

SJJIF Rulebook

Rules & Regulations



www.sjjif.com

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Preamble

Jiu-Jitsu is a martial art which is composed of grappling techniques which work towards superior positioning in order to submit an opponent by applying force to a joint or to a chokehold. Technique is emphasized over strength to place an opponent to a controlled position or submission. During competitive matches, winning is achieved either by earning points through placing the opponent in different positions or by forcing them to submit. Our organization traces its most recent ancestor to Brazil where our current style of Jiu Jitsu evolved into the competitive sport that is seen today.

The primary goal of the Sport Jiu Jitsu International Federation is to organize the sport of Brazilian Jiu-Jitsu and its federations, establishing one common set of rules that will allow the sport to become an event of the Olympic Games. The SJJIF also strives towards hosting tournaments that are enjoyable, fair, and rewarding for all participants. The goal of this document is the delineation of rules to create equitable guidelines which guide coaches, athletes, patrons, and spectators in areas of physical, aesthetic, psychological and ethical standards as well as style. With broadly accepted rules we can control the evolution and cohesion of our sport. We can also work in unison to promote our sport from a martial art into a spectator sport that embodies the Olympic spirit.



History of the SJJIF

The Sport Jiu-Jitsu International Federation was founded in Los Angeles in 2010 by Professor Joao Silva, Professor Patricia Silva and Professor Sam Aschidamini. With the collaboration of the Grand master Aloisio Silva, Helena Pinho, Nora da Silva, Tomas Schutter, Lance Roman, Ryan Schutter, John Demas, Chris Corcino, Summer Casebere, Anthony Cigarroa, Daniel Miranda, and many volunteers that helped and help each and every year.

These individuals realized the importance of organizing and structuring the sport of Jiu-Jitsu and understood that this would be a journey that they would not be able to complete on their own, but would need the collaboration and partnerships of everyone with the love for the sport, therefore creating the SJJIF. It is understood among these individuals that with this sport constantly changing and growing popularity around the world, now is the time to have a unified body that will assist in making Jiu-Jitsu a standalone sport that represents itself independently in the Olympics.

Since its inception, the aim of the SJJIF has been to make Jiu-Jitsu an Olympic Sport by unifying existing federations towards the use of one set of rules to create high quality, reliable competitions that administer the rules fairly to all competitors. It aims to expand its goal of unifying existing federations of the sport internationally to that the sport conforms to Olympic standards and embodies the Olympic spirit.

Federation Membership

The Sport Jiu Jitsu International Federation is offering memberships so that competitors may register their belts with a governing body of Brazilian Jiu Jitsu. The SJJIF will utilize resources, connections and communication with the Brazilian Jiu-Jitsu community to verify the belts of all competitors who apply for membership with the SJJIF.

Membership with the Sport Jiu-Jitsu International Federation entitles an individual to an SJJIF ID card that recognizes their Brazilian Jiu Jitsu Belt Rank and nationality. This card will be used to have a general count of participants in this sport. This card may be used as identification at all SJJIF tournaments and presenting the card entitles the member to free entry as a spectator to any SJJIF tournament.

Other benefits to membership with the SJJIF are exposure, International membership, instructional support, discounts to seminars, and admittance to Association Only events to name a few.

The SJJIF will use membership data to expedite tournament registration as well as to create a database that records tournament results and rankings for members.

The SJJIF is in the process of creating an official ranking system that will allow all members of the SJJIF to track their standing across all tournament results.

The SJJIF reserves the right to contact the instructor of an applicant as well as that instructor's instructor. This is to ensure accuracy and veracity in the records of belt rankings of SJJIF members. Further membership details and information is available at www.SJJIF.org.

Sport Policies and Procedures



Weight Divisions

Contrary to popular belief, size is as important to Jiu-Jitsu as it is to other competition sports. Although a highly skilled small person has been known to defeat a larger less skilled opponent, the usual result historically has been of some physical injury or injuries to the smaller opponent. Brazilian Jiu-Jitsu is a size factor sport, weight divisions have been established to minimize becoming the prime determinant of the winner. We do however host open divisions at tournaments and participation in these divisions are optional for all participants.

Competitor or in the case of children, the Parent is responsible for ensuring that the weight is met with Gi and/or rash guard already on. Any athlete that is over their registered weight is subject to disqualification. Children are not encouraged to cut weight to compete, it is recommended they compete at their natural weight. See Page 33 for details on weighing in.

Children's Weights in Gi Tournaments

WEIGHT	TODDLER	KINDERGARTEN	YOUTH	PRE TEEN	JR TEEN	TEEN
ROOSTER	37 lbs	42 lbs	45 lbs	55 lbs	70 lbs	101 lbs
FEATHER	45 lbs	50 lbs	53 lbs	65 lbs	80 lbs	113 lbs
LIGHT	53 lbs	58 lbs	61 lbs	75 lbs	90 lbs	125 lbs
MIDDLE	61 lbs	66 lbs	69 lbs	85 lbs	100 lbs	137 lbs
MEDIUM HEAVY	69 lbs	74 lbs	77 lbs	95 lbs	110 lbs	149 lbs
HEAVY	Over 69 lbs	Over 74 lbs	85 lbs	105 lbs	120 lbs	161 lbs
SUPER HEAVY			Over 85 lbs	Over 105 lbs	130 lbs	Over 161 lbs
ULTRA HEAVY					Over 130 lbs	

Juvenile, Adult, Masters and Seniors weights for Men and Women in Gi Tournaments

WEIGHT	JUVENILE	MALE ADULT, MASTER, SENIOR	FEMALE	JUVENILE FEMALE
ROOSTER		127.5 lbs		
SUPER FEATHER	120 lbs	141 lbs	120 lbs	115 lbs
FEATHER	135 lbs	154 lbs	135 lbs	130 lbs
LIGHT	150 lbs	167.5 lbs	150 lbs	145 lbs
MIDDLE	165 lbs	181 lbs	165 lbs	160 lbs
MEDIUM HEAVY	180 lbs	194.5 lbs	Over 165 lbs	Over 160 lbs
HEAVY	195 lbs	207.5 lbs		
SUPER HEAVY	Over 195 lbs	221 lbs		
ULTRA HEAVY		Over 221 lbs		

Children's Weights in No Gi Tournaments

WEIGHT	TODDLER	KINDERGARTEN	YOUTH	PRE TEEN	JR TEEN	TEEN
ROOSTER	34 lbs	39 lbs	42 lbs	52 lbs	67 lbs	98 lbs
FEATHER	42 lbs	47 lbs	50 lbs	62 lbs	77 lbs	110 lbs
LIGHT	50 lbs	55 lbs	58 lbs	72 lbs	87 lbs	122 lbs
MIDDLE	58 lbs	63 lbs	66 lbs	82 lbs	97 lbs	134 lbs
MEDIUM HEAVY	66 lbs	71 lbs	74 lbs	92 lbs	107 lbs	146 lbs
HEAVY	Over 66 lbs	Over 71 lbs	82 lbs	102 lbs	117 lbs	158 lbs
SUPER HEAVY			Over 82 lbs	Over 102 lbs	127 lbs	Over 158 lbs
ULTRA HEAVY					Over 127 lbs	

Juvenile, Adult, Masters and Seniors weights for Men and Women in No Gi Tournaments

WEIGHT	JUVENILE	MALE ADULT, MASTER, SENIOR	FEMALE	JUVENILE FEMALE
ROOSTER		123.5 lbs		
SUPER FEATHER	116 lbs	137 lbs	116 lbs	111 lbs
FEATHER	131 lbs	150 lbs	131 lbs	126 lbs
LIGHT	146 lbs	163.5 lbs	146 lbs	141 lbs
MIDDLE	161 lbs	177 lbs	161 lbs	156 lbs
MEDIUM HEAVY	176 lbs	190.5 lbs	Over 161 lbs	Over 156 lbs
HEAVY	191 lbs	203.5 lbs		
SUPER HEAVY	Over 191 lbs	217 lbs		
ULTRA HEAVY		Over 217 lbs		

All competitors will weigh-in prior to their match

Age Divisions














Competitors will not be grouped in age divisions by their actual age, but by the year in which they were born. The SJJIF will not place kids, boys and girls, together after the age of 12.

Toddler –	Children who turn 4 or 5 in the year the tournament is held
Kindergarten –	Children who turn 6 or 7 in the year the tournament is held
Youth –	Children who turn 8 or 9 in the year the tournament is held
Pre Teen -	Children who turn 10 or 11 in the year the tournament is held
Junior Teen -	Children who turn 12 or 13 in the year the tournament is held
Teen -	Children who turn 14 or 15 in the year the tournament is held
Juvenile -	Children who turn 16 or 17 in the year the tournament is held
Adult –	Adults who turn 18 or older in the year the tournament is held
Master -	Adults who turn 30 or older in the year the tournament is held
Senior I -	Adults who turn 36 or older in the year the tournament is held
Senior II -	Adults who turn 41 or older in the year the tournament is held
Senior III -	Adults who turn 46 or older in the year the tournament is held
Senior IV -	Adults who turn 51 or older in the year the tournament is held
Senior V –	Adults who turn 56 or older in the year the tournament is held
Senior VI –	Adults who turn 61 or older in the year the tournament is held

Belt and Skill Division Designations

Kids Belt System--15 years of age and younger

Children may be promoted through belts in the following order: white, grey/white, solid grey, grey/black, yellow/white, solid yellow, yellow/black, orange/white, solid orange, orange/black, green/white, solid green, and green/black. Each belt has 5 levels, a clear belt and then 4 stripes which may be awarded for time, knowledge, behavior, and tournament performance. Only black belts certified by the SJJIF may promote students through the belts listed.

No Gi Group	Children Belt Group	Belt	Belt Sample	Age Group	Minimum time in Grade
Beginner	White belt group	White		Any	Beginner
Intermediate	Grey belt group	Grey/White		4-15	8 months on previous belt
		Grey Solid		5-15	8 months on previous belt
		Grey/Black		6-15	8 months on previous belt
Intermediate	Yellow belt group	Yellow/White		7-15	8 months on previous belt
		Yellow Solid		8-15	8 months on previous belt
		Yellow/Black		9-15	8 months on previous belt
Advanced	Orange belt group	Orange/White		10-15	8 months on previous belt
		Orange Solid		11-15	8 months on previous belt
		Orange/Black		12-15	8 months on previous belt
Advanced	Green belt group	Green/White		13-15	8 months on previous belt
		Green Solid		14-15	8 months on previous belt
		Green/Black		15-15	8 months on previous belt

The age and time limits for when a child may be promoted to a given belt color are as follows:

White belt – no age limit

Any grey belt – must be at least 4 years of age

White to white/grey – at least 8 months at white belt

White/grey to solid grey – at least 8 months at white/grey belt

Solid grey to grey/black – at least 8 months at solid grey belt

Any yellow belt – must be at least 7 years of age

Grey/black to white/yellow – at least 8 months at grey/black belt

White/yellow to solid yellow – at least 8 months at white/yellow belt

Solid yellow to yellow/black – at least 8 months at solid yellow belt

Any orange belt – must be at least 10 years of age

Yellow/black to white/orange – at least 8 months at yellow/black belt

White/orange to solid orange – at least 8 months at white/orange belt

Solid orange to orange/black – at least 8 months at solid orange belt

Any green belt – must be at least 13 years of age

Orange/black to white/green – at least 8 months at orange/black belt

White/green to solid green – at least 8 months at white/green belt

Solid green to green/black – at least 8 months at solid green belt

The minimum age requirement is based and counted from the year the athlete was born. So if an athlete was born in 2002, her age is considered 10 for all of 2012. It is up to each instructor to decide how long it takes for a student to be promoted, as long as the minimum times required for each belt are fulfilled. However, a child competitor will not be authorized to compete at the same belt level if they are the champion at the same tournament for 2 years in a row in a given belt.

