Foot Lock	X	X	X	✓	✓	✓
Knee Reap	X	X	X	X	X	X
Wrist Lock	X	X	X	✓	✓	✓
Groin Stretch	X	X	X	X	✓	✓
Knee Bar	X	X	X	X	X	✓
Toe Hold	X	X	X	X	X	✓
Calf & Bicep Slicer	X	X	X	X	X	✓
Scissor Takedown	X	X	X	X	X	X
Heel Hooks	X	X	X	X	X	X
Neck Cranks	X	X	X	X	X	X
Spine Lock/Twister	X	X	X	X	X	X
Slams from guard or submissions	X	X	X	X	X	X
Spiking Takedowns	X	X	X	X	X	X