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## 1- Match Conclusions: Gi & No-Gi

- Submission: when an athlete taps, screams, lose the consciousness or verbally ask to stop with a legal submission on hold. In the kids divisions, referees should stop the fight even before the tap out or any situation where the kids can get hurt.
- Stoppage: when an athlete ask to stop by any injury, or can not stop a bleeding situation, or the doctor stop the fight due injuries, or if the athlete vomits or loose basic bodily functions.
- Disqualification: when an athlete gets penalized 3 times in a match or after a severe foul.
- Points: more points at the end or 20 points difference
- In case of draw with points: last fighter who score points gets the victory
- In case of draw with no points: referee decision based on - most submissions attempts, most combativeness
- In the Toddlers Division, the fight will be always decide by points. In case of submission, the referee will award 4 points and restart the match.

## **2- Jiu Jitsu World League Scoring: Gi & No-Gi**

2.1- A scoring event is designated by the referee. Scores are recorded by a designated and trained score keeper. Scoring criteria are identical for all divisions.

2.2- Control must be maintained for 3 seconds after a scoring event in order to qualify for a score. Takedowns does not require 3 seconds of control.

2.3.1- Points:

### **2 points**

- Takedown low amplitude: Competitor is able to force the other competitor to the ground, below the hip line.
- Sweeps: Action where the scoring competitor is in the bottom position playing guard and is able to move to a top control position.
- Knee on belly: When a competitor in a top position places one knee on the bottom competitor's chest or abdomen while placing the other foot on the ground. The scoring competitor must be facing the bottom competitor to receive the points.

### **Special Notes:**

1- In case of 50/50 guard, to be consider a sweep and get the 2 points, the athlete must to get free of the opponent's legs 50/50 guard.

2- In case of double guard pull: the competitor who gets to the top position, will be awarded 2 points.

### **3 points**

- Pass the guard: Competitor moves from full or half guard to side control or full mount.

### **4 points**

- takedowns high amplitude: Competitor is able to force the other competitor to the ground, below the hip line, above the hip line.

- Full mount: When the athlete, sitting on the opponent's torso, with 2 knees on the ground, or one knee and one foot on the ground, facing the opponent with up to one arm trapped under the leg.
- Full back mount: When the athlete, sitting on the opponent's torso, with 2 knees on the ground, or one knee and one foot on the ground, facing the opponent. The opponent here is facing down.
- Back control: The competitor takes control of their opponent's back and places the heels between their opponent's thighs.

2.3.2- Bonus points: 2 extra points will be awarded when the athlete combine 2 or more points situations within 4 seconds or less between them.

Examples:

1- From half-guard top to full mount within 4 seconds::

- 3 points from pass the guard
- 4 points from full mount
- Extra 2 - bonus points

2- Sweep to full mount:

- 2 points from the sweep
- 4 points from full mount
- Extra 2 - bonus points

3- Pass the guard plus knee on the belly:

- 3 from pass the guard
- 2 from knee on belly
- Extra 2 - bonus points

**Scoring Table**

Action	Value	
Takedown, Sweep, Knee on Belly	2 points	
Pass the Guard	3 points	
High Takedowns, Full Mount, back Mount, Back Control	4 points	

**Notes:**

### 3- Penalties: Gi & No-Gi

#### 3.1- Stalling:

3.1.1- A competitor does not try to improve their position, avoiding the fight for 20 seconds or more. When referees identify a stalling situation, they should start to count 20 seconds.

**What if I stalled for 18 seconds and then stopped stalling and then stalled again for 18 over and over again?**

3.1.2- A competitor keep walking backwards and/or outside the fight area avoiding the fight.

3.2- Pull Guard without grips: The competitor must to have at least one grip in order to pull guard. In case of No-Gi, the competitor must to have a point of contact with his opponent.

3.3- Talk to the referee: Competitors and/or coaches should not talk to the referee during the match. See coaches code of conduct.

3.4- Illegal grips: Grips inside the sleeves and/or the pants are illegal. In case of No-Gi, grips on the shorts and/or rash guard is not allowed.

All these penalties are cumulative

3.5- Severe Penalties: Those are penalties where the competitor should be disqualified immediately.

- Use inappropriate language or been rude with the referee and/or staff member before, during or after the match.
- Reap the knee going to a submission.
- Illegal techniques. See illegal techniques table.
- Inappropriate coach conduct.
- Any lack of fair play.

#### Notes:

#### **4- Penalties Score: Gi & No-Gi**

- 1st Penalty: Penalty signal + 2 points to the opponent
- 2nd Penalty: Penalty signal + 4 points to the opponent
- 3rd Penalty: DQ

#### **Special Note:**

1- In case of double guard pull, after 20 seconds, if none of the competitors get to the top position, the referee should stop the fight, penalize both competitor and re start the match.