For competitions, belts of the same color will be joined in groups as follows:

Grey belt group - white/grey, solid grey and grey/black are grouped together

Yellow belt group - white/yellow, solid yellow and yellow/black compete together

Orange belt group - white/orange, solid orange and orange/black compete together






Green belt group - white/green, solid green and green/black compete together

COMPETITION BELT ONLY



This belt is used in competitions only and it is not a promotion or grade belt, it is a way for the referee and spectators to distinguish both competitors only.

Adult Belt System 16 years of age and up

No Gi Group	Adult Belt	Belt Sample	Age Group	Minimum time in Grade
Beginner	White Belt		Any	Beginner
Intermediate	Blue Belt		16 & up	8 months on previous belt
Intermediate	Purple Belt		17 & up	1.5 year on previous belt
Advanced	Brown Belt		18 & up	1 year on previous belt
Advanced	Black Belt		19 & up	1 year on previous belt

Adults may be promoted through belts in the following order: white, blue, purple, brown and black. Each belt has 5 levels, a clear belt and then 4 stripes which may be awarded for time, knowledge, behavior, and tournament performance.

The age and time limits for when an adult may be promoted to a given belt color are as follows:

White – no age limit

Blue – must be at least 16 years of age

White to blue – at least 8 months at white belt

Purple – must be at least 16 years of age

Blue to purple – at least 1½ years at blue belt

(In order to be graded a purple belt at 16 years of age it is required that the athlete has spent at least 2 years as a green belt)

(In order to be graded a purple belt at 17 years of age, it is required that the athlete has spent at least 1 year as a green belt and 1 year as a blue belt)

Brown – must be at least 18 years of age

Purple to brown – at least 1½ years at purple belt

(In the case where an athlete was graded from green belt straight to purple belt, then the minimum time required before he can be awarded the brown belt is 2 years)

Black – must be at least 19 years of age

Brown to black – at least 1 year at brown belt

The following is the criteria for which instructors may promote students:

A black belt may promote students from white belt to purple belt

A 1st degree black belt may promote students from white belt to brown belt












A 2nd degree black belt may promote students from white belt to black belt

COMPETITION BELT ONLY



This belt is used in competitions only and it is not a promotion or grade belt, it is a way for the referee and spectators to distinguish both competitors only.

Black Belt System

No Gi Group	Black Belt Title	Black Belt Group	Black Belt Sample	Age Group	Minimum time in Grade
Advanced	Black Belt	Black Belt		19 & up	1 year on previous belt
Advanced	Instructor	1st Degree Black Belt		22 & up	3 years on previous belt
Advanced	Instructor	2nd Degree Black Belt		25 & up	3 years on previous belt
Advanced	Professor	3rd Degree Black Belt		28 & up	3 years on previous belt
Advanced	Professor	4th Degree Black Belt		33 & up	5 years on previous belt
Advanced	Master	5th Degree Black Belt		38 & up	5 years on previous belt
Advanced	Master	6th Degree Black Belt		43 & up	5 years on previous belt
Advanced	Grand Master	7th Degree Red & Black Belt		50 & up	7 years on previous belt
Advanced	Grand Master	8th Degree Red & Black Belt		57 & up	7 years on previous belt
Advanced	Great Grand Master	9th Degree Red Belt		67 & up	10 years on previous belt
Advanced	Great Grand Master	10th Degree Red Belt		82 & up	15 years on previous belt

Black belts have seven levels, a black belt plus 6 degrees that can only be awarded by the SJJIF according to the following:

Only athletes 19 years of age or older may be awarded a black belt. In order to request a black belt certificate, it is necessary to be currently affiliated with the SJJIF.

A black belt may request a 1st degree after 3 years as a black belt.

A black belt may request 2nd and 3rd degrees 3 years after being awarded the previous degrees.

A black belt may request 4th, 5th and 6th degrees 5 years after being awarded the previous degrees.

In order to be awarded degrees as a black belt, it is necessary that the black belt is a current SJJIF member and be listed as a main instructor or assistant instructor at an SJJIF member school.

After the 6th degree, black belts may request the red and black grandmaster belt and after that, a solid red belt. These belts can only be awarded by the SJJIF according to the following:

A black belt may request the red and black 7th degree grandmaster belt 7 years after being awarded the 6th degree black belt.

A red and black 7th degree grandmaster belt may request the red and black 8th degree grandmaster belt 7 years after being awarded the red and black 7th degree grandmaster belt.

A red and black 8th degree grandmaster belt may request the 9th degree red grandmaster belt 10 years after being awarded the red and black 8th degree grandmaster belt.

A 9th degree red grandmaster belt may request the 10th degree red grandmaster belt 15 years after being awarded the 9th degree red grandmaster belt.

In order to be awarded grandmaster belts, it is necessary that the black belt is a current SJJIF member and be listed as a main instructor or assistant instructor at an SJJIF member school.

Skill divisions for No Gi Tournaments

NoGi divisions could be divided by the belt system or by skill levels, depending on the tournament.

Adults, Masters, Seniors

Brazilian Jiu Jitsu	Should sign up for Skill Division
White Belts	Beginner
Blue and Purple Belts	Intermediate
Brown and Black Belts	Advanced

Juvenile

Brazilian Jiu Jitsu	Should sign up for Skill Division:
White Belts	Beginner
Blue Belts	Intermediate

Children

Brazilian Jiu Jitsu	Should sign up for Skill Division
White Belts	Beginner
Gray & Yellow Belts	Intermediate
Orange and Green Belts	Advanced

Match Times

In all competitions there will be a minimum rest time of 5 minutes between matches for a given competitor.

Time Limits For tournaments in the Gi (match length in minutes)

	Toddler	Kindergarten	Youth	Pre Teen	Junior Teen	Teen	Juvenile
Minutes	2	2	3	4	4	4	5

	Adult	Master	Senior and up
White	5	5	5
Blue	6	5	5
Purple	7	6	5
Brown	8	6	5
Black	8	6	5

Time Limits for No Gi Tournaments (match length in minutes)

	Toddler	Kindergarten	Youth	Pre Teen	Junior Teen	Teen	Juvenile
Minutes	2	2	3	4	4	4	5

	Adult	Master	Senior
Beginner	5	5	5
Intermediate	6	5	5
Advanced	8	6	6

Code of Conduct

It is the responsibility and obligation of competitors, coaches, officials, administrators, volunteers, and other representatives of the SJJIF to practice and demonstrate the highest principles of sportsmanship and to observe the ethics of competition. Good sportsmanship will be defined as qualities of behavior, which are characterized by courtesy and genuine concern for others. The display of good sportsmanship is a statement of the individual's understanding and commitment to fair play, ethical behavior and integrity. Competitors are expected to know and understand the rules of play, be on time, and demonstrate respect to themselves and others.

The Competitor

1. Treat opponents with respect
2. Plays hard while competing within the rules
3. Exercises self-control at all times
4. Sets a positive example for others to follow
5. Respects officials and accepts their decisions without argument or gesture
6. Wins without boasting and loses without excuses
7. No self-scoring or self cheering during the match
8. Stands as a symbol of pride for family, academy or club, and community
9. Must not be under the influence of any substance

The Coach

1. Treats own competitors and their opponents with respect.
2. Inspires within competitors a love for martial sports and a desire to compete fairly
3. Is a positive role model who others want to follow
4. Provides discipline for unsporting behavior
5. Respects the judgment and interpretation of the officials
6. Realizes that being a teacher extends into the athletic arena
7. Maintains temperament and stays behind the barricades while coaching during a match
8. Must not be under the influence of any substance

The Official

1. Must have knowledge of the rules and understand the intent of the rules
2. Places the welfare of the participants above all other considerations
3. Treats competitors and coaches with respect and expects same in return
4. Works cooperatively with other officials and other tournament personnel
5. Is firm, but fair, in all decisions without regard for previous game incidents
6. Maintains confidence, poise, and self-control throughout the tournament
7. Never allows outside influences to interfere with competition situations
8. Must not be under the influence of any substance

The Spectator

1. Attempts to understand the rules of competition, and their intent
2. Appreciates good play, and applauds it, regardless of who performs it
3. Cooperates with, and responds enthusiastically with positive cheering
4. Shows compassion for injured competitors
5. Never jeers, heckles, or attempts to distract competitors
6. Never uses profane or obnoxious language or behavior
7. Respects judgment and strategy of coaches, and never criticizes competitors or coaches
8. Respects authority of those who administer competition
9. Attempts to censure those whose behavior is unruly
10. Must not be under the influence of any substance

Uniform and Hygiene Requirements for Competitors

Uniform Requirements

When the competitor has any part of his uniform ripped during the competition, the referee will give him 5 minutes to change it. If the competitor does not change it in time, he will be disqualified.

The competitor must wear under garments under the shorts/pants, keeping in mind the risk that the suit might become torn or undone. In the case that pants are torn, athlete will be given 5 minutes to find another pair of pants to wear. If the athlete cannot change within 5 minutes, he will be immediately disqualified.

If an athlete does not meet any of the standards for equipment or uniform, he will be given 5 minutes to change. If he cannot meet the equipment and uniform standards within those 5 minutes then he will be disqualified.

Athletes must compete in the uniform they wore when they weighed in. Should the athlete weigh in with one uniform but then change into another before their first competition or between their competitions, he will be disqualified.

Wrestling shoes, or any shoes, socks, cups and head gear will not be permitted. Any brace or piece of protective equipment that may alter the outcome of the match may not be worn. This includes but is not limited to braces with metal parts and supports that provide extra grip against the mat. Competitor is recommended to wear shoes, sandals, or slippers when off the competition area to avoid injury on feet.

In order to standardize the effects of the uniform competition, all male competitors are not allowed to wear T-shirts, rash guards, etc. underneath the gi. All female competitors are not allowed to wear t-shirts and are required to wear rash guards, sports bras, or an equivalent garment underneath their gi.

Uniform Regulations for Gi Tournaments

Gis are to be constructed of cotton or similar material and in good condition. The material may not be excessively thick or stiff to the point where it will hinder the opponent from executing a submission. The gi top must be made of single weave, gold weave, double weave or a similar weight material.

Colors may be black, white or royal blue. No combined colors will be allowed (e.g. white gi with blue pants or a white gi with black lapels).

The jacket is to be of sufficient length, down to the pelvis. The sleeves must reach a point no more than 8cm back from the wrist when the arms are extended in front of the body. When the arms are held out to the sides, level to the shoulders, the material of the sleeves must have at least 7cm of slack along the length of the arm. The lapel of the jacket must be 4-5cm wide and less than 1.3cm thick.

A belt with width of 4-5cm and color corresponding to rank tied around the waist with a double knot, tight enough to secure the gi closed.

The pants are to be tied securely at the waist above the buttocks. If they are grabbed and pulled down, they should remain affixed where they are secured at the waist. They must be of appropriate length, reaching a point no more than 8cm up from the ankle. When the athlete is standing, the material of the pants must have at least 5cm of slack along the length of the leg.

