

AMMASA - AJSF @ WAKO

GI JIU-JITSU - NO GI GRAPPLING - MOD MMA RULES

W.V.2.2019

<p>Age & Weight Categories:</p> <p><u>Male / Female: Age 8-13 Years</u> Under 30kg Under 40kg Under 50kg Under 60kg Over 60kg</p> <p><u>Male / Female: Age 14-17 Years</u> Under 40kg Under 50kg Under 60kg Under 70kg Over 70kg</p> <p><u>Male / Female: Age 18 and over</u> Under 60kg Under 70kg Under 80kg Under 90kg Under 100kg Over 100kg</p>	<p>Male Weight Division Classifications:</p> <ul style="list-style-type: none">- Light Weight up 70kg- Middleweight 71 to 80kg- Heavyweight 81 to 90kg- Superheavyweight Over 90kg <p>Matchmaking:</p> <ul style="list-style-type: none">- Competitors are matched by weight class in specific age groups.- Level of ranks are not used or considered in match making for this type of competition.
<p>Experience Level Divisions:</p> <p><u>Male / Female: Age 8-13 Years</u> Novice - Intermediate - Advance</p> <p><u>Male / Female: Age 14-17 Years</u> Novice - Intermediate - Advance</p> <p><u>Male / Female: Age 18 and over</u> Novice - Intermediate - Advance</p>	<p>Guideline to Experience Level of Training:</p> <p><u>Novice</u> - under 12 months experience</p> <p><u>Intermediate</u> - 13 to 24 months experience</p> <p><u>Advance</u> - over 24 months experience</p>
<p>Contest Durations:</p> <ul style="list-style-type: none">- 1 X 2 minutes round - Male / Female: Age 8-13 Years- 1 X 3 minutes round - Male / Female: Age 14-17 Years- 1 X 5 minutes round - Male / Female: Age 18 Years and over	<ul style="list-style-type: none">- Overtime when a match ends in a draw an extra 1 minute bout will be given for all age divisions.
<p>Gi Jiu-Jitsu Dress Code and Protective Equipments:</p> <ul style="list-style-type: none">- Full grappling gi- Mouth guard - optional- Groin guard - optional <p>No Gi Grappling Dress Code and Protective Equipments:</p> <ul style="list-style-type: none">- Rash guard or club t-shirt- Shorts or pants- Mouth guard - optional- Groin guard - optional <p>Mod MMA Dress Code and Protective Equipments:</p> <ul style="list-style-type: none">- Rash guard or club t-shirt- Shorts or pants- Mouth guard- Groin guard- 7oz MMA gloves- Shin and insteps (slip on type)	<ul style="list-style-type: none">- All competitors must participate with club uniforms no sports street wear and must be clean and in a 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.

<p>Start of Bout Rules:</p> <ul style="list-style-type: none"> - Bout starting for both competitors is from standing position in centre of the ring and fighting commence on the referees command - Bout will be restarted in the centre of the ring due to any of the following reasons: <ol style="list-style-type: none"> 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 	<ul style="list-style-type: none"> - Both competitors will only commence or halt any fighting or grappling action on the referees sound/command, " FIGHT " / " STOP "
<p>Gi Jiu-Jitsu / No Gi Grappling General Fight Rules:</p> <ul style="list-style-type: none"> - All legal grappling techniques - Clinching and grappling - Takedowns, throws and sweeps - All legal submissions 	<ul style="list-style-type: none"> - Competitors must be active at all times during the match. - When there is insufficient grappling activity the referee may demand action OR will stop the bout and bring both competitors to the centre of the ring for restart.
<p>Gi Jiu-Jitsu / No Gi Grappling General Legal Submissions:</p> <ul style="list-style-type: none"> - Front guillotine chock - Rear naked chock - Side headlock (sleeper) - Triangle lock - Arm bar - Arm locks - Body locks - Leg locks - Straight Ankle Lock (Achilles Lock) - Knee Brace (Calf Crusher) 	<ul style="list-style-type: none"> - Any other uncommon submission application, achieved safely and considered appropriate by the centre referee, will be allowed.
<p>Gi Jiu-Jitsu / No Gi Grappling General Illegal Acts:</p> <ul style="list-style-type: none"> - Striking of any kind - Head butting - Holding or finger locks (holding of less than 4 fingers / toes) - Small joint manipulation - Crucifix, full nelson neck cranks - Foot / toeholds (with outside turn) - Heel hook - Twisting knee lock - Techniques that pressure on the spine - Intentional pushing and shoving - Throwing an opponent down on his head or neck - Body slams in defending of a submission - Choking holds using the fingers/hand or the force of forearm - Scissor legs takedown - Eye gouging of any kind - Front body slams - Suplex reverse wrestling back throw - Fish hooking - Hair pulling - Fleeing the matted area - Avoiding combat 	<ul style="list-style-type: none"> - When an Illegal but minor action is taking place the referee will bring this to the attention of competitors immediately both Verbally and Loudly. - Verbal warning by the referee is not yet an official warning but should be taken seriously. - Official warnings will be declared by the referee to all judges clearly as OFFICIAL WARNING. - An official warning may be given by the referee if offences are repeated, intentional and/or dangerous. - The 3rd foul will result in an immediate disqualification. - Any other fouls are to the discretion of the referee and judges. - Holding the inside of your Gi sleeves or pants is both allowed. - Holding of opponent belt is not permitted regardless for defence or

<ul style="list-style-type: none"> - Holding top, shorts of opponent - Holding the inside of opponents sleeves or the pants - Disregarding referees instructions - Corner Interference - Any Unsportsmanlike behavior 	<p>submission applications.</p> <ul style="list-style-type: none"> - Holding to ones own belt is permitted for self defence.
<p>Mod MMA General Fight Rules:</p> <ul style="list-style-type: none"> - Light contact - No full contact striking is permitted - All legal strikes punches and kicks to body and legs - All legal grappling techniques - Clinching and grappling - Takedowns, throws and sweeps - All legal submissions 	<ul style="list-style-type: none"> - No Head Strikes of any kind is allowed. - No elbow or knee strikes of any kind is allowed. - Competitors must be active at all times during the match. - When there is insufficient grappling activity the referee may demand action OR will stop the bout and bring both competitors to the centre of the ring for restart.
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<p>Accidental Foul Rules: When an accidental foul occurs and the fouled athlete can no longer continue the match the following rules apply:</p> <ul style="list-style-type: none"> - 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. <p>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).</p>	<ul style="list-style-type: none"> - 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.
<p>The Way to Victory:</p> <ul style="list-style-type: none"> - 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: <ol style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> - 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 striking and grappling skills - Any corner or medical stoppages can include bleeding, limping, dizziness, fatigue, vision problems or the competitor not protecting themselves effectively or intelligently.
<p>Important Info:</p> <ul style="list-style-type: none"> * 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. 	<ul style="list-style-type: none"> - 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.

COMPETITION GEAR



MMA GLOVES

7oz Gloves Recommended



SHIN & INSTEP

Slip On Type



GROIN GUARD



MOUTH GUARD