

THE KURO BUSHI MARTIAL ARTS ORGANIZATION

BRAZILIAN JIU JITSU RULES & REGULATIONS

General Overview of Rules (subject to discretion of head referee and coordinator)

There will be a rules orientation before the start of the competition

1. Each competitor will be asked to wear a Red or Blue Belt to assist with the referee in scoring points correctly.
2. Takedowns or throws: Land on Top in Guard, Half Guard or Side Mount – 2 points
3. Sweep with Legs (from Half Guard or Full Guard) -2 points
4. Knee on belly -2 Points - must show proper posture with one leg fully posted on the “belly” and one stretched out with foot on the ground
5. Pass Guard/Half Guard Fully to Side Mount- 3 points- Must fully clear legs and arms and have opponent on back
6. Mounted position(both knees on the ground)- 4 points
7. Back Mount with Leg Hooks (or Knees on the Ground with Opponent Flat on his stomach)- 4 points
8. Points will be accumulated during the entire length of the match.
9. Advantages: described as submission attempts that posed a real threat to other fighter, near takedowns, near sweep, near passes etc. The referee will signal verbally (i.e. Advantage Red) and with his/her arm by moving it in a horizontal motion.
10. Advantages will only be used in the case of a tie with points.
11. Referee will signal all Points Verbally (i.e. 2 Points Green) and by signaling with his/her color code wristbands and fingers as points are tallied- to ensure points/advantages are properly counted.
12. Match Durations: Kids/ Teens: 4 minutes-----All White Belts: 5 minutes-----All Blue Belts: 6 minutes-----All Purple-Belts: 7 minutes----All Brown Belts: 8 minutes----All Black Belt: 10 minutes Overtime: In Case of a tie with Points and Advantages, competitors will compete in one over time (½ time of regulation match) and then the referee will make a decision. The effective aggressor most likely wins if no points are scored. Do not leave it up to the referee.
13. No Compression Locks Allowed (Bicep/Calf Crunchers)
14. LEG LOCKS----- Beginner (less than one year) = No Leg Locks or Lower Body Attacks are allowed .. Advanced (more than one year)= Only Straight Ankle Locks and Knee Bars are allowed....NOTE: No Twisting Leg Locks are permitted in ANY Children’s or Teen’s Divisions
15. LEG LOCKS(BJJ) for all Men’s, Women’s and Master’s White, Blue, and Purple Belts : Only Straight Ankle Locks and Knee Bars are allowed, No Twisting Leg Locks or Figure Fours are permitted.
16. LEG LOCKS(BJJ) for All Men’s, Women’s and Master’s Brown/Black Belt Divisions: Straight Ankle Locks, Knee Bars and Figure Fours are Allowed
17. No Reaping of the Knee (using feet to angle the knee in a dangerous position, similar to heel hook position)- No Heel Hooks or Calf Crushers
18. Required Uniform for BJJ: A Clean Kimono with sleeves no shorter the four fingers width from the wrist, Any Color Kimono is acceptable, but the bottom and top must match. Try to get some sponsors on your kimono—tons of real estate available for sponsorship. Competitors weigh in without their Kimono.

RULES ARE SUBJECT TO CHANGE

NO-GI RULES & REGULATIONS

General Overview of Rules (subject to the discretion of coordinator)

1. **NO SLAMMING ALLOWED ** NOTE**-** Takedowns are not considered slamming, unless intent to injure is determined by the referee. This is to avoid slamming to escape the guard and various submissions from the guard and to prevent any major injury.
2. You must deliver your opponent safely to the mat, meaning if you take your opponent down, you must come down with your opponent. This prevents “pro wrestling” type dangerous slams. Anyone violating this rule will be immediately disqualified.
3. **No Infectious Diseases Allowed:** Competitors with any of the following infectious diseases will NOT be allowed compete: Herpes (cold sores), Fungal Infections (Ringworm) and any form of Staph, Viral or other Bacterial Infections or outbreaks. Please try to avoid embarrassing situations and police yourself and your teammates.
4. **General Cleanliness:** Come to the event clean with trimmed toe and finger nails. Competitors with Offensive odors before the before the event starts will be refunded and kindly asked to leave the tournament. We are looking to create a safe, clean and friendly environment---Please help the sport out and do your part!!
5. **Scoring Points:** To gain points for any move or position, the competitor(aggessor) must show clear control for a 3 second count by the referee---this is the key in point scoring for Grapplers Quest—TOTAL CONTROL FOR 3 SECONDS TO EARN POINTS
6. **Injury Time:** If either competitor is bleeding, the match will be stopped immediately. The mat will be cleaned with rubber gloves and Clorox wipes to ensure cleanliness. A competitor is entitled to a total of 3 minutes of injury time to stop any bleeding. If at any time during the match, a cut begins to bleed again, the match will be stopped immediately and your opponent will win by “Injury Default”
7. **NO DISRESPECTING REFEREES / VOLUNTEERS:** We will also be enforcing fully, the zero tolerance rule of disrespecting, threatening with physical violence, or verbally abusing referees for the entirety of the event. If ant coach, parent, or competitor threatens or abuses the referee in any shape or form, their competitor will be disqualified and they will be escorted out of the building by security.
8. **AWARDS:** will be awarded to athletes achieving first, second, and third place in each division. If you placed in the top three you will be given a ticket to redeem your award from the AWARDS AREA.
9. **Anti-Stalling Rules:** The referee will issue warnings for the following: (i.e. backing out of the guard without engaging, butt scooting, fleeing the ring to avoid takedown/submission attempts).....1st offense of stalling= Official Warning.....2nd offense of stalling will result in a 2 Point deduction.....3rd offense for stalling will result in a 3 Point deduction.....4th offense of stalling will result in a disqualification.
10. **Out of Bounds or Near Edge:** If competitors near the edge, the referee will wait until a resting period and or until he/she feels the competitor might be in danger and restart the competitors in the same position in the center. If a competitor scramble takes place near the edge, the referee will yell STOP and restart the competitors in the center the ring in the standing position.
11. Remember to enjoy yourselves, have fun, fight hard, and leave healthy---and know that you are doing what most people dream of doing with each and every passing event.