Athletes are not permitted to compete with any part of the uniform torn.

Patches and embroidery may be securely affixed only in proscribed areas on the gi that does not impede regular gripping of the gi. Any patches with unfixed edges or tears must be removed.

Patch Regulations for the Gi

The SJJIF name, mark, seal, logo, and other insignia (all “SJJIF marks”) are protected and registered and are defined as the intellectual property of the SJJIF. A user of the SJJIF’s intellectual property must have prior and continued approval of the National SJJIF. Only those subordinates and affiliated organizations which are expressly authorized by the National SJJIF may use its marks, in its sole discretion. Members shall immediately comply with notice to cease and desist from use of the SJJIF’s intellectual property. The unauthorized use of any of the intellectual property of the SJJIF is a violation of policy and may subject the member/entity to penalties. Only chartered Districts, District Sport Committees, and National Sport Committees may use the SJJIF marks in their name.

See the image below for the permitted areas of the Gi for use of patches and sponsorship.



Athlete’s equipment and uniforms will be checked by an SJJIF official immediately before they step on the scales to weigh in.

There will be an official whose title is “Inspector” who will be stationed where athletes are weighed in. His duties will be to verify that the competitors’ nails are trimmed, the gi is correctly fitted using the official SJJIF measuring tool and that the color of the gi and the condition of the belt is appropriate for the competition.

The size of the tool

Total Height of Measuring Tool - 15 cm

Width of Measuring Tool - 3.5 cm

Depth to Mark - 5.0 cm

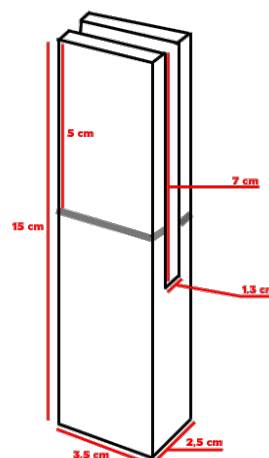
- Gi lapel width

Interior Width - 1.5 cm

- Gi lapel thickness

Depth to End of Measuring Gap – 7.0 cm

- Gi sleeve opening at full extension



Regulations for No Gi Tournaments

The shorts and rash guards can be of any color but they must be free of zippers and pockets. The rash guard (Lycra shirt) may not be sleeveless. It may have short sleeves or long sleeves but it cannot be without sleeves.

Shorts may be a loose board-like short or tight like vale-tudo shorts as long as they are at least mid thigh length. Lycra pants may pass THE KNEE.

The shorts are to be tied securely at the waist, above the buttocks. If they are grabbed and pulled down, they should remain affixed where they are secured at the waist.

Athletes are not permitted to compete with torn shorts or rash guards. Patches and embroidery may be securely affixed in any place on the shorts or rash guard. Any patches with unfixed edges or tears must be removed.



Hygiene Requirements

Competitors must meet the following regulations or they may be disqualified. Their uniform must be washed, dry, and free of unpleasant odor. Competitor's toenails and fingernails must be kept short, clean and free from sharp edges or jaggedness. Individuals with long hair must secure it so that it will not interfere with their performance or that of their opponent during a match.

Competitors may not use makeup, hair spray/dye, or any other substance that will come off onto their own gi, the mats or onto their opponent.

Any individual with a transmittable disease, viral, bacterial or fungal, will not be allowed to compete. An individual with an uncovered cut, sore, rash, wound or lesion will not be allowed to compete. Individuals with cuts, sores, rashes, wounds or lesions that are bandaged may be allowed to compete at the discretion of the medic and tournament officials.

Conclusion to Matches

No match may end in a draw. Bouts will be decided by:

- Points
- One Man Bracket Result
- Submission
- Unconsciousness
- Disqualification
- Inability to Continue
- “Sudden Death” Overtime
- Referee Decision (only in the advent of a double injury)

Scoring and Fouls

Competition makes athletes utilize their technical abilities as they attempt to finish or neutralize their opponents. Points are awarded to determine superior positions or techniques during the match. Superior technique is displayed by maneuvering to achieve superior position.

The athlete cannot score new points when he intentionally removes and returns himself to and from a position where he has very recently received points (changing position intentionally and then returning to the same position). Example: Going up and down into the knee on belly position unopposed will not result in multiple point awards.





No points will be awarded for the athlete who attains a position while in a submission. Points will only be awarded after the submission is completely defended. Example: When one athlete is mounted on his opponent but is stuck in a guillotine, the points of the mount will only be awarded after he has freed himself from the guillotine submission attempt and only if he is still in the mount position.

The SJIF does not use the “advantage” point system; we believe this method affects the overall turnout of the match not benefitting the competitors. An almost point is not the same as an attained point for completing a full maneuver on an opponent. No match will be decided by referee, it will be decided by submission or points, and in the case of a tie “sudden death”.

The Point System

Points may be awarded by the referee for the following actions:









- 4 points – mount; back control
- 3 points – passing the guard
- 2 points – takedowns, sweeps and knee on belly
- 1 points – penalties

Points	4	3	2	-1
Event	Mount ----- Back Control	Passing the Guard	Takedowns ----- Sweeps ----- Knee on Belly	Penalties
Hand Signal				

Takedowns – 2 Points

When an athlete completes an action that drops his opponent on his side, butt or back from a standing position or forces his opponent to his knees and acquires a position behind him.

Points for takedowns are awarded immediately. The instant an athlete drops his opponent he will receive the points for the takedown.

Sample of takedowns		
		
		
Take down allowed for brown and black belt only		
		

The take down which places an athlete outside the designated competition area and onto the security area will be considered a valid take down so long as the athlete that executed the move stood with both feet in the competition area while executing the move.

If one athlete grabs a leg or attempts for a takedown (i.e. a double leg) and opponent pulls guard, the athlete will be awarded 2 points for takedown.

If one of the athletes has one of his knees on the ground and is taken down, whoever applied the takedown will be awarded points as long as his opponent has both his feet on the ground.




When the athlete attempts a single leg or double leg takedown and his opponent pulls guard and simultaneously executes a successful sweep. When the athlete attempts any take down and the opponent simultaneously reverses the take down by getting on top, points will be determined by:

1. If neither opponent has fallen onto the mat yet the opponent that lands on top receives the 2 points.
2. If the opponent falls down in a guard position and immediately gets swept he will get awarded the 2 points to takedown and opponent will receive a 2 point sweep after remaining in position for 3 seconds.
3. If the opponent falls down in a side control or mount position and immediately gets flipped over he will get awarded the 2 points to takedown and opponent will not receive any points.

Knee on Belly – 2 Points












When the athlete on top is in side control and puts his knee on his opponent belly, holding his collar or sleeve and belt with his other leg up, foot posted on the mat for 3 seconds.

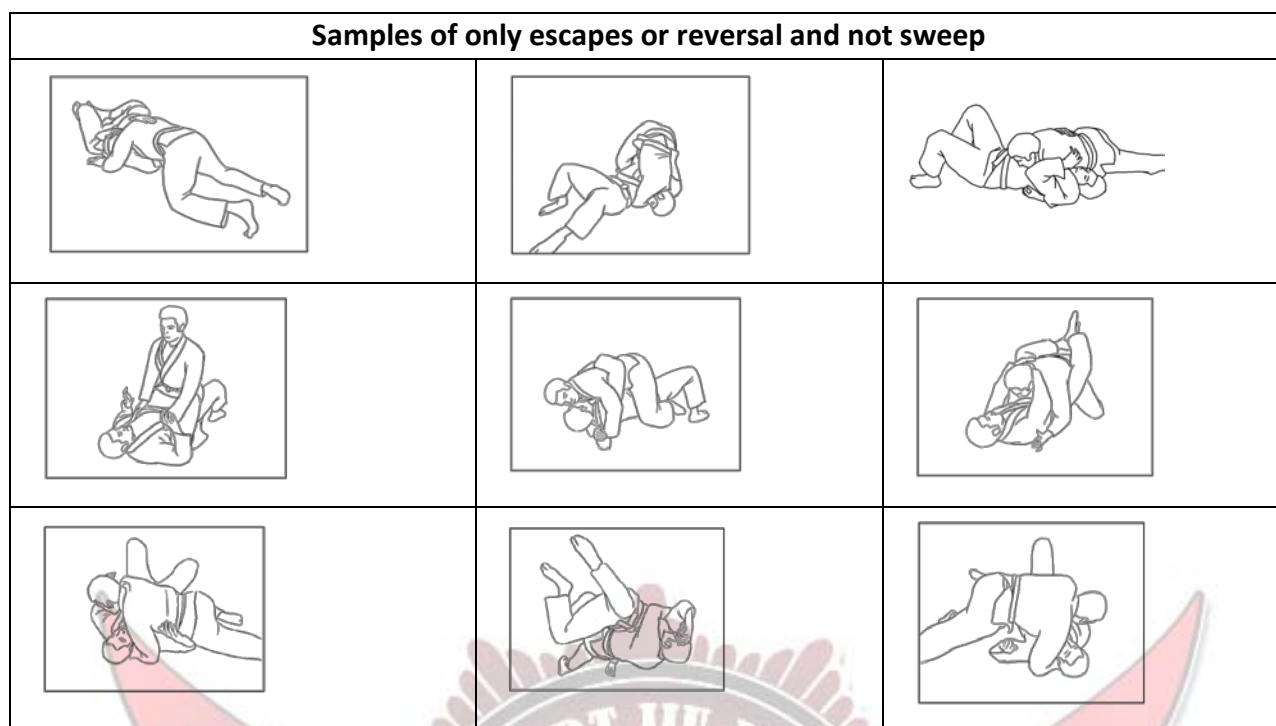
If the athlete that is underneath does not allow his adversary to put his knee down onto his belly and if the one on top does not establish the position completely for a count of 3 then the points will not be awarded.

Knee on the belly sample		
		

Sweep – 2 Points

When the athlete that is underneath has the opponent in his guard and is able to get on top of his adversary by inverting his position.

Sample of guard			
			
			
Sample of sweep			
			
			



In order for an athlete to be awarded points for a sweep his opponent must have a form of guard established. The guard is considered any position where an athlete is on his back, side or turtle position using one or both of his legs to keep distance or control over his opponent. If an athlete is using his legs to keep distance or control his opponent then his opponent is considered 'in his guard.'

A sweep can be done with the use of arms or legs.

Points for sweeps will only be awarded after an athlete goes from a guard position and establishes a position on top of his opponent for a count of 3 seconds.

When the athlete who is sweeping gains top position and advances his position to the back of his opponent during the attempted sweep he will be awarded 2 points for the sweep and 4 points for the back as long as the criteria for both actions are fulfilled.

If starting in a guard position while an athlete attempts a sweep both athletes return to their feet and the competitor attempting the sweep, executes a takedown while remaining on top, he will be awarded points.

If at any point during the match, both competitors pull guard from standing at the same time, the first competitor to come to a top position shall be awarded points for a sweep if he maintains a controlling position on top of his opponent for a count of 3 seconds.

If competitor on top tries to go for a submission while inside of a guard and ends up under his opponent, his opponent will be awarded 2 points for a sweep after stabilized 3 seconds.

If competitor on the bottom attempts a submission from the guard and lands on top of opponent and stabilizes position for 3 seconds he will be awarded the sweep and 2 points.

