



ONTARIO JIU-JITSU ASSOCIATION

Sport Jiu Jitsu Tournament Rules
2010



MISSION

The Ontario Jiu Jitsu Association (OJA) will be the national leader in promoting excellence in the sport of amateur Jiu Jitsu through events, courses, and certification of athletes, coaches, and officials.

Center of Excellence

OJA is dedicated to the highest level of excellence in the planning, implementation and review of each of its programs and operations. The effort is to build upon any successes and always look for areas of improvement and systems growth.

Focus on Safety and Health

OJA has established the highest safety standards to ensure the well being of all athletes, coaches, and recreational participants involved in amateur Jiu Jitsu.

Industry Leader

OJA strives to be a leader within the sport Jiu Jitsu industry. This goal will be realized through the core objective of meeting the needs of all stakeholders within the industry including school/gym owners, coaches, event coordinators, all levels of athletes, and volunteers.

Fostering Cooperation

OJA will work openly with all individuals and groups committed to the cooperative growth of amateur Jiu Jitsu. A fundamental principle of OJA is to foster a cooperative framework within the sector.

Demonstrating Ethics and Values

OJA is committed to upholding the highest ethical principles in all of its operations and events. All OJA leaders will demonstrate appropriate conduct, positive attitudes, and will always work to create an environment that is respectful, safe, healthy and discrimination and harassment free.

Worldwide Presence

OJA will be internationally known for its provincial operations and development of a long term athlete development program. OJA will network and affiliate itself with individual and groups, committed to the principles and values of the organization.

OFFICIATING

CERTIFICATION AND SELECTION OF OFFICIALS

The foremost element in sport Jiu-jitsu is well trained officials. Officials must be thoroughly knowledgeable in understanding, interpreting and administrating all aspects of the rules. This can only be accomplished through diligent study of the rules and physical training and experience under actual competition conditions.

Certification – There will be four levels of certification:

- a) Level 1 Administration – which will include the duties of scorekeeping and timekeeping
- b) Level 2 Judging – applying to the duties and responsibilities of the judges
- c) Level 3 Refereeing – applying to the duties and responsibilities of the contest referee
- d) Level 4 Arbitration – applying to the duties and responsibilities of the mat arbitrator

Arbitration, refereeing and judging shall be considered a prestigious position and only those who have assiduously studied and past the criteria set out by the Ontario Jiu Jitsu Association (OJA) are to be considered and accepted as qualified in the field of rule edict.

Officials shall not be chosen for world or national championship tournaments based solely on the wishes of a country or province.

Prior to selection, officials will be required to have satisfactorily completed the OJA requirements for certification at the appropriate Level together with any update requirements. The OJA will maintain a register of accredited officials.

OFFICIALS

Medical personnel shall be available at all times, easily recognizable and attainable in one location only.

Official dress for all officials will need to project an image of uniform smart conformity and the OJA will confirm the dress prior to the event. An appropriate dress would be a smart white polo or golf open neck shirt with turn down collar and appropriate trousers. Ideally the shirt should display the OJA logo on a breast pocket.

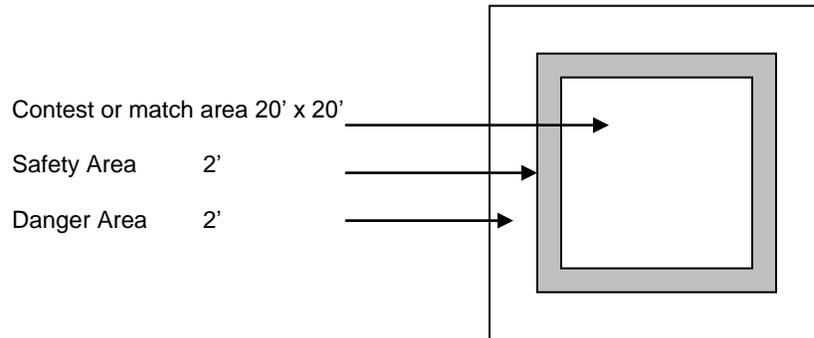
Each contest area must have: 1 Referee, 3 Judges (Sport Jiu-jitsu only), 1 Contest Scorekeeper, 1 Contest Timekeeper and a Mat Arbitrator. The Mat Arbitrator may also be the Contest Timekeeper.