No-Gi Scoring System & Regulations

1. Each competitor will be asked to wear a Red or Green Ankle Marker to assist the referee in scoring points correctly.
2. **Takedowns or Throws:** Land on Top in Guard or Half Guard-2 Points Land on Top in Side Mount or Full Mount-3 Points (points will be awarded separately for Full Mount after an additional 3 seconds of control)
3. **Sweep with Legs (from Half Guard or Full Guard)-2 Points—Inversions(Power Rolls from the Side Mount or Full Mount are NOT considered Sweeps and are not awarded any points or advantages**
4. **Pass opponents guard or Half Guard to Side Mount-3 points**
5. **Mounted position(both knees on the ground) 4 points**
6. **Back Mount with Leg Hooks (or Knees on the Ground with Opponent Flat on his Stomach) 4 points**

7. Points will be accumulated during the entire length of the match.
8. Advantages: described as submission attempts that pose a real threat to the other fighter, near takedowns, near sweeps, near passes, etc.) The referee will signal verbally (ex. Advantage Red) and with his/her arm by moving it in a horizontal motion. Advantages will also be scored for a competitor passing from their opponent's Full Guard to a Secure Half Guard (opponent should be more on their back than on their hip to score.)
9. Advantages will only be used in the case of a tie with points.
10. Referee will signal all Points Verbally (i.e. 2points Green) and by signaling with his/her color coded wristbands and fingers as points are tallied—to ensure points/advantages are properly counted.
Match Lengths: All Kids/Teens (Beg. and Adv.)/Women's Beginner/Men's Novice & Men's Beginner=4 mins.
Men's Intermediate/ Men's Executive & Masters/Women's Advanced=5 min
Men's Advanced/No-Gi Absolute Matches=6 minutes
Overtime (OT): In Case of a Tie with Points and Advantages, competitors will compete in one overtime (1/2 time of the regulation match) and then the referee will make a decision based upon effective aggressiveness. The competitor dictating the pace and trying to score points would win
11. Ways to Win a Match=Tapou T Submission- Ends match immediately when you signal referee to give up...
Verbally: If you cannot tap or yell during a submission, the referee has the authority to stop the match if he/she believes you are in danger....POINTS: During the match, your score is tracked at the JUDGES Table via two large point flippers. At the beginning and end of each match, please line-up competitors on the same side as their scoring side. ADVANTAGES: If the score is tied, the referee will award the match to the competitor who has recorded the most Advantages.....REF STOPPAGE/INJURY DEFAULT: If a competitor cannot continue due to injury or if the referee determines the submission has caused unconsciousness or another serious injury.
DISQUALIFICATION: If a competitor breaks any of the rules after officially being warned or blatantly attempts to hurt their opponent, shows bad sportsmanship, or slams their opponent illegally, they will lose the match by DQ, immediately.
12. All Referee Decisions are 100% FINAL—all of the referees are paid professionals and have many hours of professional training in the arts of Brazilian Jiu Jitsu, Wrestling, and Submission Grappling, amongst other ground fighting and stand up arts. They are to be respected at ALL TIMES will have a threat-free and pressure-free environment. Disrespect and "hounding" the referee will not be tolerated. Repeat offenders will be escorted out of the building.
13. No Compression Locks Allowed (Bicep, Calf Crunchers, or Compression Knee Locks --- SAFETY IS OUR PRIMARY CONCERN.
14. LEG LOCKS (No-Gi/BJJ) for children's and Teen's Divisions: BEGINNER(less than one year) No leg locks or lower body attacks are allowed.....ADVANCED(more than one year)= only Straight Ankle Locks and Knee Bars are allowed....NOTE: No Twisting Leg Locks are permitted in any Children's or Teen's Divisions
15. No Neck Cranks, and no Cervical Locks in all divisions EXCEPT MEN'S ADVANCED
16. No covering of the mouth or "muffler" techniques to smother your opponent.
- LEG LOCKS (No-Gi): Executive/Masters: Only Straight Leg Locks (Ankle Locks and Knee Bars) are permitted—No Figure Four Ankle Locks are permitted. Men's Novice, Beginner, & Intermediate: Only Straight Leg Locks (Ankle Locks and Knee Bars are permitted) --- No Figure Four Ankle Locks permitted. Men's Advanced : All non-compression leg locks are permitted (heel hooks ,figure four toe holds, knee bars, etc....Women's Advanced: All non-compression leg locks are permitted(heel hooks, figure four toe holds knee bars, etc.
17. Uniform for No-Gi: Tight/ Snug fitting t-shirt or Rash guard on top with board shorts, Lycra Shorts, or Kimono pants on the bottom. Please make sure all pants have a drawstring and or another way to keep them secured to your waist during the match.
18. Absolutely 100% No Clothing Grabbing in No-Gi Submission Grappling Divisions.

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