If competitor is passing the guard and falls prior to referees open count for guard passing or mount, and the opponent on bottom ends up on top, the opponent will be awarded 2 points for a sweep after stabilized 3 seconds.

If competitor from the guard arm drags his opponent going to the top onto a turtle position he will receive 2 points for sweep after having controlled the 3 seconds.

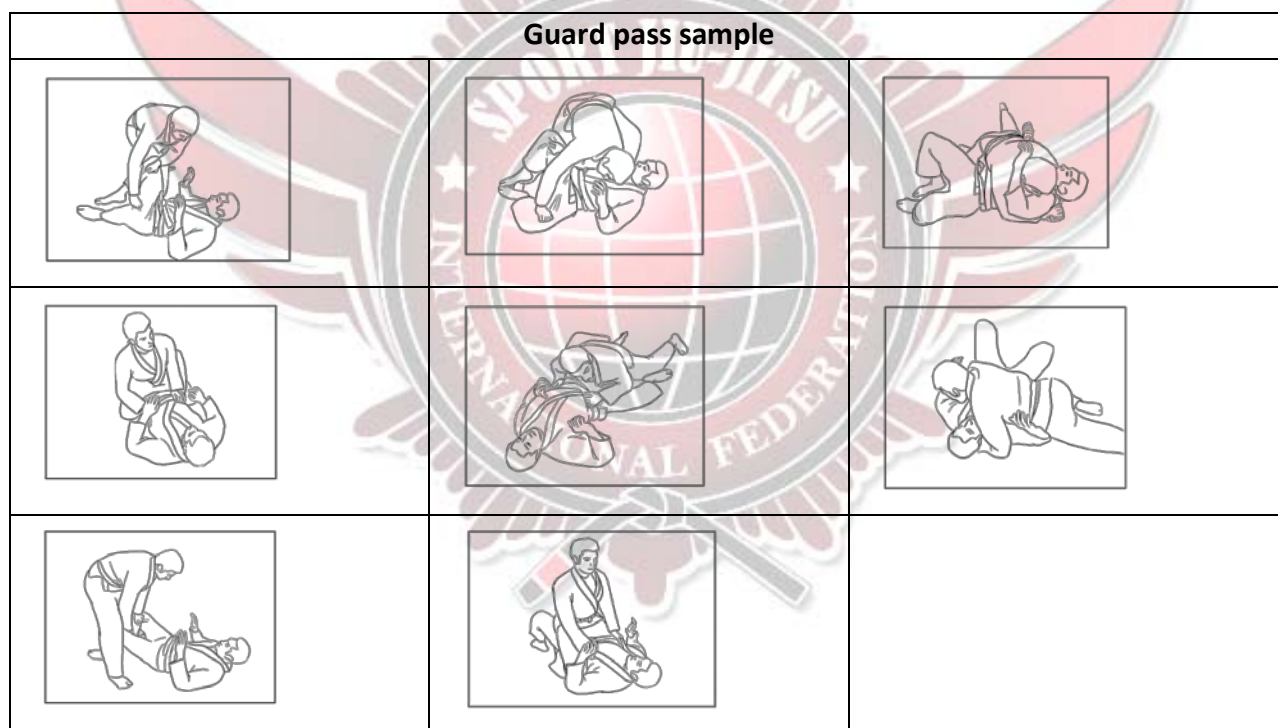
Unintentional Out-of-Bounds during Submission – 2 Points

If an athlete unintentionally goes out of bounds while trying to escape from a submission, the referee will stop the competition, bring the athletes back to the center of the mat and start the athletes from the standing position. The athlete who had been applying the submission when the unintentional out of bounds occurred will be awarded 2 points.

Passing the Guard – 3 Points

When an athlete maneuvers from a position where he is in his opponent's guard to a perpendicular or longitudinal position where he is no longer controlled by his opponent's legs and is using his weight to pin his opponent, leaving his opponent no space to move or escape the position.

In order for an athlete to be awarded points for passing the guard his opponent must have had a form of guard established. It is considered guard any time where an athlete is on his back or side and is using one or both of his legs to keep distance or control his opponent. If an athlete is using his legs to keep distance or control his opponent then his opponent is considered 'in his guard.'










Points for passing the guard will only be awarded after an athlete has established a controlling position past his opponent's guard for a count of 3.

If the athlete that is underneath avoids the move by putting his opponent back in the guard or by getting to his knees or standing up, no points will be awarded.

If an athlete who was in his opponent's guard acquires and establishes the mount position then he will be awarded points for passing the guard and points for mount.

Mount – 4 Points








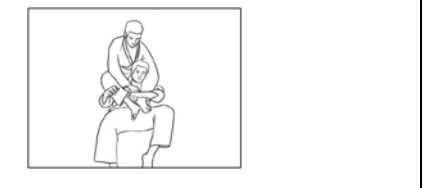

When the athlete is facing his opponent's head while he sits on his opponent's torso. The opponent can be lying on his back, side or stomach. The one mounting cannot be on top of one or both of his opponent's arms. It will also be considered a mount if he has one knee and one foot on the ground.

Mount position Sample			
			
Not mount position sample			
			

Points for mount will only be awarded after an athlete has established a mount position for a count of 3 seconds. No points will be awarded if an athlete's 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 and not a mount until he puts himself in the mounted position.

Taking the Back – 4 Points

When an athlete puts himself in a position where his chest is against his opponents back, his arms around his neck/shoulders/torso and his legs around his opponent's waist or torso.

Back Position Sample		
		
		
Not Back Position Sample		
		

Points for taking the back will only be awarded after an athlete has established a controlling position on his opponent's back for a count of 3 seconds. The points will not be awarded if the athlete does not have control of his opponent's body both with his arms and with his legs. He must position his knees around his opponent's waist and his ankles against his opponent's inner thighs. Points for the back may also be awarded if an athlete has chest-to-back control, arms around the neck/shoulders/torso and uses his legs to hook one of his opponent's thighs and one of his arms.

Serious Fouls

Serious fouls will lead to immediate disqualification by a referee. The things which are considered serious fouls are as follows:

- The use of foul language, cursing, or other acts of disrespect
- Biting
- Vomiting
- Passing Excrement
- Hair pulling
- Putting fingers into the eyes or nose of one's opponent
- Intentionally seeking to injure genitalia
- The use of fists, feet, knees, elbows, or head butting with the intention to hurt or gain unfair advantage (e.g. punching, kicking)
- When an athlete is threatened by a properly applied submission but exits the mat or ring area in order to avoid tapping out

Illegal Techniques

The use of an illegal technique for a given age/skill division will result in immediate disqualification of the competitor by the referee.

Children up to the Teen division are not allowed to apply any form of submissions, locks, or stretches from the waist down.

(Techniques marked X are illegal)	Toddler through Pre Teen	Junior Teen through Teen	Juvenile and Adult White Belts and Beginners	Blue, Purple Belts and Intermediate	Brown, Black Belts and Advanced
Bent Knee Lock	X	X	X	X	X
Reaping the Knee	X	X	X	X	X
Heel Hook	X	X	X	X	X
Cervical Lock or Neck Crank	X	X	X	X	X
Slamming from the Guard	X	X	X	X	X
Slamming to Escape a Submission	X	X	X	X	X
Bicep Lock	X	X	X	X	
Calf Lock	X	X	X	X	
Knee bar	X	X	X	X	
Toehold	X	X	X	X	
Scissor Takedown	X	X	X	X	
Straight Ankle Lock	X	X			
Front Guillotine	X	X			
Ezekiel Choke	X	X			
Wrist Lock	X	X			
Pulling on the Head in the Triangle	X				
Do-Jime (squeezing the body or head with the legs)	X				
Omplata	X				

Minor Fouls, Stalling and Penalty Points

Minor Fouls

Any of the following actions will be considered minor fouls:

When the athlete kneels, sits or lies down before making contact with his opponent.

When either athlete runs towards any of the outer boundaries of the ring or mat, flees while ground competition by crawling or rolling out of the designated competition area, or stands up to avoid engaging an opponent purposely by stepping out of said area to gain time.

When the athlete avoids engaging an opponent by taking off his gi or by allowing it to be taken off with the intention of stopping the competition to allow himself rest or to avoid the attacks of his opponent.

When the athlete inserts his fingers inside the cuffs of the sleeves or pants.

The consequences for minor fouls will be as follows:

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

On the second offense the offender will be given a penalty point.

On the third offense the offender will be given a second penalty point, and the referee will restart the fight with both athletes standing

After the third offense the referee will disqualify the athlete.

Stalling

Stalling is considered as holding the opponent in a position without trying to improve or submit for more than 15 seconds, standing up to disengage the opponent, or any position designed to stall.

If an athlete is stalling, the referee will make the gesture to indicate this and verbally warn the stalling athlete. He may verbally warn the athlete with phrases like: "keep working to improve" or "you have to move" or "you have to work."

The consequences for stalling will be as follows:

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

On the second offense the offender will be given a penalty point.

On the third offense the offender will be given a second penalty point, and the referee will restart the fight with both athletes standing

After the third offense the referee will disqualify the athlete

Penalty Point = Negative Point

Each penalty point awarded to an athlete will count as single points subtracted from his final score. With a limit of 3 penalty points.

After the third offense the referee will disqualify the athlete

Out of Bounds

During the match it is the referee's responsibly to direct the competitors towards the center of the ring. In the event that the competitors move out of bounds during the match, the referee will call "stop" or "parou" at the same time the referee will physically gesture, and competitors will hold their position without movement. Both competitors will be considered out of bounds if 2/3 of either competitor's body is outside the boundary. The referee may be assisted by the timekeeper in moving the athletes back to the center of the ring or the athletes may be asked to walk back to the center. The referee will restart athletes in the center of the ring in the same position or in the standing position. The event time is placed on hold from the moment the referee declares "stop" or "parou" until the match resumes.

No points will be awarded for movements or positions after a referee has called "stop" or "parou". After a referee calls "stop" or "parou", points may only be awarded after he signals to resume the match.

Medical Timeouts and Injury Procedure

If a competitor begins bleeding during a match the referee will immediately stop the time, separate the competitors, placing the non-injured competitor on his knees to wait, and signal to a medic present at the tournament to assist the bleeding competitor. Once the bleeding is under control, the match may continue. However, at the discretion of the referee and the medic, the match may be stopped if the cut or bleeding is too severe and cannot be contained with the appropriate dressing or tape.

If a competitor complains of an injury during a match, the referee will stop the match and call the medic to attend to the injured competitor. This could be considered the same as verbally tapping out to a submission.

Declare the injured competitor the loser if the injury was not the result of an attack and of a pre-existing condition (i.e. asthma, physical ailment).

Declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor (must be able to continue within 1 minute).

Declare the injured competitor the winner if they cannot continue and if the injury was of a prohibited act outlined in this rule book.

If both competitors are injured and cannot continue the match, the contestant leading on scorecard shall be declared the winner. If score is tied and both cannot continue, then Referee must render a decision based on fighting spirit, superiority of tactics, and superiority of techniques.

Blood must be cleaned immediately from uniforms and mat surfaces. The medical personnel must then clean surface with chloride type germicidal.

These rules shall apply to all SJJIF Sanctioned events unless modified.

Victory by Points

The referee will stop the match at the end of regulation time. If there is no submission or other match conclusion by the time limit of a match, the athlete with the greater number of points will be declared the winner.