2- In Toddlers division, if a kid get a submission, will be awarded 4 points, and the fight will be restarted.. For every submission, the kid will get 4 points until the time run out.

#### **Notes:**

## **5- Illegal Techniques**

### **Toddlers, Kindergarten, Youth and Pre Teen**

- 1- Any leg/foot attacks
- 2- Cervical attacks, including Guillotine Choke with or without the arm inside.
- 3- Slams
- 4- Wrist locks
- 5- Omoplatas
- 6- Scissor Takedown
- 7- Calf and Biceps slice
- 8- Pull the head on the triangle
- 9-Ezequiel Choke from any position.

### **Teen, Jr Teen and Juvenil**

- 1- Any leg/foot attacks
- 2- Cervical attacks - any neck crank
- 3- Slams
- 4- Wrist locks
- 5- Scissor Takedown
- 6- Calf and Biceps slice
- 7- Guillotine Choke without the arm in.

### **Special Notes:**

- **in case of the child apply a illegal technique, the referee will stop the fight and undo the illegal move and the match will keep going.**
- **In case of the child cross the feet from back control, if the other child attack the feet, this will be LEGAL, and the referee should stop the fight before tap or verbal tap in order to avoid injuries.**

### **Notes:**

**Adult & Master:****White Belt:**

- 1- Knee Bars
- 2- Heel hooks
- 3- Cervical attacks - neck cranks
- 4- Slams
- 5- Wrist locks
- 6- Scissor Takedown
- 7- Calf and Biceps slice
- 8- Any submission twisting the knee

**Purple and Blue Belts:**

- 1- Knee Bars
- 2- Heel hooks
- 3- Cervical attacks
- 4- Slams
- 5- Scissor Takedown
- 6- Any submission twisting the knee
- 7- Biceps and Calf slicer

**Brown and Black Belt:**

- 1- Heel hooks
- 2- Cervical attacks
- 3- Slams
- 4- Scissor Takedown
- 5- Any submission twisting the knee

**Special Note:**

- In case of “ De la Riva” guard, if the competitor twist the opponent knee by pulling the heel outside, and the referee understand that in turning into a knee reaping, the referee may dq the competitor.
- In No-Gi tournaments, the competitors will be split in Beginners ( white belts), Intermediate ( blue and purple belts) and Advanced (brown and black belts), and will follow the rules relatives to the specific belts.
- In No-Gi tournaments, if the competitor, even being a white belt in jiu jitsu, has experience in college wrestling, he should compete in the Intermediate level. This rule apply only for No-Gi tournaments.

Notes:

## **6- Referee Signals and Terms**

- 1- Fight
- 2- Stop
- 3- 2 points
- 4- 3 points
- 5- 4 points
- 6- Penalty
- 7- DQ
- 8- Back last signal
- 9- Submission

**\*Coming soon an updated version of JJ World League Rules Book 2016 with the images of all referee's gestures.**

## 7- Match Lengths: Gi & No-Gi

- Toddlers: 2 min
- Kindergarten & Youth: 3 min
- Pre Teen, Teen and Jr Teen: 4 min
- Juvenil: 5 min
- Adult White until Brown Belts: 5 min
- Adult Black Belt: 6 min
- Masters All Belts: 5 min

### Match Length Table

1. Match Length is Determined by the contestants division and age

Age Group	Match Length (Minutes)
Toddler	2
Kindergarten/Youth	3
Pre Teen/Teen	4
Jr. Teen	4
Juvenile, Adults White - Brown Belts, All Masters	5
Adult Black Belt	6

**Special Notes: Gi and No-Gi competitions follow all the same rules, including points, match length, score system, referee signals.**

## **8- Age Divisions and Weight Classes**

### 8.1- Age Division: Gi & No-Gi

Toddlers: 4 and 5 years old on the current year  
Kindergarten: 6 and 7 years old on the current year  
Youth: 8 and 9 years old on the current year  
Pre Teen: 10 and 11 years old on the current year  
Teen: 12 and 13 years old on the current year  
Jr Teen: 14 and 15 years old on the current year  
Juvenil: 16 and 17 years old on the current year  
Adult: 18 up to 29 years old on the current year  
Master 1: 30 up to 35 years old on the current year  
Master 2: 36 and up years old on the current year

All competitors are required to provide official documents proving their age and identity.  
Youth

**\*Weight Classes are Subject to Change depending on event, including Gi and No-Gi.**

### 8.2 Weight in

- Weight in always happen at the day of the tournament.
- All competitors must check in the weight with the gi on.

