

# Big Sky State Games

## BRAZILIAN JIU-JITSU RULES

### Article 1: Conduct and behavior.

- 1) Cursing and obscene gestures will not be tolerated by any participant or their teammates, friends and family members. Athletes will be disqualified if they or their teammates, family or friends make obscene gestures or curse at their opponents, staff or by spectators.
- 2) Any kind of aggressive behavior such as fighting, throwing objects or attacking in any way members of the staff, competitors or spectators will result in instant disqualification of the athlete! In addition the athlete at fault will be suspended from our following 2 competitions. In case of repeat offenders a year suspension will follow in the case of a second incident and a permanent life suspension in the case of a third offence. If more than one athlete in a team becomes a problem the ENTIRE TEAM may be disqualified. No refunds will be given in case of disqualification.

### Article 2: Uniforms and Hygiene.

- 1) Competitors must wear a clean uniform with no tears, holes or offensive odors. Each competitor must have a least two uniforms available in case of a uniform becomes not suitable for use during or after a match. Competitors will not be allowed to fight wearing uniforms stained with blood or any other bodily fluids.
- 2) Nails must be trimmed and long hair must be tight securely in to a pony tail. Offensive odors are not appreciated by anyone so please be considerate and shower before competing.
- 3) Extra tight or extra short uniforms will not be allowed!
- 4) Only white, blue or black uniforms allowed, PERIOD!

### Article 3: Fighting Conclusions.

- 1) Submission.
- 2) Disqualification.
- 3) Unconsciousness.
- 4) Points.
- 5) Over Time (sudden death).

### Article 3: Points.

1) Takedowns: Any kind of knocking down the opponent or being taken down on his back or side, 2 points. If the athlete is thrown to the ground and does not land on his back, the thrower must pin him to the ground in the same position for at least 3 seconds to gain the points of the take down. If a athlete sits down or “pulls guard” as his opponent makes an attempt to execute a takedown, the person attempting the take down will be awarded 2 points.

2) Passing the Guard: Is when the athlete that is above his adversary or in between his legs, moves to his opponent’s side, establishing a perpendicular or longitudinal position over his adversary’s trunk, dominating him and leaving him no space to move or to escape the position—if even is on his side, back, or facing down. 3 points NOTE: if the athlete that is underneath avoids the move by getting to his knees or standing up, the initiative will not be awarded 3 points.

3) Knee In the belly: When the athlete on top puts his knee on his adversary’s stomach, holding his collar or sleeve and belt with his other leg towards his adversary’s head: 2 points.

4) Mount: is when the athlete sits on his opponent’s torso; the opponent can be lying on his stomach, side or back. The one mounted can be on top of one of his opponent’s arms, but never on both. It will also be considered a mount if he has one knee and one foot on the ground, 4 points.OBS: no points will be awarded if his feet or knees are on his opponent’s leg. Also if an athlete applies a triangle while in the guard and in so doing lands mounted on his opponent, it will be considered a sweep, not a mount.

5) Back mount: Is when the athlete grabs his adversary’s back, taking hold of his neck and wrapping his legs around his opponent’s waist, with his heels leaning on the inner side of his opponent’s thighs, not allowing him to leave the position.4 points. NOTE: the points will not be awarded if both heels are not properly positioned on the inner part of the adversary’s thighs.

6) Sweep: is when the athlete that is underneath has his opponent in his guard (in between his legs) or the half guard (having one of his adversary’s legs between his) and is able to get on top of his adversary by inverting his position. 2 points. OBS: If a competitor sits back to attempt a leg lock or any other submission and gets reversed from the top to the bottom position, no points will be giving for a sweep.

### Article 4: Negative Points.

1) Stalling: If a competitor who is ahead on points stops trying to advance positions or look for submissions within a reasonable amount of time he will be warned, if the referee has to warn him a second time a 1 point deduction will be issue, a third warning will result in a 3 point deduction and finally a fourth warning will result in disqualification.

2) If a competitor tries to avoid a submission by going out of fighting area he will be disqualified.

3) Running out of the fighting area to avoid a takedown will result in a 2 point deduction. If the competitor repeats this a second time he will be disqualified.

4) Following a takedown or throw the competitor must engage on ground combat. If the competitor executes a takedown and walks away from his opponent after doing so without continuing to fight on the ground he will be punished with a 2 point deduction, a second offence will result in a 4 point deduction and a third offence will result in disqualification. Exceptions will be made if the opponent on the bottom position has “pulled guard” to avoid engaging in the fight during stand up portion of the fight.

5) Grabbing fingers and toes. The referee will warn the competitor once to leg go and to not do it again. A repeat offence will result in a 1 point deduction followed by disqualification if the competitor insists on repeating the offence for a third time.

6) Holding the inside of the sleeve or pants. The referee will warn the competitor once to leg go and to not do it again. A repeat offence will result in a 1 point deduction followed by disqualification if the competitor insists on repeating the offence for a third time.