Victory by One Man Bracket Result

In this case the person in that bracket will receive the gold medal, however no points will be awarded to individual or Team.

Victory by Submission

If the referee observes an athlete submitting with physical or verbal signals, he will end the competition and award the victory to the other athlete regardless of the point tally.

The referee may also choose to stop the competition and declare a submission if he notices an athlete in immediate physical danger from a properly applied technique. For the children's divisions, referees will always step in when an athlete is in immediate physical danger. For adult's divisions, referees will be significantly more prudent when exercising this right to stop a competition. In the vast majority of cases in adult's matches, the referee will allow submissions to continue until one competitor signals submission.

An athlete may signal submission by:

Tapping with the palm against any surface in a visible manner.

















Tapping with the feet against any surface if the athlete is unable to use the hands to tap.

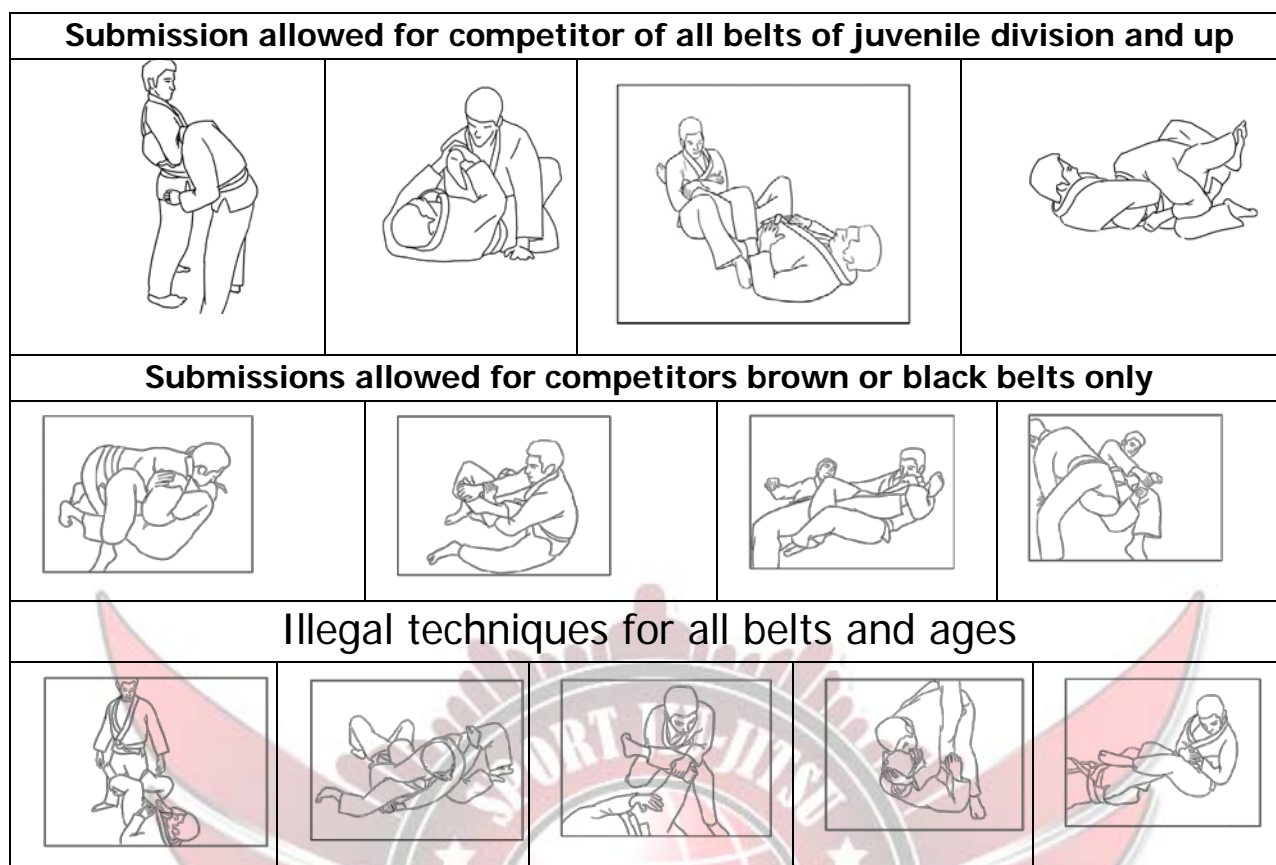
Requesting verbally to the referee that the competition be stopped (if he can neither tap with his hands or his feet)

Requesting that the competition be stopped if the athlete gets injured or feels physically incapable or unprepared

A coach of one of the athletes may request that the competition be terminated either by directing himself to the referee or by throwing the towel into the ring for any reason.

When an athlete is under a submission position and he screams or verbalizes the interjection "Aa!" it will be considered the equivalent of the athlete having tapped.

Allowed submissions in all belts or ages				
				
				
				
Submission allowed for competitor of all belts junior teen division and up				
				



Victory by Opponent Injury

The referee may end the competition when one of the athletes is injured or if the medical attendant examines the competitor and declares him unable to continue. If this occurs, the victory will be given to the opponent as long as the injury was not caused intentionally by conduct worthy of disqualification.

When the athlete verbalizes that he is experiencing muscle cramps or spasms, it could be considered the equivalent of the athlete submitting.

“Sudden Death” Overtime

When there is a tie situation on the scoreboard at the end of the match-time, the referee will call for a sudden death match. The referee will place both opponents in a starting position and will restart the competition. There will not be a regulated time period during the sudden death overtime. If one or both competitors are stalling, referee may give negative point. If there is not enough action from both competitors the referee may restart the competitors in the center of the mat in a standing position. If there is insufficient action from a standing position, the referee may option to start the competitors in the center of the mat area on their knees.

When a competitor scores points or forces his opponent to submit during sudden death overtime, the referee will end the match immediately. The first competitor to have scored points or forced his opponent to submit will be declared the victor after the “Sudden Death” overtime. If a competitor receives a negative point during “Sudden Death” overtime, the referee will end the match immediately and declare his opponent the victor.

Double Injury Decision

In case the two athletes are accidentally injured and unable to continue during a final or third place match the result will be decided by current point score. If the score is a tie, the result will be decided by referee decision.

In all other situations, both competitors will be disqualified from continuing since they cannot continue to compete.

Disqualification

An athlete may be disqualified at any time for committing a serious foul or utilizing an illegal technique as determined by their age and skill division.

An athlete will be disqualified on the third time he commits a minor foul.

If one of the competitors does not show up for a given match, the athlete present will be awarded the win. The competitor who is not present will not receive a medal or classification.

Competitors who are not waiting for a match and other unauthorized spectators who are inside the specified competition area will warrant disqualification of the corresponding competitor at the discretion of the referee.

Athletes who are disqualified by a serious foul in the Semi-Finals will not be allowed to compete for third place. Athletes who are disqualified by a serious foul in the Finals will not receive a medal and will not be awarded team points.

Competitors that do not show to the warm-up/bull pen area and has been summoned to the match area will be called up to 3 times to the designated area; they will have 5 minutes to arrive at designated area after the third and final call. If person does not show they will be subject to disqualification.

Disqualification in semifinals and final matches

Once a Competitor is disqualified they will not be awarded any medals nor will Team be allotted points for their performance.

Sandbagging

Sandbagging is a term used when competitors are not promoted to the next rank or when an athlete that competes at a skill-bracket deemed less rigorous than their actual level of competitive ability. The SJJIF will have no tolerance for sandbagging at any sanctioned event. Every competitor is subject to the SJJIF investigating their belt with academies and coaches or past tournament results.

The SJJIF will not allow a Judo Black Belt to compete as a Brazilian Jiu-Jitsu White Belt.

To avoid sandbagging a competitor cannot compete in an SJJIF event for a 3rd time once he or she has placed in 1st place twice for the same event, in same belt rank, except black belt.

Physically Impaired Competitors

A visually challenged competitor will have the right to choose to start the match with a grip, a touch, or at a distance. All other physically impaired competitors will begin a match traditionally.

Event Operating Rules

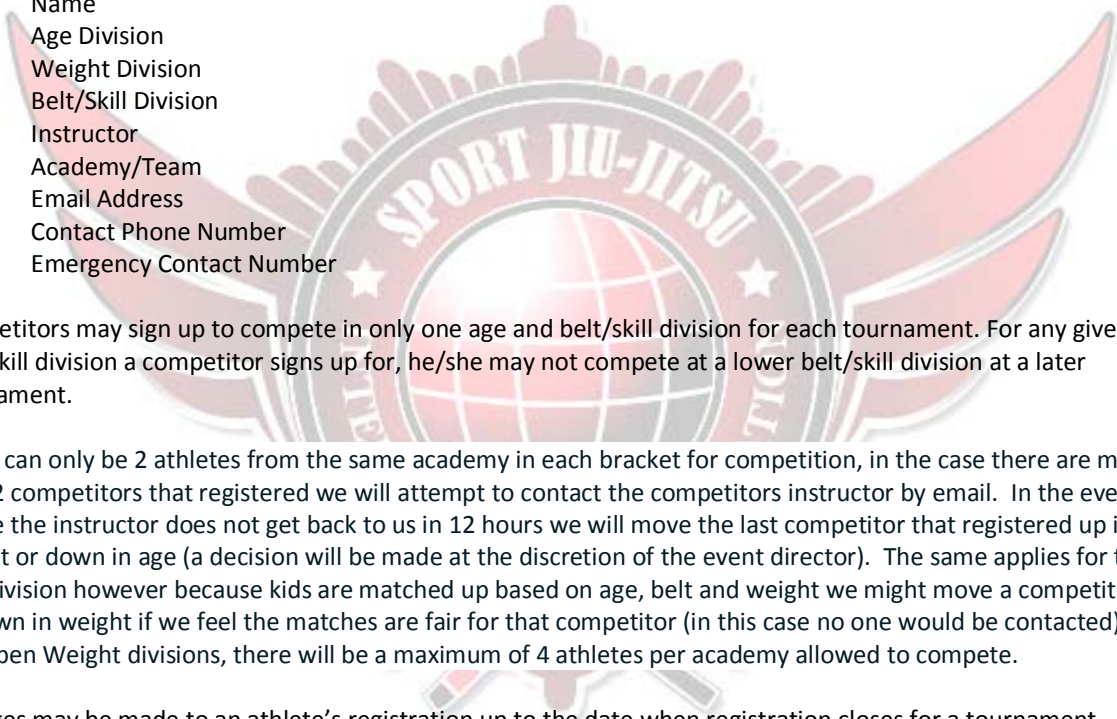
The SJJIF reserves the right to refuse registration or admission to anyone. Any persons who exhibit unsportsmanlike conduct, are disrespectful, engage in unlawful practices, or do not abide by requests from SJJIF staff will be ejected from the event and are not entitled to a refund.

Solicitation, sale of products or promotion of any events are prohibited unless authorized in writing by the SJJIF.

Broadcasts, recordings, or commercial photography are expressly prohibited without written permission from the SJJIF. Personal photography is permitted but the SJJIF retains the copyright of all photographs taken during an event.