### **Notes:**

## 9-Competition Area : Gi & No-Gi

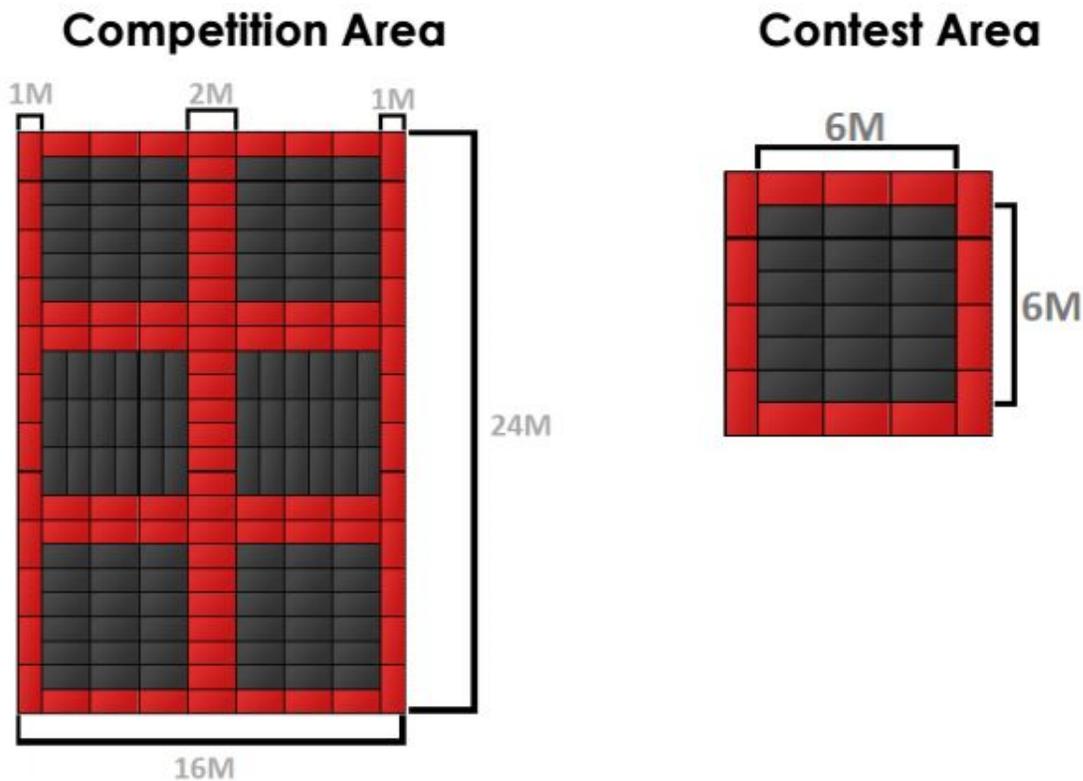
1- The competition area shall be divided into a contest area, a safety area, and an official's area.

2- The contest area shall be no less than 6M X 6M and no more than 10M X 10M.

3- Each contest area shall be surrounded by a 1M minimum safety area. Safety areas cannot overlap, therefore if there are two contest areas there will exist a minimum of a 2M safety area between the contest areas.

4- Each contest area will have one official's area aligned with the middle of the contest area. The match judge will sit at the table in the official's area. The official's area will consist of:

- A table with no more than two chairs.
- The contest area's number and a scoreboard that is easy to read by both the match officials and nearby spectators.



## **10- Match Officials: Gi & No-Gi**

Event organizer(s) is/are responsible for guaranteeing that the proper match officials are pre-sent, properly certified and properly trained when specialized equipment (i.e. electronic score boards) is utilized.

Match officials shall include:

- - 1 or 3 referees
- Score/Time keeper
- Runner

### 10.1- Referees

Referee duties include match progress and neutral enforcement of all competition and organization rules.

The completion area is clean and free of any potential obstruction or gaps between mats. Uniform and hygiene rules are complied with.

Score/Time keepers are prepared to continue

Referees utilize colored wristbands to designate the grappler responsible for a scoring event. The designation includes raising the colored wristband and signaling the score.

### **Special notes:**

- In case of the use of 3 referees, two of them will be sited on opposite sides of the mat area.
- In case of 2-on-1 for points or penalties, the majority wins.
- In case of 0 x 0 score, where will go to referee decision, all referees must to give the decision at the same time, under the central referee command.

## 11- Officiating: Gi & No-Gi

### 11.1 Inbounds and Out-Of-Bounds

1- All match activity must take place within the designated Contest Area. Referee should keep the fight in the central area as much as possible.

Exemple: Close guard close to the border line, stop the fight and bring them back to the middle in the same position.

