AJSF - Australian Ju-Jitsu Sports Federation GI JIU-JITSU RULES

AJSF.V.1.2019

Age & Weight Categories:	Male Weight Division Classifications:
	- Light Weight up 70kg
Male / Female: Age 8-13 Years	- Middleweight 71 to 80kg
Under 30kg Under 40kg Under 50kg Under 60kg Over 60kg	- Heavyweight 81 to 90kg
Mala / Famala: Aga 14 17 Vagus	- Superheavyweight Over 90kg
Male / Female: Age 14-17 Years Under 40kg Under 50kg Under 60kg Under 70kg Over 70kg	Matchmaking: - Competitors are matched by weight
Officer 40kg Officer 50kg Officer 60kg Officer 70kg Over 70kg	class in specific age groups.
Male / Female: Age 18 and over	- Level of ranks are not used or
Under 60kg Under 70kg Under 80kg Under 90kg Under 100kg	considered in match making for this
Over 100kg	type of competition.
Experience Level Divisions:	Guideline to Experience Level of
Experience zere: Emisions:	Training:
Male / Female: Age 8-13 Years	
Novice - Intermediate - Advance	Novice
	- under 12 months experience
Male / Female: Age 14-17 Years	<u>Intermediate</u>
Novice - Intermediate - Advance	- 13 to 24 months experience
Male / Female: Age 18 and over	<u>Advance</u>
Novice - Intermediate - Advance	- over 24 months experienc
Contest Durations:	- Overtime when a match ends in a
- 1 X 2 minutes round - Male / Female: Age 8-13 Years	draw an extra 1 minute bout will be
- 1 X 3 minutes round - Male / Female: Age 14-17 Years	given for all age divisions.
- 1 X 5 minutes round - Male / Female: Age 18 Years and over	
Gi Jiu-Jitsu Dress Code and Protective Equipments:	- All competitors must participate
- Full grappling gi	with club uniforms no sports street
- Mouth guard - optional	wear and must be clean and in a
- Groin guard - optional	good condition.
	- Competitors may have to wear
	corner identifying markers or
	colours.
	- Shoes will not be permitted during
	the matches.
	- Competitors shall remove any jewelry and all vulnerable body
	piercing should be removed.
	- Finger nails / toe nails must be cut
	short.

Start of Bout Rules: - Both competitors will only - Bout starting for both competitors is from standing position in centre commence or halt any fighting or of the ring and fighting commence on the referees command grappling action on the referees - Bout will be restarted in the centre of the ring due to any of the sound/command, " FIGHT " / " STOP " following reasons: 1. Competitors showing no action activities 2. Heading off the matted area 3. When an intentional or unintentional foul is committed 4. Or for a matter to the discretion of the referee or judges Gi Jiu-Jitsu General Fight Rules: - Competitors must be active at all - All legal grappling techniques times during the match. - Clinching and grappling - When there is insufficient grappling - Takedowns, throws and sweeps activity the referee may demand action OR will stop the bout and - All legal submissions bring both competitors to the centre of the ring for restart. Gi Jiu-Jitsu General Legal Submissions: - Any other uncommon submission - Front guillotine chock application, achieved safely and - Rear naked chock considered appropriate by the - Side headlock (sleeper) centre referee, will be allowed. - Triangle lock - Arm bar - Arm locks - Body locks - Leg locks - Straight Ankle Lock (Achilles Lock) - Knee Brace (Calf Crusher) Gi Jiu-Jitsu General Illegal Acts: - When an Illegal but minor action is - Striking of any kind taking place the referee will bring - Head butting this to the attention of competitors - Holding or finger locks (holding of less than 4 fingers / toes) immediately both Verbally and - Small joint manipulation - Crucifix, full nelson neck cranks - Verbal warning by the referee is not - Foot / toeholds (with outside turn) yet an official warning but should be - Heel hook taken seriously. - Twisting knee lock - Official warnings will be declared by - Techniques that pressure on the spine the referee to all judges clearly as - Intentional pushing and shoving **OFFICIAL WARNING.** - An official warning may be given by - Throwing an opponent down on his head or neck - Body slams in defending of a submission the referee if offences are repeated, - Choking holds using the fingers/hand or the force of forearm intentional and/or dangerous. - Scissor legs takedown - The 3rd foul will result in an immediate disqualification. - Eye gouging of any kind - Front body slams - Any other fouls are to the discretion - Suplex reverse wrestling back throw of the referee and judges. - Fish hooking - Holding the inside of your Gi - Hair pulling sleeves or pants is both allowed. - Fleeing the matted area - Holding of opponent belt is not - Avoiding combat permitted regardless for defence or - Holding top, shorts of opponent submission applications. - Holding the inside of opponents sleeves or the pants - Holding to ones own belt is - Disregarding referees instructions permitted for self defence. - Corner Interference - Any Unsportsmanlike behavior

Accidental Foul Rules:

When an accidental foul occurs and the fouled athlete can no longer continue the match the following rules apply:

- When an accidental foul occurs the fouled athlete will be giving maximum 3 minutes rest period to recover and continue.
- When an accidental foul occurs again and the fouled athlete clearly is not in a position to continue.

The match will be declared over and the judges will render the decision to declare the winner (based on judges scoring up to the point of the incident).

- Any athlete failing to continue the match after his 3 minutes rest will results in a match loss.
- Regarding stoppages for accidental injuries, if the injured athlete cannot continue this will be regarded as a TKO. The match will be stopped and the injured athlete will be declared as losing the match.

The Way to Victory:

- By submission.
- By TKO.
- By overall domination.
- No point scoring system is used.
- The referee may stop the match in progress and declare a winner if:
- 1. A competitor becomes put in a full submission lock to the discretion of the referee, the referee is not obligated to wait for any form of a tap out, he can stop the match immediately, due to safety concerns the match will be stopped to prevent harm or unnecessary injury.
- 2. The referee may stop the match when a competitor is been dominated to the point where he/she are unable to be intelligently active or defending himself in the match.
- 3. The referee may stop the match if a competitor appears to be unconscious from a grappling hold or an effective takedown
- 4. The referee may stop the match if a competitor appears to have developed any significant injury/damage from the striking received.
- 5. Any corner or medical stoppages will be directed to the referee to stop the match.
- If the match goes the distance, the outcome of the bout to declare the winner will be determined by the appointed center referee and side judges.

- The objective of both competitors is to win the match by submission or a TKO.
- Judges do not keep score of points their evaluation is based on who was more effective and dominate with their grappling skills
- Any corner or medical stoppages can include bleeding, limping, dizziness, fatigue, vision problems or the competitor not protecting themselves effectively or intelligently.

Important Info:

- * Participants enter with a inefficient weight could be disqualified with no entry refunds.
- * Combat Sports Registered Pro/AM Combatants should not participate in these events, Unless are listed as amateur for OTM-Other Martial Arts.
- * Personal Sports Insurance Cover is Recommended for participating in such competition events.
- This also include in participating under false level of experience or rank.
- If the appointed officials been informed, suspect or indicate any inappropriate participation with weight, skill level, rank or been a registered professional fighter. Could be disqualified with no entry refunds.