

American Jujitsu Institute

Since 1939



Official Grappling Rules

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Preface

This booklet details the official Grappling Rules as established by the board of directors of the American Jujitsu Institute. The Institute is a non-profit organization and a registered corporation in the State of Hawaii.

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Official Grappling Rules

- Purpose** The purpose of grappling competition is to promote a competitive spirit amongst the various martial arts within the American Jujitsu Institute. These guidelines are intended to further an atmosphere of sportsmanship and competitiveness as well as to develop a safe and competitive environment for our students.
- General Guidelines** We intend that each student will compete against students of equal skill and age. Our basic philosophy and guidelines are similar to that contained in our jujitsu and kata rules. Please use these as reference guides.
- Judges** There shall be one head referee (judge/official) and two or three confirming judges. These officials are stationed on the contest floor within the designated contest area, or at the scorer's table. The purpose of the confirming judges is to log the number of points amassed by each competitor.
- Contest Area** The contest area shall be twenty feet (20) square. The area shall be clearly marked. There shall be a scorer's table at the back of the ring, center. The head referee/official shall always position himself so as to face the scorer's table. The contestants shall be placed between the head referee and the scorer's table. No one other than the current competitors and judges are allowed on or around the mat area. All spectators, parents, coaches etc. shall remain in the spectator, or coaches areas.
- Definition**
- Superior Position** is any position that one competitor assumes in which he has control over the movement of his opponent such as the mount position. In an instance of Osaekomi, the Superior Position is considered a controlling the position. The Superior Position is only considered when both competitors are on the ground. There is no Superior Position while one, or both competitors are standing.
- Inferior Position** is the participant who is NOT in the Superior Position.

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Scoring

Scoring shall be guided as follows:

3 Points	Full throw – Ippon, both opponent’s feet must leave ground.
2 Point	All other takedowns. Does not include Dho Shime (Jump Guard.)
1 Point	Mount Position
1 Point	Escape from mount or guard positions.
1 Point	Reversal (Ground positions only.) Reversals are all movements or escapes from an inferior position.
2 Points	Escape from opponent’s superior position to a standing position. Must have two feet on ground in a standing position and immediately ready to continue match, or continues the match.
2 Points	Passivity (Opponents earns 2 points.) When a competitor elects to allow his opponent up to a standing position, the competitor has been deemed to be passive and suffers a 2 point penalty. Once on the ground, both competitors must continue the match.
1 Point	Osaekomi (Position of Control) 1 point is awarded at 10 seconds
2 Points	An additional 2 points are awarded at 20 seconds and is considered a “pin.” At that point, the official shall stop the match and bring both competitors to a standing position, then continue the match.
3 Points	Violations as noted in rules below.
Submission	Absolute Victory (No points are considered.)

No points are awarded for a knee placed atop opponent’s abdomen or chest. A “pin” is considered when one competitor has placed his opponent in an inferior ground position and maintains control of the opponent, preventing opponent from escaping or moving. In this instance, the superior position is awarded one point at 10 seconds and an additional two points at 20 seconds.. The referee will stop the match, bring the competitors to a standing position and restart the match. The match shall continue until time runs out, or there is a submission.

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Violations

A warning shall be issued on the first violation of any rule or illegal strike. A second infraction shall result in 3 points being awarded to the opponents score. A third infraction shall result in a disqualification. **Infractions are cumulative** meaning that the violation does not need to be of the same conduct.

Example: A person is warned for hard facial contact, then his opponent is awarded 3 points when the offender commits his second violation for “swearing.” If there is a third violation for any infraction, the competitor is disqualified.

Violations shall included:

Unsportsmanlike Conduct

Swearing

Disobedience to judges

Hard facial contact or and deliberate excessive hard contact.

Not being present for a match.

Striking opponent during a break.

Illegal Techniques:

1. Eye strikes or gouging.
2. Striking (Punch, kick, slap, head butt etc..)
3. Biting, Scratching, Hair Pulling
4. Small Joint (finger/toe locks) manipulation, poking, knuckle or finger manipulations.
5. Guard slamming or neck cranking/compression.
6. Front or rear choking using hand(s).
7. Groin attacks
8. Deliberate attempt to injure opponent.
9. Throwing opponent onto head, or neck. (Suplex, Piledriver)

10. All Standing chokes

11. All leg bars, leg locks, heel hooks etc...

Immediate Disqualification Rule:

The following violations will result in immediate disqualification. These rules apply to contestants, instructors, coaches and audience members.

1. Swearing to, or at judges
2. Malicious injury to opponent or official
3. Continuing action of unsportsmanlike conduct. (The offender shall be ejected from the tournament site.) There shall be no refund of fees.

There is no appeal of the judge's decision. Once the head

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judge/official makes a determination of the Immediate Disqualification Rule, there is no appeal. The tournament director may not overrule this decision.

Attire

Complete martial arts uniforms shall be worn by all competitors. This shall consist of a jacket, pants and belt.

Female competitors shall wear a T-shirt under the jacket.

Uniforms shall be clean.

No jewelry shall be worn, including earrings, religious symbols, necklaces, etc.

Safety Equipment

Required gear:

Mouth Piece

Groin Cup for male competitors

Gloves are optional

Age Divisions

Juniors	5 thru 7
Juniors	8 thru 9
Juniors	10 thru 11
Seniors	12 thru 13
Seniors	14 thru 15
Seniors	16 thru 17
Adults	18 thru 25
Adults	26 and over

Depending on the number of competitors, there may be male and female divisions. Divisions may be further broken down to levels of experience such as novice, intermediate etc.

Children five (5) years old and under may compete. However, in no event shall they compete with anyone over 6 years of age.