CONTEST AREA

The competition surface for both Sport Jiu-jitsu and Grappling must have proper floor matting, with suitable thickness to accommodate throws. Matting must be laid flat and held secure. Any seams or tears must be covered with suitable tape.

The general mat area must be kept clear of spectators and other non-players. During a match only the two competing players and the match officials may be on the mat.

The official mat area is to be a square. The competition area shall consist of three zones covering a total minimum area of 24 ft X 24 ft square.



WEIGHT DIVISIONS

SPORT JIU JITSU WEIGHT DIVISIONS ADULT & JUNIOR

Divisions	Adult Men 18 +		Junior Male 16 & 17	Adult 18 + Junior Women 16 & 17	
	GI	NO-GI	NO-GI	GI	NO-GI
Rooster	57.4 kg (126.5 lbs)	53.5 kg (118 lbs)	56 kg (123.5 lbs)	N/A	N/A
Super Feather	64 kg (141 lbs)	58.5 kg (129 lbs)	62.6 kg (138 lbs)	53.5 kg (118 lbs)	52.1 kg (115 lbs)
Feather	70 kg (154 lbs)	64 kg (141 lbs)	68.5 kg (151 lbs)	58.5 kg (129 lbs)	57.1 kg (126 lbs)
Light	76 kg (167.5 lbs)	68.9 kg (152 lbs)	74.6 kg (164.5 lbs)	64 kg (141 lbs)	62.6 kg (138 lbs)
Middle	82.1 kg (181 lbs)	73.9 kg (163 lbs)	80.7 kg (178 lbs)	68.9 kg (152 lbs)	67.6 kg (149 lbs)
Med. Heavy	88.2 kg (194.5 lbs)	79.1 kg (174.5 lbs)	86.6 kg (191 lbs)	73.9 kg (163 lbs)	72.6 kg (160 lbs)
Heavy	94.1 kg (207.5 lbs)	84.1 kg (185.5 lbs)	92.7 kg (204.5 lbs)	+73.9 kg (+163 lbs)	+72.6 kg (+160 lbs)
Super Heavy	100.2 kg (221 lbs)	89.1 kg (196.5 lbs)	98.8 kg (218 lbs)		
S.S. Heavy	+100.2 kg (+221 lbs)	+89.1 kg (+196.5 lbs)	+98.8 kg (+218 lbs)		

YOUTH (Ages 5 – 15)

Divisions	5-6 yrs	7-8 yrs	9-10 yrs	11-12 yrs	Male 13-15 yrs	Female 13-15 yrs
Rooster	18.82kg (41.5 lbs)	23.81kg (52.5 lbs)	29.71kg (65.5 lbs)	35.83kg (79.0 lbs)	47.85kg (105.5 lbs)	35.83kg (79.0 lbs)
Feather	24.95kg (55.0 lbs)	29.71kg (65.5 lbs)	35.83kg (79.0 lbs)	43.77kg (96.5 lbs)	55.79kg (123.0 lbs)	43.77kg (96.5 lbs)
Light	30.84kg (68.0 lbs)	35.83kg (79.0 lbs)	41.73kg (92.0 lbs)	51.70kg (114.0 lbs)	63.73kg (140.5 lbs)	51.70kg (114.0 lbs)
Middle	36.74kg (81.0 lbs)	41.73kg (92.0 lbs)	47.85kg (105.5 lbs)	59.65kg (131.5 lbs)	71.67kg (158.0 lbs)	59.65 (131.5 lbs)
Heavy	+36.74kg (+81.0 lbs)	+41.73kg (+92.0 lbs)	+47.85kg (+105.5 lbs)	+59.65kg (+131.5 lbs)	+71.67kg (+158.0 lbs)	+59.65 (+131.5 lbs)

SAFETY EQUIPMENT

The use of safety equipment i.e. approved **sparring gloves, sparring shoes, shin guards, mouth guard, headgear** and a **groin protector** (females optional) are mandatory except for Demonstration and Grappling Division.