7) Taunting your opponent. The referee will warn the competitor once, after that the competitor will be disqualified if he continues with this behavior.

#### Article 5: Illegal Techniques.

The techniques below are illegal in all belts, weights and age divisions!

1) Slamming: Trying to escape a submission by slamming your opponent will result in an instant disqualification, no exceptions! Takedowns and throws are not considered to be slams as long as there is no intention of injuring your opponent, ex: picking your opponent over your shoulders, pausing and jumping to the ground with the intention of causing injury. The referee will make a judgment call and disqualify the competitor if he purposely tries to injure his opponent with a slam.

2) Biting: Will result in an instant disqualification.

3) Hair pulling: The referee will give one warning before disqualification.

4) Small joint manipulation: Grabbing fingers and toes will not be allowed.

5) Squeezing the throat: Grabbing or squeezing the opponents Adams Apple.

6) Punching and kicking of any kind.

7) Spiting.

8) Eye gauging.

9) Attacking the groin in any manner.

10) Heel hooks.

11) Cervical locks of any kind. ex: wrestlers guillotine.

12) Scratching.

Article 5-A: Illegal Techniques / White Belt Division.

- 1) All of the techniques listed above on article 5.
- 2) Knee bars of any kind.
- 3) Bicep locks.
- 4) Calf locks.
- 5) Neck cranks.
- 6) Scissors take downs.
- 7) Toe hold foot locks.
- 8) Wrist locks.

Article 5-B: Illegal Techniques / Blue Belt Division.

- 1) All of the techniques listed above on article 5.
- 2) Knee bars of any kind.
- 3) Bicep locks.
- 4) Calf locks.
- 5) Neck cranks.
- 6) Toe hold foot locks.

Article 5-C: Illegal Techniques / Purple Belt Division.

- 1) All of the techniques listed above on article 5.
- 2) Bicep locks.
- 3) Calf locks.
- 4) Neck cranks.

Article 5-D: Illegal Techniques / Brown Belt Division.

- 1) All of the techniques listed above on article 5.
- 2) Neck cranks.

Article 5-E: Illegal Techniques / Black Belt Division.

1) All of the techniques listed above on article 5.

Article 6: Fight Duration.

Adult Division (17 to 34):

White belt: 5 minutes

Blue belt: 6 minutes

Purple belt: 7 minutes

Brown belt: 8 minutes

Black belt: 10 minutes

Masters Division (35 to 44):

White belt: 4 minutes

Blue belt: 5 minutes

Purple belt, brown and black belt: 6 minutes

Master II Division (45 and up):

White belt: 4 minutes

Blue, purple, brown and black belt: 5 minutes

\*If there are not enough competitors in the Masters and Masters II divisions you'll be automatically moved down to the age division below with enough competitors so that you can have a minimum of one match.

\*\*Age brackets may vary from one tournament to another.

Women Division.

White belt: 5 minutes.

Blue and purple belt: 6 minutes.

Brown and black belt: 7 minutes.

Adult Weight Divisions.

Fly: up to 135.9lbs

Feather: 136 to 155.9lbs

Light: 156 to 170.9lbs

Welter: 171 to 185.9lbs

Cruiser: 186 to 200.9lbs

Lt. Heavy: 201 to 215.9lbs

Heavy: 216 to 230.9lbs

Super Heavy: 231 and up

Absolute I: Up to 185.9lbs

Absolute II: 186lbs and up

Women Weight Division.

Fly: up to 115.9lbs

Feather: 116 to 135.9lbs

Light: 136 to 155.9lbs

Lt. Heavy: 156 to 175.9lbs

Heavy: 176 and up

\*Weight classes may vary from one tournament to another and they may also be combined if one or more weight classes does not have enough competitors to have a least one match. Competitors may be moved up one weight class if there are no competitors in his/her weight division.

General Rules and Tournament Format:

- 1) Weight in will be performed before the start of the match with the Kimono (gi) on.
- 2) Competitors will be allowed to weight in a one pound over the weight limit to account for scale discrepancies.
- 3) Registrations must be paid in full by the day prior to the tournament. No one will be allowed to register the day of the tournament.
- 4) No refunds. If there are no competitors in your weight class or age division you'll be allowed to move up on weight classes or move down on age divisions. No exceptions.
- 5) Competitors will not be allowed to change weight classes or age divisions once they have register unless they are the only competitor in the division.
- 6) The tournaments will have double elimination format.

- 7) Competitors that do not make the appropriate weight for their division will be disqualified instantly.
- 8) Competitors that do not meet the specifications for the gi will be given 5 minutes to change, if they do not meet this time limit they will be disqualified.
- 9) Disqualifications are final and absolutely no refunds will be given! Please read and understand all the rules and regulations.
- 10) Sudden death period will be used in the case of a tie at the end of regulation time of a match