2 Any takedown, throw or submission attempt that is initiated from within the designated contest area but results in a position outside of the contest area shall be scored as if the action occurred in the designated Contest Area.

3-The contest is not considered out of bounds as long as one of the competitors has any part of their body within the contest area.

4-Submissions and submission attempts shall be scored as valid as long as some part of either competitor is within the Contest Area.

5-If a competitor's action takes the contest outside of the Contest Area then any counter by their opponent, while outside the Contest Area, shall not be scored or recognized as valid.

6-Purposely fleeing out-of-bounds in reaction to an opponent's action will result in a penalty. If a competitor flees the mat to avoid a submission attempt should be DQ.

7-If a competitor is forced out of bounds while making a legitimate attempt to defend against their opponent's action then they shall not be penalized .

8-If a competitor is forced out of bounds while making a legitimate attempt to defend with a proper technique against their opponent's submission, the referee should stop the fight, and re start in standing position after give 2 points to the athlete who attempt the submission.

9- After a scramble where the competitor are forced out of bounds, the fight should re start in standing position.

## 12- Policies

### 12.1-Hygiene

In the interest of the health of both the competitors and spectators, hygiene rules will be strictly enforced.

1- Finger and toe nails must be cut short.

2- Hair:

- Long hair must be tied in a way that avoids any inconvenience to the other competitor and/or interferes with the progress of the match.
- A competitor with dyed hair, that stains their opponent's gi, will be disqualified from competition.

3- Uniforms, whether Gi or No-Gi, must be clean, not wet, and not show any particular stains or have an unpleasant odor.

4- Competitors may not wear bandages or braces with hard material, like metals or plastic. Neoprene braces are ok. Bandages must be secured by elastic straps.

5- Competitors are prohibited from wearing anything that might cause injury to their opponent or themselves, including: Any facial or body piercing of any kind Rings, bracelets, prosthetics Gauged ears must be closed using medical tape

6- The athlete's, skin, hair, and uniform shall be free of any slippery or sticky substances.

### 12.2-Uniforms

Jiu-Jitsu competition should always focus on the athlete's, technique, and strategy. The uniform regulations are in place to lessen the likelihood that a competitor will find an unfair advantage due to their equipment. If, after a match starts, the competitor's uniform

becomes damaged and is deemed unacceptable by the referee, the competitor will be given 10 minutes to find a suitable replacement. Replacement uniforms must meet all relevant requirements.

#### 12.2.1-Jiu-Jitsu Gi

1- Gi material must be constructed of a cotton or cotton-blend (70%+ cotton). The competitor's opponent must be able to grip the Gi. Therefore, the Gi material must not be too thick, too rigid or too slippery. T-shirts or Rash Guard are permitted for female contestants. Rash Guard under the gi are allowed for men.

2- The Jacket must extend to the athletes thighs and meet the following required measurements: x Gi top thickness: 1.5cm x Width of Gi collar 5cm x Opening of sleeve at extension: 7cm x Distance from wrist when arms are extended directly in front at shoulder height: 5 cm

3- Gi Pants must come within 5cm of the competitor's ankles when the competitor is standing.

4- Gi Jacket and Gi Pants must to be in the same color.

5- Gi Color allowed are: white, blue, black and pink and purple for girls.

6- Belt xColor: Must correspond with the rank of the competitor.

- Flexibility: The belt should be flexible enough to bend when pushed from the ends towards the not.
- The Knot:: The knot must be secure enough to not loosen when the flexibility is tested as described above.
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#### 12.2.2-No-Gi

1- Grappling or Board Shorts

- Shorts must extend between halfway down the thigh and no more than 5 cm above the knee-cap.
- Shorts cannot have pockets, buttons/snaps or be excessively baggy.

2- Grappling Shirts can be short sleeved or long sleeve rash guards.

### 12.3 Coach Code of Conduct

- The competitors has the right to have one coach during the match
- One chair will placed on the side of the mat area exclusive for the coach during the match
- The coach must not stand up or kneel on the mat area during the match
- The coach shall not talk to the referee during the match, under the risk to get penalized
- The coach shall not talk to the table under the risk to be penalized
- Any further question should be sent or addressed to the main referee/organizer
- The coach should wear a Team T shirt/Uniform
- The coach must to present the ID card to get in the match area
- Only Black or Brown Belts can be registered as coach
- Every Team has the right to register up to 5 coaches per tournament
- The coach must not stay in the fight area if he is not coaching

### 12.4 Two Matches Guarantee - special notes

- JJWL do not guarantee 2 matches if one of the competitors in the bracket do not show up.
- 2 Man in Bracket - The Best 2 out of 3
- 3 Man Bracket - Round Robin.
- 4 Man Bracket and Up - Compete Back to 3rd Place.