Sparring gloves: Shall consist of a minimum 25mm (1 inch) thick pliable material covering all of the striking area of the hand including both sets of knuckles when the fist is closed and without raised seams or stitching.

Sparring shoes and shin pads: Shall consist of a minimum 12mm (½ inch) thick pliable material covering all of the foot striking area, with the exception of the sole of the foot and without any raised seams or edges on the stitching area.

Any headgear with tassels at the back or abrasive labels at the front will not be allowed. Headgear should be of a 1-piece mould or similar, with no labels at all, unless moulded into the fabric.

Elbow, kidney, and chest protectors are optional and if worn must satisfy the Referee. In the event of a dispute this will be referred to the Mat Arbitrators, Chief Referee or Directors for resolution.

DUTIES OF THE REFEREE – SPORT JIU-JITSU

The Referee is charged with the supervision of the match and his or her prime goal is the safety of the players. The Referee administers and controls the tempo of the contest, enforces the rules and insures fair play.

The Referee starts and stops the fight, counts the time when a standing hold is taken, calls penalty decisions, administers the voting of the judges, communicates clearly with the scorekeeper and timekeeper and announces the winner of each match. The Referee shall announce in a loud clear voice, all official decisions and shall indicate with voice and gestures, the player affected by his or her decisions.

The Referee does not keep score. Referees may not vote on the scoring of a match except with submissions, and should not use their position to influence the judges. The Referee shall however, vote with the judges on all penalty call's and administer these penalties based on majority rule.

In the event of a penalty or submission call that creates a draw between 2 judges versus 1 judge and the Referee, it is considered that the Referee is in the prime position to witness any infraction or technique, and therefore his or her vote and the 1 judge will prevail, breaking the tied vote. **Note** the Referee can only use this rule in a 'Tied Penalty Call' or submission situation and for no other cause.

Only the Referee may call a time out, which may be for any of the following reasons:

- To allow equipment adjustment
- To administer voting among the judges
- To award points, assess penalties and administer warnings
- To return contestants to the centre, neutral area of the ring
- To attend an injured player
- To hear a legal protest

The Referee may inquire of the Judges as to their individual score tally for each player prior to clearing their hand counters (clickers) after each round. However individual scores are not publicly announced and do not determine the match.

CALLS BY THE REFEREE – SPORT JIU-JITSU

Commence the round – After the Referee has confirmed that the players, judges, scorekeeper and timekeeper are all ready, he or she shall call “BEGIN” to start the time and the contest.

End of round - Upon completion of each round, the Referee calls “BREAK” to halt the fighting and returns the players to the centre of the mat. After confirming that the judges are ready, the Referee says, “CALL” notes the raised flags and awards the win to the appropriate player.

Holding (Clench) – Once a player has taken a standing hold the Referee shall commence the count and once a legal grapple has commenced the Referee shall call “HOLDING” during which time the timekeeper will monitor the time.

Infraction - Upon a “CALL” by a judge for an infraction, the Referee calls “BREAK” to halt the fighting and returns, the players to the centre of the mat. The Referee says “CALL” notes if a majority of flags are raised, which would constitute a call for “TIME-OUT” and a meeting of officials to decide the penalty imposed on the offending player.

Player out of bounds - When players are out of bounds the Referee calls “BREAK” to halt the fighting and returns the players to the contest area and then calls “CONTINUE”. However the Referee may allow the contest to continue while one player is in bounds.

Deducting points - In the event of a loss of points the Referee will instruct the judges to add those loss points to the opposing player.

Issuing a warning

Time-out - When voting on all penalty calls, the Referee must call “TIME-OUT”.

Excessive Force - If there is not a majority vote by the judges on excessive force, the Referee may issue an unofficial warning on his or her own – refer to Article 31.4 excessive force.

Judges majority - The Referee may not under any circumstances overrule a “MAJORITY” of judges for any cause or condition.

DUTIES OF THE JUDGES – SPORT JIU-JITSU

Judges are required to limit their movement to their respective areas of the ring. Their movement shall not bring them in bounds and they must never interfere with the movement of the Referee or players. However judges are allowed to move along the parameter of the mat to ensure that the whole mat is observed, in doing so all judges should move together.