Registration

When an athlete registers for a tournament they are affirming that they meet the requirements put forth in tournament guidelines or those in this General Competition Rule and Regulation book. The following minimum information is required from each competitor to register:



Name
Age Division
Weight Division
Belt/Skill Division
Instructor
Academy/Team
Email Address
Contact Phone Number
Emergency Contact Number

Competitors may sign up to compete in only one age and belt/skill division for each tournament. For any given belt/skill division a competitor signs up for, he/she may not compete at a lower belt/skill division at a later tournament.

There can only be 2 athletes from the same academy in each bracket for competition, in the case there are more than 2 competitors that registered we will attempt to contact the competitors instructor by email. In the event where the instructor does not get back to us in 12 hours we will move the last competitor that registered up in weight or down in age (a decision will be made at the discretion of the event director). The same applies for the kids division however because kids are matched up based on age, belt and weight we might move a competitor up or down in weight if we feel the matches are fair for that competitor (in this case no one would be contacted). For the Open Weight divisions, there will be a maximum of 4 athletes per academy allowed to compete.

Changes may be made to an athlete's registration up to the date when registration closes for a tournament.

Qualifications

An athlete's Professor or Coach is responsible for indicating if the athlete is qualified and prepared to compete both physically and mentally.

Transfers

If an athlete has recently transferred academies or team, they will be required wait a 60-day probation period before competing and should not be promoted in rank for a minimum of six (6) months. This will avoid "ship jumpers" and situations that may arise in doing so.

Reporting for Competition

Competitors that do not show to the warm-up/bull pen area and has been summoned to the match area will be called up to 3 times to the designated area; they will have 5 minutes to arrive at designated area after the third and final call. If person does not show they will be subject to disqualification.

Brackets

All SJJIF tournaments will be run on a single-elimination tournament bracket system.

Divisions are separated and classified by age, rank and weight. For each division there will be a separate bracket. For each tournament, brackets will be composed prior to the beginning of the tournament.

Competitors will be divided by age, belt, rank, and gender. Those divisions will then be further divided into divisions based on weight relative to the others competing in that age, gender, and belt divisions for that day's competition. The weight divisions listed earlier on page 8 of this rule book will serve as a guide for dividing divisions. The Event Director and the Matchmaker will have the option to combine weight divisions in order to insure competition

For every competition round prior to the semi-finals, defeated competitors are eliminated from competition. Competitors defeated in the semi-finals of a bracket will be advanced into a match for Third Place.

In the case of a bracket with three competitors, the loser of the first match will compete with the third opponent. The winner of that match will compete with the winner of the initial match.

Athletes will be given rest periods between their matches equal to no less than the designated duration of their division's matches. Except for final match which is double of match time for respective divisions.

This section we will explain and assist in understanding the bracket system and how it works.

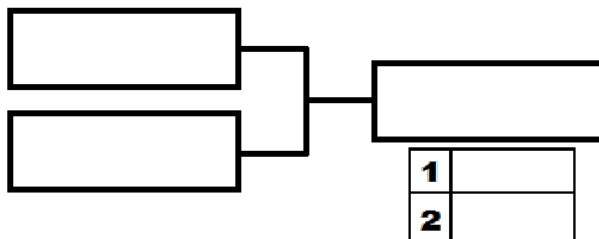
Open bracket, is when a bracket consists of 5, 6, 7 competitors and they are given a bye. The reason for the bye on the first match is to avoid a bye to the semifinals or finals.

Closed bracket consists of 2, 4, 8, 16 competitors, in these brackets there are no byes.

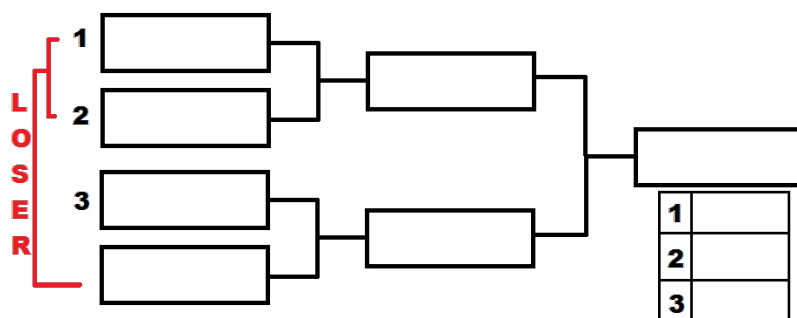
A bye is the practice of allowing a player or a team to advance to the next round of a tournament without competing. In cases where the number of competitive entities at the start of the tournament is not a power of two, some competitors may receive a bye in the first round/match, which entitles these competitors to advance in their bracket to the second round automatically without playing. A buy is an advance in a bracket due to amount of competitors in that specific bracket. The buy will be given in the first match so that there are not any buys into the semifinals or finals.

Competitors of the same academy will be placed on opposite ends of the bracket so that if they meet, it will only be at the finals. In the case that the only competitors in the bracket are from the same academy, they must compete in order to determine a winner and be awarded points.

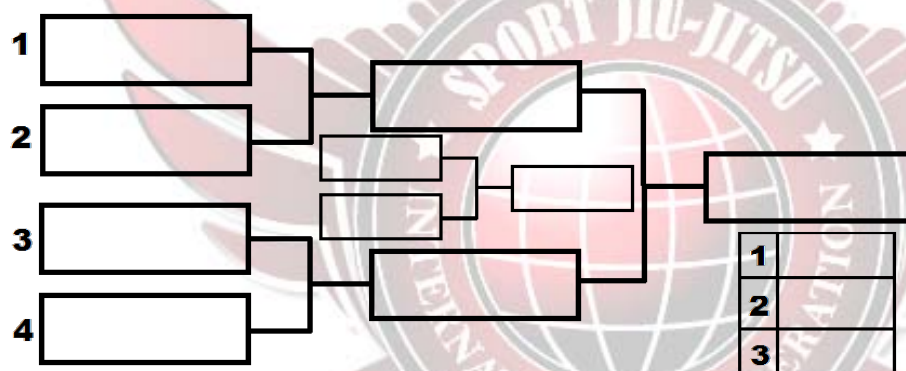
2 Man Bracket-winner of match is awarded gold



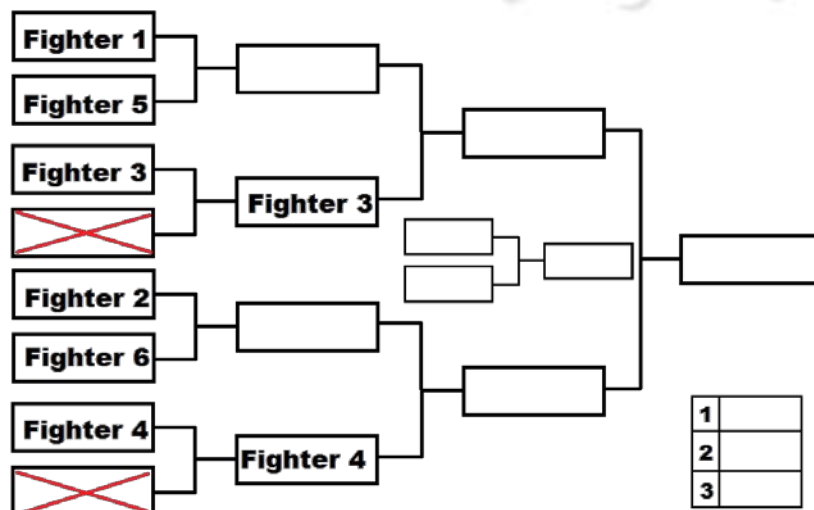
3 Man Bracket—winner of the first match goes through to the final and the losing competitor faces the third competitor in the bracket. The competitor that wins the second match—regardless of whether it is the same athlete to lose the first match—goes through to the final to face the winner of the first match.



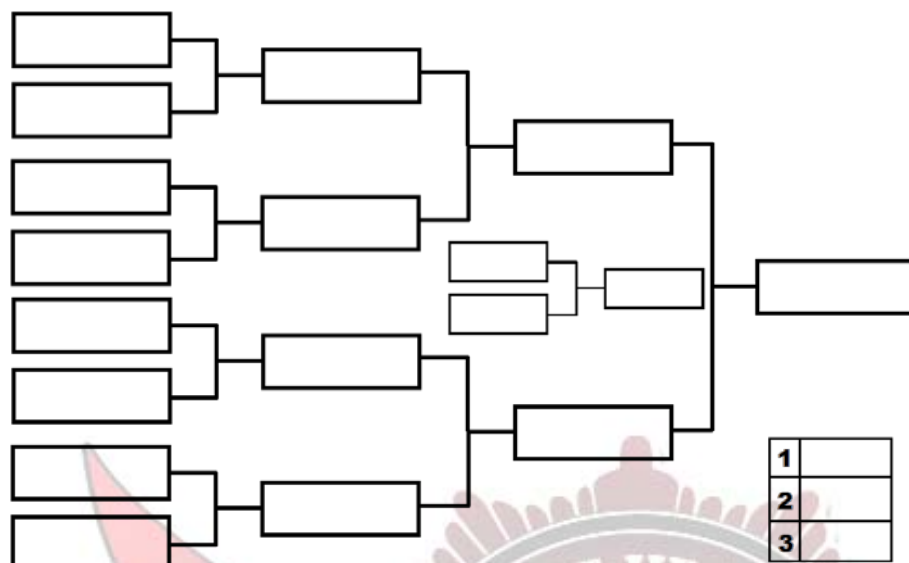
4 Man Bracket—winners of the first match will move on to the finals, the losing competitors will then compete for third place.



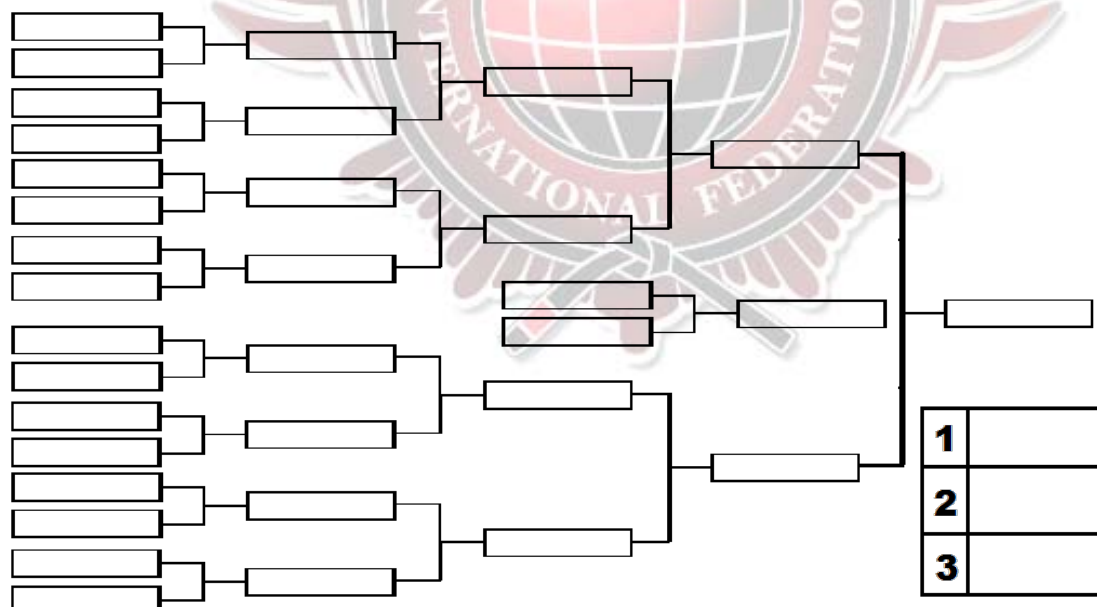
6 Man Bracket—2 people will be given byes to the next round, winners of matches move on to next round, as losers of first round are eliminated. Once in semifinals, winners move forward to finals, as the losers of that match compete for third place.



