

## <u>JJSA</u> <u>JU-JITSU SPORTS AUSTRALIA</u> <u>CONTACT JU-JITSU</u>

JJSA Contact Ju-Jitsu Mat Sport Rules.V.1.2020

Age & Weight Categories:	Matchmaking:
	- Competitors are matched by weight
14-17 Years 18 Years and Over	class in specific age groups.
	- Level of ranks are not used or
Under 40kg Under 50kg Under 60kg Under 70kg	considered in match making for this
Under 80kg Under 90kg Under 100kg Over 100kg	type of competition.
Contest Durations:	- Overtime when a match ends in a
- 1 X 3 minutes round - 14-17 Years	draw an extra 1 minute bout will be
- 1 X 5 minutes round - 18 Years and over	given for all age divisions.
Dress Code and Protective Equipments:	- All competitors must participate
- 7oz fingerless gloves (mma type gloves)	with club uniforms no sports street
- Mouth guard	wear and must be clean and in a
- Groin guard	good condition.
- Shin and insteps (slip on type)	- Competitors may have to wear
- Full Ju-Jitsu Grappling Gi	corner identifying markers or colours
- Female chest proctor (optional)	BLUE and RED Belts.
- Female under guard (optional)	- Shoes will not be permitted during
	the matches.
* 6oz fingerless gloves can be used:	- Competitors shall remove any
1- must be approved by the bout centre referee.	jewelry and all vulnerable body
2- if both competitors of the bout have 6oz gloves.	piercing should be removed.
	- Finger nails / toe nails must be cut
	short.

Chart of Doub Dulou	Deth serve all as 10 - 1
Start of Bout Rules:	- Both competitors will only
- Bout starting for both competitors is from standing position in centre	commence or halt any fighting or
of the ring and fighting commence on the referees command	grappling action on the referees
- Bout will be restarted in the centre of the ring due to any of the	sound/command,
following reasons:	" FIGHT " / " STOP "
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	
General Fight Rules:	- No elbow or knee strikes of any
- Light / semi contact	kind is allowed for all ages.
- No full contact striking is permitted	- Competitors must be active at all
- All legal strikes punches and kicks to body and legs	times during the match.
- All legal grappling techniques	- When there is insufficient grappling
- Clinching and grappling	activity the referee may demand
- Takedowns, throws and sweeps	action OR will stop the bout and
- All legal submissions	bring both competitors to the centre
	of the ring for restart.
	or the ring for restart.
General Legal Submissions:	- Any other uncommon submission
- Front guillotine chock	application, achieved safely and
- Rear naked chock	considered appropriate, SAFE by the
- Side headlock (sleeper)	centre referee, will be allowed.
- Triangle lock	
- Arm bars	
- Arm locks	
- Body locks	
- Leg locks	
- Straight Ankle Lock (Achilles Lock)	
- Knee Brace (Calf Crusher)	
Conoral Illegel Actor	When an Illegal but minor action is
General Illegal Acts:	- When an Illegal but minor action is
- Head strikes	taking place the referee will bring
<ul> <li>Head butting</li> <li>Elbow and knee strikes</li> </ul>	this to the attention of competitors
	immediately both Verbally and
<ul> <li>Holding or finger locks (holding of less than 4 fingers / toes)</li> <li>Small joint manipulation</li> </ul>	Loudly.
- Small joint manipulation	- Verbal warning by the referee is not
- Crucifix, full nelson neck cranks	yet an official warning but should be
- Foot / toeholds ( with outside turn ) - Heel hook	taken seriously.
- Heel nook - Knee bar	- Official warnings should be
	declared by the referee to all judges
- Twisting knee lock	clearly.
- Techniques that pressure on the spine	
- Intentional pushing and shoving	OFFICIAL WARNING.
- Throwing an opponent down on his head or neck	- An official warning may be given by
- Body slamming	the referee if offences are repeated,
- Body slams in defending of a submission	intentional and/or dangerous.
- Chock holds using the fingers/hand or the force of forearm	- The 3rd foul will result in an
- Scissor legs takedown	immediate disqualification.
	- Any other fouls are to the discretion
- Eye gouging of any kind	-
- Suplex reverse wrestling back throw	of the referee and judges.
	-

<ul> <li>Fleeing the matted area</li> <li>Avoiding combat</li> <li>Holding the inside of opponents top sleeves or the pants</li> <li>Disregarding referees instructions</li> <li>Corner Interference</li> <li>Any other interference from club or team members</li> <li>Any Unsportsmanlike behavior</li> </ul>	both allowed. - Holding your opponent belt or the inside of your opponent Gi sleeves or pants is not allowed. - Belts not to be used as a tool for submission applications.
<ul> <li>Accidental Foul Rules:</li> <li>When an accidental foul occurs and the fouled athlete can no longer continue the match the following rules apply: <ul> <li>When an accidental foul occurs the fouled athlete will be giving maximum 3 minutes rest period to recover and continue.</li> <li>When an accidental foul occurs again and the fouled athlete clearly is not in a position to continue.</li> </ul> </li> <li>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).</li> </ul>	<ul> <li>Any athlete failing to continue the match after his 3 minutes rest will results in a match loss.</li> <li>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.</li> </ul>
<ul> <li>The Way to Victory:</li> <li>By submission.</li> <li>By KO or TKO.</li> <li>By overall domination.</li> <li>No point scoring system is used.</li> <li>The referee may stop the match while in progress and declare a winner if: <ol> <li>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.</li> <li>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 oneself in the match.</li> <li>The referee may stop the match if a competitor appears to be unconscious from any type of outcome of the match.</li> <li>The referee may stop the match if a competitor appears to have developed any significant injury/damage received.</li> <li>Any corner or medical stoppages will be directed to the referee to stop the match.</li> <li>If the match goes the distance, the outcome of the bout to declare the winner will be determined by the appointed center referee and sideline judges or head judge referee.</li> </ol> </li> </ul>	<ul> <li>The objective of both competitors is to win the match by submission or a TKO.</li> <li>Judges do not keep score of points their evaluation is based on who was more effective and dominate with their striking and grappling skills</li> <li>Any corner or medical stoppages can include bleeding, limping, dizziness, fatigue, vision problems or the competitor not protecting themselves effectively or intelligently.</li> </ul>
<ul> <li>Important Info:</li> <li>* Subject to Covid and Hygiene competitors must provide own competition gear</li> <li>* Participants enter with a inefficient weight could be disqualified with no entry refunds.</li> <li>* Personal Sports Insurance Cover is Recommended for participating in such competition events.</li> </ul>	<ul> <li>Event organizers are not obligated to provide competitors with any substitute competition gear.</li> <li>If the appointed officials been informed, suspect or indicate any inappropriate participation with age or weight could be disqualified with no entry refunds.</li> </ul>

## **COMPETITION GEAR:**

- Subject to Covid-19 and Hygiene it is a requirement for all competitors to bring Own Competition Gear.

- Event Organizers will not be providing any substitute equipment.



**MOUTH GUARD** 



SHIN & INSTEP Slip On Type