Signalling during a match

Player out of bounds – A player who does not have both feet within the match area will be out of bounds. However the Referee **may allow** the contest to continue while one player is in bounds.

Player infraction - It is most important that judges inform the Referee of any infraction by shouting, "CALL" in a loud clear voice. If necessary, approach the Referee to gain their attention. **However, only the Referee may call a halt to the fighting.** The Referee will then return the players to the centre of the mat and request a show of flags.

Penalty Call – When the Referee says, "CALL", a judge making a penalty call will raise the appropriate flag (red or white) above their head in a circular manner.

Signalling after a match

Awarding a win – When the Referee says "CALL" a judge raises an appropriate flag (red or white) above their head to indicate which player has the highest score.

Awarding a tie OR No Score – When the Referee says, "CALL", a judge raises both flags above their head to indicate both scores are the same.

If a referee indicates that a point is to be deducted from players (since the hand counters cannot deduct) simply add 1 point to the opponent's score.

The Referee will confirm that judges are ready and on the command "CALL" from the Referee the judges must immediately and decisively raise their flags.

Points awarded by Judges - Each Judge is to award points based on their own observations and should not be swayed by the actions or voices of others. The only exception is following an instruction from the Referee. Points are awarded in accordance with the criteria within Part 3 – Contest and Scoring.

DUTIES OF THE TIMEKEEPER

The timekeeper shall be seated adjacent to the playing area and shall stop and start time according to the Referee's signal to do so.

Holding - The timekeeper in Sport Ju-jitsu will monitor the holding time once "HOLDING" has been called, and signal the Referee or the closest Judge when the time is up.

The timekeeper, by a verbal and visual signal (such as a bean bag or suitable substitute) thrown into the centre of the mat area, inform the Referee when time has run out, or when he or she has received a formal protest via the Mat Arbitrator.

Time runs out officially only when the judges and players have been verbally informed of the fact by the Referee.

DUTIES OF THE SCOREKEEPER

The scorekeeper shall record all scores and penalties awarded to players, as instructed by the Referee.

x Wins, losses and rounds are scored by the Scorekeeper
Wins only decide the winner

The scorekeeper will call up each player before a match, including those already on deck.

The scorekeeper must have at the table all required score sheets, hand counters, stopwatches and necessary flags.

The scorekeeper must provide a method of visual scoring to inform the Referee, judges and players of the score. It is recommended that 2 red and 2 white standing flags, approx 30-centremetres square (12 inches square) be available at each scorekeeper's table. A flag must be introduced after each round and remain in view throughout the contest to signify and identify the winning player.

DUTIES OF THE MAT ARBITRATOR

Where practical the positions of mat arbitrators shall go to Provincial Directors who will be responsible for monitoring the perception of fairness and the performance of all officials assigned to a mat.

The mat arbitrator will not interfere with a match that has commenced unless he or she receives a formal protest as provided under Article 35.

The mat arbitrator's role includes a responsibility to provide advice to the officials on the interpretation and application of the rules. The mat arbitrator however cannot overrule a decision of the mat Referee.

At any time during the tournament the mat arbitrators, in their wisdom may change officials without recourse for protest or debate.

The mat arbitrator will also monitor the requirement for people to be in the immediate area of the mat and may hold-up the start of a match while people are requested to leave an area. Refer Article 4.3

The mat arbitrator may in addition accept the duties of the contest timekeeper.

STANDARDISATION OF VERBAL CALLS BY OFFICIALS

Referee:

- “Bow” - To begin and end the match
- “Begin” - To start the competition and the timekeeper’s clock
- “Break” - To stop the competition
- “Holding” - To signal the commencement of the time for ground work
- “Call” - To request a show of flags from the Judges
- “Time Out” - To stop the timekeeper’s clock
- “Time In” - To begin the timekeeper’s clock
- “Continue” - To begin after a stoppage

Judges:

- “Call” - To signal the Referee to stop the match and “call” for flags

Officials’ flag signals



Starting Position



Winner



Tie



Single Infraction



Double Infraction

STANDARDISED SCOREKEEPING EQUIPMENT

Flags

2 red flags and 2 white flags shall be available at each scorekeeper's table.

