

# **Rules for Fudo Shin Jujitsu Grappling and Jujitsu Tournament**

The philosophy of this scoring system is to encourage the participants to “finish the match.” All matches will be judged according to the listed criteria without use of a point system. This creates a more exciting match and rewards the participants for their effort and physical and technical prowess.

The Criteria is as follows:

**Effective Aggressiveness:** Competitors who are setting the tempo, seeking dominant position on the ground, and working to finish the match will score here. Near submissions as well as multiple attempts will score in this category.

**Takedown and Defense:** A skillfully executed takedown or repeated stopping your opponent’s takedown will score in this category. Multiple takedowns, even if not skillfully executed, will also be scored. Pulling Guard will not count.

**Ground Control:** Ground Control is awarded by achieving and taking advantage of dominant positions. Dominant positions are side control, mount, back mount with hooks, knee on belly, and north and south. The guard will be considered a neutral position. Competitors are encouraged to strive for dominant position throughout the match.

## **When Standing:**

The competitors will be encouraged to engage an attempt takedowns. Competitors who do not adhere to this standard will receive a warning for 1<sup>st</sup> infraction, and a yellow card for 2<sup>nd</sup> infraction. A 3<sup>rd</sup> infraction will result in a disqualification.

## **When on the Ground:**

The competitors will be encouraged to seek dominant positions and force reversals. When in a dominant position, the competitor is encouraged to finish via submission. If either competitor does not follow the outlined criteria or referees commands, he will receive a warning for 1st infraction, yellow card for 2<sup>nd</sup> infraction, and disqualification for 3<sup>rd</sup> infraction.

## **Time Limit:**

Times for matches will be three minutes for juniors, and four minutes for teenage level. The match will begin once the judges instruct competitors to begin. All competitors will fight the entire time limit. In case of a submission or opponent tap out, the match will be stopped a restarted from the standing. The submission will be rewarded to the competitor who administered the technique.

### **Referees:**

The referee will serve as the rule enforcer and will have discretion over issued warnings, yellow cards, and disqualifications. In case of stalled action, the referee will determine when to stand up competitors. Referees have the power to stop a match due to unsafe conditions and issues. A referee has the power to stop the match temporarily if he/she deems that the technique may cause injury, or the opponent is not tapping to an otherwise effective technique. If the match is stopped due to an effective and legal technique, the score will favor the person who done the technique.

### **Judges:**

There will be 3 judges for all mats. Each judge will be strategically placed in the best vantage point to oversee the action. Judges will be responsible for judging the match, with at least two judges agreeing to award the match to a particular competitor. Judges will have a judging sheet to keep tally of the different events and tactical elements of the match. Judges decisions are final!! There will be no arguing or challenges to the judge after the decision is made for the winner of the match.

### **Divisions:**

All divisions will be broken up into categories by age and weight. Competitors will be weighed in once they arrive for the tournament. Depending on certain circumstances such as weight, age, and participation, competitors may be switched into different divisions. This is at the discretion of the tournament director, and will be based upon fairness and equality. Weight and age categories is as follows:

Mini Pee-Wee division (5-6 years old)

Pee Wee division (7-9 years old)

Junior division (10-12 years old)

Teen division (13-17 years old)

50 lbs and below

50-60 lbs

61-70 lbs

70lbs-85lbs

85-100lbs

100lbs-115lbs

115lbs-125lbs

125lbs-140lbs

140lbs-155lbs

155lbs-170lbs

170lbs-185lbs

185lbs and over

**IMPORTANT!!** While Jujitsu is a combat art used for street effectiveness and survival, there are certain rules that **MUST** be adhered to during a competition setting. These rules are no striking or kicking of any kind. There will be no biting, hair pulling, or finger bending. There will be no ankle hooks or knee locks, or neck cranks. Chokes are

permitted, but with due caution!! There will be no “excessive” slamming from the standing, or from inside a person’s guard. Any other technique that may be deemed hazardous by the referee is also included. An opponent who is caught in a submission attempt or hold must TAP OUT physically or verbally. A physical tap out is when the submitted opponent taps his hand on the opponent, the mat, or himself. The verbal tap out is when the opponent verbally says the word TAP or TAP OUT. If a referee sees the person cannot tap out due to position or other circumstances, and the opponent is in trouble, he/she has the right to stop the match. The submission will be given to the one who initiated the submission attempt.

All rules and questions will be addressed at the beginning of the competition.

The most important thing to remember is that this is a YOUTH COMPETITION!! This event was created to allow youth competitors a chance to shine and demonstrate what they have learned. It is also so they can have fun and enjoy themselves! While all calls by the refs may not be to your liking, we ask that all competitors, teachers, and parents show the proper respect and decorum during matches. Let's be the example for them to lead by!