8 Man Bracket—winners of initial fights will continue to the semifinals, losing competitors will then be eliminated, winners of semifinals move to finals to be placed in first or second place, as the losing competitors compete for third place.



16 Man Bracket—winners of the each round move forward only, the losing opponent is automatically eliminated until reach the semifinals when winners move on to finals and the losing opponents compete for third place.



Weighing In

For every SJJIF Tournament, athletes must report to the weigh-in area in a timely fashion where they are expected to be dressed in their competition uniform and ready to step on to a calibrated scale, and weighed in at the time their division is scheduled to begin. Tournament schedules will be available to all registrants at least 1 day before the tournament begins.

For each division, all athletes must be weighed in before that division begins. Athletes will be taken to their weight division's designated mat area immediately after they weigh in and will be expected to be ready to compete immediately after weighing in. Divisions will begin as soon as the final athlete has been weighed in and moved to the mat area.

All athletes must weigh in with their uniform on. At the time of weigh in, all athletes must weigh less than the weight specified for their division or they will be disqualified.

The SJJIF suggests that athletes do not attempt to "cut weight" by dehydrating themselves before weighing in. Athletes will not be given time to recover or rehydrate after weigh-ins. Athletes should be ready to compete at the time they weigh in. Those who dehydrate themselves are in a state of heightened risk of fatigue and injury.

Gi's will be inspected as well as hygiene upon reporting to the weigh-in area.

Team Points

Competitors are required to identify their team at registration so that tournament organizers can keep track of team points. Teams will be recognized by the names athletes list as their recognized Academy/Team. All Athletes who register giving the same name for their Academy/Team will be recognized as a member of that team for that competition and will contribute to their team's points. Points accumulated for medals earned will be based on the point structure in this section. For each team, separate scores will be kept track of:

- Children Team Points – for all divisions from Kindergarten to Teen
- Adult Team Points – for all divisions from Juvenile and Adult to Senior VI

No athletes or coaches may change the team they are registered for after the Check date has passed.

Athletes who place in a division in a tournament will accumulate points for their academy or team based off of the following the point structure:

- Tournaments under one thousand competitors - Teams will accumulate 5 points for Gold, 3 points for Silver, & 1 point for Bronze for each placed competitor.
- Tournaments with over one thousand competitors - Teams will accumulate 10 points for Gold, 6 points for Silver, & 2 for Bronze for each placed competitor.
- The SJJIF Worlds Tournament will triple the awarded points per medal to 15 for Gold, 9 for Silver, & 3 for Bronze for each placed competitor.

Points from divisions where only one athlete is signed up will not count toward team points.

When there is a draw in team scores, the team winner will be decided by the largest number of gold medals.

Prizes and Recognitions

The SJJIF awards medals to the Top 3 adult competitors of each belt and division. For children, they all receive medals after placement.

The Top 3 Adults Team will receive a trophy and the top 3 kid's teams receive trophies.

The SJJIF will present an award to the Top 3 academies/teams for each Kids and Adults in Gi and NoGi at the yearly SJJIF Worlds Tournament hosted at the end of the year, these academies/teams will be decided off of the accumulated points from all SJJIF sanctioned events from the point structure explained in the section above. The SJJIF does not pay competitors in cash or prizes used for monetary gain or compensation.

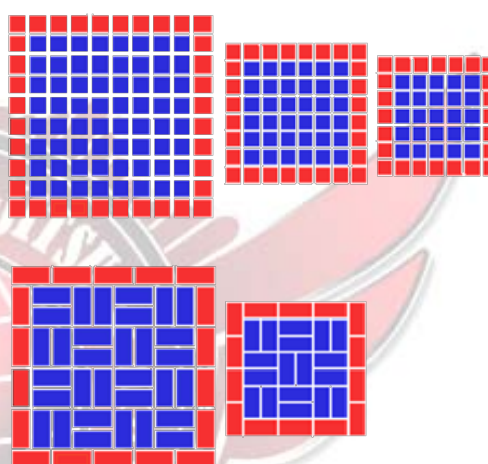
Competition Area

Mat Area

The floor on which the competition takes place will be composed of 2 or more mat areas, surrounded by all the supporting assistants, referees, time keepers, inspectors, security personnel and a disciplinary department appointed by the coordinators who have the power to discipline any unethical conduct of: coaches, teachers, referees, or other assistants that might interfere in the progress of the event.

Each mat area must be composed of a minimum of 64 square meters and maximum 100 square meters. This area will be divided into two areas: the inner area must be composed of at least 18 competition mats blue in color and the outer area (the security area), composed of 14 red (mats) or any other color besides blue.

Mat areas will be numbered so that athletes can be directed to them by their respective numbers.



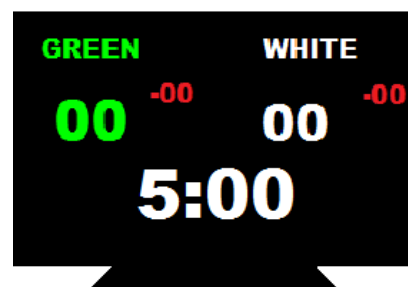
Main Table

To be placed at a central location to all match areas. From this area the brackets will be distributed to Ring Coordinators (if not on network brackets) and results diagrams will be updated and drawn up to award athletes their medals. If doing electronic brackets this is where all updates are made to progress the brackets, competitors that have won their match must take their match card to the main table to be verified and advanced on the bracket.

Score Tables

Each ring or designated competition mat area will have an assigned scoring table that will coordinate and direct assigned tasks during the competition. Parallel to the scoring table, chairs will be positioned for the referees (only they may occupy these chairs). It is the referee's responsibility to inspect the credentials of the competing athletes. There will also be an announcer who directs the event and who must also be a competent & recognized authority.

Chairs and tables are to be placed strategically to the side of the competition area for the best assessment of each match.



For each area of competition there will either be two scoreboards, indicating the score horizontally, or a single monitor which will have colored scores to differentiate the two athletes. The scoreboards or monitor will be situated on the outside of the table, easily viewed by the referee, commission and spectators.

Stopwatches or a similar digital system will be used for keeping track of the duration of the matches and the reserve time.

SJJIF Head Committee, Members of Staff, Volunteers, and Responsibilities

All of which must be certified and/or licensed by the SJJIF as well as follow the code of conduct stated in this book since every entity assisting with the tournament and/or event is a direct reflection of the SJJIF. Follow respectful conduct, excellent behavior, and take pride in partaking in a successful and efficient event. Any person that fails to follow or maintain the image of the SJJIF is subject to have membership, certificate, and/or license suspended or revoked. All Head Event Committee, Members of Staff, and Volunteers are expected to report to the event at least one half hour (30 minutes) prior to event, dressed in provided uniform and ready to get the day started.

It is strongly discouraged for anyone from the organizing committee, performing any official function at a tournament, to issue instructions to an athlete in the competition area. Support can be shown for athletes by stepping outside the competition area and standing behind the spectator barricade.

The SJJIF appreciates the efforts and hard work of everyone that makes the events possible.

Tournament Host: oversees the overall planning of competition from beginning to end. Individual makes final decisions regarding any issues pertaining to event organization and progress. This person has supervisory authority over all phases of the local tournament operation, attends necessary meetings, advise, direct, and make assignments where deems necessary. Ensures tournament is in a good venue, has all necessary equipment and technology needed, and that insurance is current. Works adamantly for tournament to stay on-schedule and is being efficiently executed. A major responsibility of this individual is to contact SJJIF for all (no matter how small or insignificant) details necessary to make this tournament as successful as those of the past.

Director of Promotion: responsible for promoting event to local gyms, academies, organizations. Promotion of event will encompass the use of social media, local media (newspapers, magazines, and radio stations), mailers, posters, flyers, newsletters, and invitations. Information on dates, cost, and registration should be visible or accessible. Obtain publicity coverage of the event. Responsible for having a SJJIF licensed Photographer present on day of the tournament.

Weigh-in Officials: responsible for competitor weigh-in, ensure each competitor is the proper weight for division, whether it is a Gi or No Gi event. Competitor is responsible to fall within the weight limit and know their weight with Gi or No Gi uniform. If competitor does not meet weight they are automatically disqualified. Weigh-In official have the autonomy to determine disqualification.

Main Table Coordinator: oversees all the work performed by the main table assistants and ring coordinators, runners, ensure they are properly and accurately keeping up with bracket progression. If tournament is not using electronic bracket system, this individual is responsible for holding on to and distributing paper brackets to the ring coordinator.

Main Table Assistants: each responsible for updating the proper bracket by the collected match card information handed to them by the runner/ring coordinator. Must have all systems operating properly computer and printer, keep match cards that have been turned in order in case of a discrepancy they are accessible for changes or corrections. Must be focused and engaged in handling their duties efficiently and accurately.

Bracket Coordinator/Matchmaker: works the brackets prior to event to create un-biased and fair matches. Adheres to bracket procedures highlighted in this book and ensures they are accurately followed. If there are any changes individual must contact competitor and professors, if competitor is a child contact parents and professors regarding any changes or updates. Unethical practices will not be tolerated by the SJJIF and individuals certificate/license could be revoked.

Score Keeper/Table Official: must be completely focused during each match to accurately record points and penalties (negative points) signaled by the referee, make sure that points are being displayed on scoreboard, keeps match time, and announces the end of the match using a whistle. The SJJIF expects the individual(s) in this position to maintain a professional demeanor and partake in ethical score keeping or certification/license could be revoked.

Uniform Inspectors: Competitor must have proper uniform on, the inspector will then with inspect the uniform, whether it is Gi or No Gi, with measuring tool to confirm that uniform is within regulation. For details on the specifics of the uniform refer to the earlier section under uniforms.

Tournament Security: guard and provide constant walk through of facility to ensure that doors that are not main entrance or exit points are kept closed to avoid people coming in without paying. Assist in keeping order of event and ensure spectator and competitor safety.

Front Table/Check-in: There should be a minimum of three (3) people working the table. Each of these individuals are responsible to greet public, communicate the spectator fees, collect fees, stamp hand of each person that has paid for entrance to tournament as a spectator. Check-in competitors, check ID, and instruct them to bull-pen/warm-up areas are, and address any questions that could be handled by front end personnel. These individuals are to make sure the cash box is locked and money accounted for at the end of each tournament day.

Ring Coordinator*: (if not using electronic system) receives brackets from the Main Table, summons the athletes to the warm-up area, checks their ID's, ushers them to the Gi Inspector, ensures weigh-in before first match, directs them to the match area, and following the match accurately records the result in the bracket. After a bracket has come to a close, Ring Coordinator returns bracket to the Main Table.

Runner*: (using electronic system) Responsible for gathering match cards from Main Table, gathers competitors from bull pen, walks competitor to designated mat area.