Hand Counters

6 hand counters (clickers) shall be available for the 3 Judges (2 each) at each mat area. 3 hand counters will bear red flags and 3 hand counters will bear white flags. Flags shall measure approx 30-centremetres square (12 inches square).

Belts

A Red and a White belt plus a spare Red and White belt shall be available at each mat for purposes of identification of a player.

Stopwatches

A stopwatch or clock shall be available for the Timekeeper to govern the length of each round.

Additionally a stopwatch shall be made available to the Timekeeper to govern the length of time allowed for holding or for injury stoppages.

Beanbag

A beanbag or similar visual aid shall be used by each Timekeeper to denote the end of each round.

Score sheets

An adequate supply of official approved score sheets shall be available to each scorekeeper. The official's score sheets are separate to these Tournament Rules and are available on request.

SPORT JIU-JITSU CONTEST AND SCORING

DURATION AND OVERVIEW OF A CONTEST MATCH

Match Duration

All contests consist of 2 rounds with a maximum of 2 minutes of continuous fighting per round. In the event of a 2-round tie, a third round of 2 minutes will be played to decide the winner. Should a tie still prevail, additional rounds of 30 seconds will be played until a winner is decided.

Players must be aware of 4 calls, namely "BEGIN", "BREAK" "HOLDING" and "CONTINUE" given only by the Referee.

Players must bow to each other before and after the match. Refusal to do so will constitute an immediate disqualification by the Referee.

The contest shall begin with both players facing each other in a standing position, the referee facing towards the table with red to his or her right and white to his or her left. After making a standing bow, the contest will start after the Referee's call to "BEGIN".

Scoring by the judges will be tabulated using mechanical hand counters (clickers). Each hand counter must have attached a suitable size flag representing a player (red in the right hand and white in the left).

Players will compete within the match area and all techniques are to be executed from within that area. At the end of each round the Referee will instruct the fighters to "BREAK" and return to the starting position, the Referee will first confirm that all judges are ready, and then call "CALL" for a show of flags and the corner judges will raise the appropriate flag. In the event of a draw both flags must be raised.

Each round will stand on its own merit. Hand counters will be cleared after each round. Penalty infractions however will be cumulative from each round.

DECISION OF A CONTEST MATCH

A win in two rounds, or 1 round plus 1 round drawn, will decide the winning player

In the event of a tie, a third round will be played to decide the winner. Should a tie still prevail, additional rounds will be repeated until a winner is decided.

A third round is only played when there is a draw after the first 2 rounds i.e. if there is 1 win each or 2 draws. If there is a draw and a win in the contest, the winner of the contest will be the player who won a round.

In the event of an injury (except as provided under 21.3 injury due to a foul), the opposing player will be awarded the win.

Disqualification - In the event of disqualification

If a player is issued a disqualification at any time during the match (first round, second round, during overtime), this signifies a loss of the contest and the other player wins.

Injury due to a foul - If a player is injured due to a majority called infraction (foul) and cannot continue the offending player cannot be awarded the win for that match. The win must go to the injured player. A doctor (or the senior appointed qualified first-aid officer) must make the decision for an injured player not to continue fighting and the player cannot recommence competing in the Tournament until he or she is given full medical approval. The Referee should be informed of this.

21.3.1 Where it is ruled that a player has 'intentionally' injured their opponent this may invoke a 'major disqualification' as defined in Article 34 (Disqualification).

Injury not due to a foul – If a player sustains an injury, which is not attributed to a foul, and cannot continue then the Referee will call for a score from the Judges and award the round accordingly. If the player is injured in the first round then the second round will be awarded to the opponent.

At the discretion of the Referee in consultation with the Judges, a player may be allowed up to 2 minutes to recover from an injury following which the player must either continue or the round must be decided.

Injury with bleeding or a wound – The round will be stopped and "time-out" called to allow the player to be attended to. If the bleeding cannot be controlled within 2 minutes the round will be called as in 21.4. Any blood on the mat surface must be cleaned before play continues.

METHOD OF CONTEST - FORCE REQUIRED TO SCORE

Light Force or touch contact – Where contact is permitted this is the only level of acceptable force and applies to all forms of competition – refer to ‘rules of contact’ for each type of technique.