Matches

Matches shall be three (3) minutes in length. For ages 12 and above, (5) minute matches may be used depending on the number of competitors. The tournament director may increase the length of matches depending on the skill-level and age of the competitors. In no case shall the match exceed five (5) minutes.

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The time shall run continuous unless "time out" is called by the head judge. The time shall be kept by the official Timer or his designee ("Timer"). The "Timer" shall call out the time left when there are 10 seconds left in the match. Further, the timer shall notify the head judge when the match has ended by calling out "Time!" or by throwing a bean bag, or similar item into the ring. The head judge shall then check the scores and announce the winner.

In the event of Osaekomi (Position of Control) the timer shall begin the first 10 second count upon the direction of the official managing the match. The official shall wave his hand over the contestants, palm down, and shout out "count." The official may simply shout "count" without the hand signal, or use the hand signal without the shout. In any case, the time shall begin the countdown at that point. At 10 seconds, the timer shall shout out "10 seconds" loud enough for the official to hear and award one point to the superior contestant.

The count continues toward 20 seconds. If Osaekomi is maintained for a total of 20 seconds, the time shall shout out "20 seconds" at which point the official shall stop the match, award 2 additional points to the superior competitor. The competitors are brought to a standing position and the match shall be restarted and will continue until time runs out.

In the event of a tie, the match will continue in a three (3) minute overtime sessions. In the event the match is still tied after the first overtime session, sessions will continue until a point is scored or deducted (Sudden Death.) The winner shall then be declared. Rest periods between rounds shall be for 5 minutes.

Standard bracketing formats shall apply. Competitors shall be distinguished by wearing color strips attached to the rear belt.

Formal Match Procedures

The referee will call the competitors to the center of the ring. The competitors shall enter the ring, bow to the head official then bow to each other. They shall then face each other in a ready position and wait for the command to begin. The head official shall then give the command "Hajime." At the same time signaling with his right hand in downward motion for the match to begin. The match begins and the Timer begins the count-down. The term "Ma Te" shall be used to stop action on the mat.

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Juniors up to nine (9) years of age may start their match from the referee's position. This decision is left to the tournament director. They shall be in the grasps of each other. After every "break" they shall once again begin from the referee's position. Barring any break, the two competitors shall continue the match even if they are not in the referee's position.

In all other age groups, the competitors shall start the match apart.

Three floor judges should be equipped with mechanical or digital counters to add and/or deduct points. If there are only two floor judges, the referee shall be the third judge with mechanical counters.

The referee (head judge/official) may call out the points whenever a point is scored. In this instant, the head judge will call out the value of the point(s) and to who earned the point. The match does not stop except in example # 1 below.

Example 1: Referee may call out "Pin" and Judges will click or add the points in favor of the competitor. Referee then restarts match. Time is stopped during this instance.

Example 2: Referee calls a point for 10/20 second ground control. The judges should award the point to the designated competitor while the match continues.

At the end of the match, the head judge will check with the judges to determine the winner. He then awards the victory.

Procedure: Referee calls out "Judges Call." At that point, the three judges point to the victor. The referee then awards the match to the victor. In the event of a tie, the match continues as stated in "Matches".

Immediate following this, the Head Judge and Referees shall meet at the Timer's Table and log the score for each competitor.

Point Hoarding –

- A superior competitor is deemed to be point hoarding when moving from position to position in "Osaekomi", he goes for one - 10 second point position to the next 10 second point position, without attempting a pin at 20 seconds.

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- At the third instance of this practice (*the competitor will have earned 3 points*), whether intentional or not, the official shall stop the match, bring the competitors to a standing position and shall continue the match if there is still time on the clock.
- A superior competitor is deemed to be point hoarding when moving from position to position such as side mount to Full Mount, back and forth to gain the points for the full mount.
- At the third instance of this, the official will stop the match. The Superior Competitor will only be awarded 2 points, for the first two Superior Positions. The official shall stop the match, bring the competitors to a standing position and shall continue the match if there is still time on the clock.
- In instances for this Point Hoarding rule, no time will run off the clock. The Timer shall stop the countdown and will resume only when the match resumes.

Variations

Except rules 1,2 or 3 of the Immediate Disqualification Rule, the tournament director may grant a variance to any rule at his/her discretion. A request for any variance must be made by the chief instructor on behalf of his/her student. In no case shall any variance be granted which would arbitrarily overturn the outcome of a match.

The purpose of this rule is to permit the tournament director the power to handle unforeseen problems which arise from time to time, and not to display favoritism or bias.

Grievances

Grievances must be made by the head of the grieved school. It must be in writing and addressed to the Tournament Director within fifteen (15) days after the event. The Tournament Director shall conduct an immediate investigation and present the findings to the Board of Directors of the AJI within 30 days of receipt. The board shall respond within 10 days after the decision is made, or with 20 days of receipt of the grievance. The decision of the board is final and there is no appeal.

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Formalities Formalities and awards shall be the same as for jujitsu and kata.

Judge's Certification Same as Jujitsu and Kata requirements.

Awards Awards shall be awarded from 1st to 3rd places. The Tournament director may elect to present more places. There shall be no ties for 1st thru 3rd places.

Contest directors may present participation certificates to all competitors.

Team Awards Team awards may be presented based on the cumulative points earned by each school from the following table:

1 st Place	5 points
2 nd Place	4 points
3 rd Place	3 points
4 th Place	2 points
5 th Place	1 point

Judges certification requires successful completion of a two hour training session conducted by a certified member of the AJI.

You will receive a Judges Certificate which will allow you to participate as a judge in any AJI Sanctioned events.