**Ring Coordinator or Runner will call for competitors previous to their matches up to three times at warm up area/bull pen, if competitor is non-responsive at that point, they will be called out via PA system and will then have 5 minutes to report to Ring Coordinator or Runner, if does not report within the 5 minute mark they will be subject to disqualification.*

Awards Team: Have medals and trophies displayed, keep the process going in awarding medals efficient, announce and call winners to podium, place medals according to what each competitor placed, and set them in place on podium that is composed of three levels each labeled under 1st, 2nd, or 3rd.

M.C./Announcer: responsible to make the Welcome/Introduction speech, assist in calling out divisions for weigh-in or check-in, make announcements throughout the day regarding future events, promote Facebook or twitter page, and SJJIF.

Media/Photographer: will be someone that works for a social media company, magazine, or local newspaper. This person must gain approval by the SJJIF within at least three (3) weeks prior to event to be allowed inside the competition area for best coverage.

Medical Representatives: must be certified in that field to handle injuries that may occur to athletes during competition. Individual must follow proper protocol in cleaning up and properly disposing of bodily fluids.

Referee Director: this individual has supervisory authority over referees. Ensures proper training of SJJIF rules and policies are understood by all referees participating. Selects SJJIF licensed referees for each event and during event is responsible to overlook their work to ensure quality. Referee Director guides and issues a technical evaluation of the referees at the end of each competition. Referee director in some cases will review details or footage of a specific match and can overturn central referee's decision (refer to p.43). Responsible for meeting with referees prior to event to gage understanding of role in competition and concluding the event to discuss any concerns that occurred during competition. Responsible to enforce policies and procedures.

Referee: this individual has one of the most important roles in the tournament. Referee judges each match fairly based on SJJIF rules of competition, declares appropriate winner, and further details on referee principles and procedures see the following section. A referee decision can be overturned only by Referee Director.

Referees

Basic Principles for Referees

Trained and consistent referees are critical to a fair competition. They make decisions that affect the outcome of individual athletes. They are expected to enforce the rules and judge matches in an accurate and unbiased manner. Referees will be held to the same hygiene standards as competitors with a few additional requirements. They should be clean and without odor with well kept hair.

Referees should demonstrate an assuredness in judgments, a characteristic that will come from comprehension of the rules as well as experience. Referees are expected to maintain a calm demeanor regardless of the situation on the mat. This demeanor is not easy and will develop with experience. They are expected to execute judgments without wavering and confusion and they are expected to execute judgments independently from audience influence. Referees and staff are not permitted to encourage, show favoritism or cheer for any competitor while in the area of competition. Referees who wish to root for a particular competitor must leave the controlled competition area to the spectator area.

Matches will be judged by a single, central referee. The central referee is to remain in the area of combat, close to the competitors so he may direct the match. Directing the match ensures the competitors are treated equally and gain no unfair advantage. The mat's central referee is the highest authority on the mat and has the authority to disqualify competitors during the match. In special cases, the SJJIF Referee Director can review and overrule a referee decision. The SJJIF Referee Director may also replace a central referee during a match if he is deemed unfit to judge a certain match.

The referee will not allow interference from outsiders during the match. A medical team or nurse will be allowed on the mat at the referee's discretion.

The score table will determine expiration of time during the match. The score table will notify the central referee immediately with an auditory and visual signal. The score table will actualize the referee's gestures on a scorecard. The table will display two official scoreboards displaying the score horizontally or a single monitor which will have colored scores to differentiate the two athletes. During the match persons at the scoring table are not allowed to converse with the competitors.

The central referee is to give the first athlete on the mat a green and yellow belt for identification and keep him on the right side. The other athlete must remain on the left side, and after the referee's instructions, the referee will start the competition by saying "Begin!"

The central referee will oversee that everything is in order; for example: the ring, equipment, gis, athlete's hygiene, and that scorekeepers are present and ready before starting the competition.

The referee must determine and intervene if there is any possibility the public or photographers pose risk or harm to the competitors during an event.

Referee Uniform

The standard referee uniform will consist of the following: Properly fitting solid black slacks; a solid black belt of leathery construction; solid black socks or shoes which are clean and suitable to be worn on the mat; and a solid black polo shirt that is marked with the SJJIF federation logo and the word "Referee" in white so that the markings are visible from the front and the back.

An important concept about the uniform is that all referees present the same appearance. Referees must present themselves professionally and appear unified in their appearance, demeanor and actions.



Knowledge of the Rules

A sound knowledge of the rules is very important for referees. Referees must read and study the book of rules and regulations and attend referee seminars put on by the SJJIF as well as pass certification course. Attending referee seminars is essential to have a complete understanding of the rules because the seminar is where experienced referees will explain how the rules actually apply in real competition matches to ensure consistency in scoring.

Referee Qualifications

Jiu Jitsu experience is very important for referees. Referees must practice Jiu Jitsu on the mat. They must actually do the moves and be familiar with their counters and escapes. They must know Jiu Jitsu from the inside out and be considered experts. They must have experienced the positions that will occur in order to anticipate what will follow. They need to be familiar with names of Jiu Jitsu techniques such as “De la Riva guard” and “OmoPlata” as well as the names of many Judo techniques such as “O Soto Gari” and “Juji-Gatame.” Referees need to be familiar with new Jiu Jitsu techniques and strategies. They need to be informed with what the competitors will be doing.

To stay informed, referees are expected to cultivate experience teaching Jiu Jitsu. Teaching Jiu Jitsu techniques, their counters, escapes and combinations in addition to takedowns and competition strategy helps referees understand the sport which they officiate.

Referees are expected to have experience as a competitor and as a coach. If referees have experienced what the competitors and coaches have gone through, they will be better equipped to interpret and anticipate the actions of the competitors. Experience as a competitor allows referees to conduct matches in a more informed manner. It helps referees to understand how to effectively command and judge the competitors.

Referee Advisory – be Vocal

Referees are encouraged to direct competitors vocally before penalizing them. Referees should liberally use the following commands and others to warn competitors that they are stalling or may be about to commit a foul:

- “Ação”
- “More action”
- “You need to work to improve”
- “Release the illegal grip”
- “Don’t reap the knee”
- “Don’t pull the neck”
- “Do you want to continue?”

Referees should liberally and fairly utilize these commands and others with the purpose of preventing stalling and protecting competitors from injury.

Gestures for Referees

The central referee will make physical gestures which correspond with the following actions:

The central referee will wear an armband on his right wrist (a green and yellow band) to distinguish his hand gestures for the athletes. The points he indicates with his right hand will correspond to the athlete wearing the green and yellow belt. The points he indicates with his left hand will correspond to the athlete who is not wearing the green and yellow belt, who is “clear.”

As the match progresses, the referee will raise his hand to signaling the scoring athlete to the scoring table.

Take downs, sweeps and knee on the belly

The referee will raise his hand indicating the scoring athlete's color and raise two fingers to signify the issue of two points to that athlete's score.



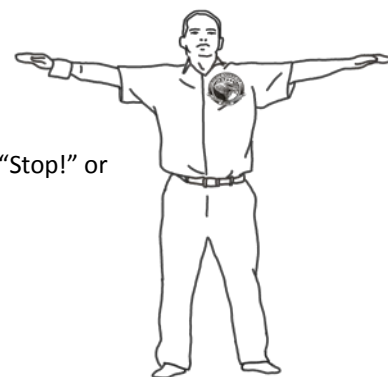
Passing the guard

The referee will raise his hand indicating the scoring athlete's color and raise three fingers to signify the issue of three points to that athlete's score.



Front mount, back mount and taking the back

The referee will raise his hand indicating the scoring athlete's color and raise four fingers to signify the issue of four points to that athlete's score.



Penalties

The referee will turn his hands one over the other with both fists closed then raise a fist indicating the penalized athlete's color.

Interrupting the competition

The referee opens his arms together on a horizontal plane level with his shoulders and says "Stop!" or "Parou!" The referee may also place his hands on both athletes and say "Stop!" or "Parou!"



Stopping the Time

The referee puts his hands one above the other forming a "T", signaling the timekeeper to stop the time and say "Time" or "Tempo".



Disqualification

The referee lifts his arms above his head and crosses them with his fists closed. After that, he points to the disqualified athlete's belt with the hand signifying that athlete's color.



Removing erroneously awarded points

The referee lifts the arm that he gave the point with and waves his palm towards his head.



Stalling

The referee will grab each forearm with his hands and verbally warn the competitor who is stalling and say "work to improve" or "Ação".

Starting the Competition

The referee will position the competitors and as they face each other in the middle of the mat, the referee will raise his arms at the height of his shoulders and then let them drop thus signaling the start of the match while simultaneously saying "Fight" or "Lute"!



Fix your Gi



Tie your Belt



Get Up



Get Down

Grading of Referee Performance

It shall be the duty of the licensed SJJIF Referee Director to grade each event referee's performance for each contest presided over by the referee.

- A. The grade shall be either satisfactory or unsatisfactory and shall be arrived at by considering, among other things, the Referee's reflexes, and overall ability to direct and control the contest in a manner designed to ensure the protection of the participants and to obtain the contestant's compliance with the statutes and rules of the SJJIF applicable to the particular event.
- B. The Referee Director may include written comments where the satisfactory grade is rendered but shall make specific written comments where grade of unsatisfactory is rendered. The grade and any comments pertaining thereto shall be filed to the respective SJJIF representative.

Protests

In the case there is an objection to a decision; the appointed professor representing the athlete may file a written protest to Referee Director. The protest will be submitted on the official protest form. The appointed professor MUST inform the Referee Director or Ring Referee immediately following the match that it is their intent to protest the match. The written protest itself must be filed within a reasonable period of time. However, if the protest involves an error in the management of that division, such as miscalculating the score or misidentifying an athlete, the correction must take place immediately.

If there is a concern on a decision made by referee in regards to allotting points that will assist in determining the winner, the competitor and/or professor are welcome to protest the action immediately following the match by addressing the Referee Director and they will assist in making the necessary change, no change will be made if the bracket has already moved on.

Deliberation process: The event Referee Director can hear the opinions of the competitor, referee, and/or professor. Videotapes will be admitted as evidence to support the protest.

- a. Errors in determining the match results such as: mistakes on calculating the match score or misidentifying a contestant shall result in the decision being reversed
- b. Error in application of rules: When it is determined by the Referee Director that the referee made a clear error in applying the competition rules, the outcome of the error shall be corrected and the Referee shall be disciplined.

The decision of the Referee Director will be final and there will be no means of further appeal.

Protest Form is available following this section.



Sport Jiu-Jitsu International Federation

Protest Form

SJJIF Event: _____ Date: _____

Competitors Name/Academy: _____

Referee: _____ Mat Area: _____

Competitor's Professor Name: _____

Describe what action or inaction was taken that is in violation of the Rules of Competition for SJJIF. Further describe what action you believe should be taken to insure a fair outcome. Site the rule that has been violated. Feel free to attach additional page if necessary.

Referee Director Reasoning:

Was protest upheld?

- Yes
- No

Referee Director Member(s):

Appendix

This version of the Sport Jiu Jitsu International Federation Rules and Regulations was last updated in 2012 by Joao Silva, Sam Aschidamini, Erik Anderson, and Veronica Burgos, with revisions by John Demas and Summer Casebere. Illustrations are by Eunice Chang and graphics are by Eric Barajas. The SJJIF logo was designed by Chris Corcino. Jiu- Jitsu is constantly evolving as a sport and this book of rules and regulations will be edited and changed to reflect that. The most current edition of this document is available at www.sjjif.org

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