Excessive Force – A call for excessive force indicates that in the opinion of the Referee or a Judge a player used force in excess of that necessary to score. In determining a call for excessive force the following will guide the decision:

A technique that does not contact however in the opinion of the Referee or a Judge would have been excessive if the technique had made contact.

A player attempts or performs a technique that in the opinion of the Referee or a Judge does not have sufficient due regard for the safety or welfare of the opponent.

The onus is upon players to have sufficient skill and control in their technique and the movement of the receiving player will not reduce a call for excessive force.

Should a player sustain an injury as a result of the level of force then the Referee is required to call the judges together.

Potential Force – The scoring of a strike or kick is awarded by a Judge on his or her assessment of the ‘potential force’ of the technique. This relates to the control within a technique as assessed by a Judge in awarding a score, for example a controlled strike or kick delivered by a player without having fully extended the arm or leg.

METHOD OF CONTEST – STRIKES AND KICKS

Strikes and Kicks - One (1) point may be awarded to a player for a legal martial art technique, where a Judge is satisfied that the following criteria have been met:

The strike or kick was delivered to a legal target area and satisfied the rules of contact.

The strike or kick was controlled and had the ‘potential force’ to have knocked-down, knocked-out or incapacitated the opponent.

The technique was controlled and focused; combination strikes or kicks will be considered on their merit.

A flurry is to be considered a repetitive number of doubtful strikes and will not score.

Legal target areas – Subject to the rules of contact, it is legal to target the inner and outer mid thigh of the leg (**round kick only**) and any area of the body above the waist except: the throat; neck and spine; back of head and kidneys. **Note: striking to the mask area is restricted to players over 16years of age and the rank of blue belt or equivalent.**

Rules of Contact – strikes and kicks

Techniques are to be controlled and limited to ‘**light force**’ or ‘**touch contact**’, as scoring is determined on ‘potential force’ a strike or kick is not required to make contact to be awarded a score.

METHOD OF CONTEST – TAKEDOWNS AND THROWS

Takedown – Two (2) points may be awarded to a player for a legal takedown technique, where a Judge is satisfied that the following criteria have been met:

The technique was controlled and satisfied the rules of contact.

Takedown includes scooping of one or both legs with the hands or where the opponent was taken to the ground with control and the player retained the upper position on the ground as part of the takedown.

A player being pulled or dragged to the mat does not constitute a takedown or a throw and will not score.

Throwing – Two (2) points may be awarded to a player for a legal throwing technique, where a Judge is satisfied that the following criteria have been met:

The technique was controlled and satisfied the rules of contact.

The player was thrown to the ground with control using a foot or leg sweep, or by a sacrifice throw where the throwing player commits his or her own body to the ground in performing the technique.

Foot sweeps must be executed below mid-calf, using either the instep (top padded area of foot) or sole of the foot.

Throwing – Three (3) points may be awarded to a player for a legal throwing technique, where a Judge is satisfied that the following criteria have been met:

The technique was controlled and satisfied the rules of contact.

The player was thrown to the ground with control using a hand or hip technique where the throwing player performs the throw in a standing position and both feet of the opponent are projected upward.

Rules of Contact – Takedowns and Throwing

Techniques are to be executed with due regard and care for the safety of the opponent. The use of excessive force in the application of a technique will be penalised.

Players are to avoid takedown or throwing techniques that cause them to land heavily on top of their opponent in the execution of the technique.

Techniques that cause a player to land on his or her head or neck are not permitted and will be assessed as excessive force.

METHOD OF CONTEST – LOCKS AND STRANGLES

Win by Player Submission – a player will win the **current round** where their opponent signals their submission to a legal technique (**tap or verbal**). The observation of a Referee that a player has submitted will have the support of all Judges and cannot be challenged.

Win by decision – may be awarded for the current round to a player for a legal technique, where the Referee with the support of one judge and without a player submitting is satisfied that the following criteria have been met:

The technique was controlled and satisfied the rules of contact.

To allow the continuation of a lock or strangle may result in injury.

The Referee will call “Break” and request the judges “call on the submission” the support of one judge plus the referee will result in a win of the current round. Where the Referee stands alone on his or her call then the Referee will instruct the judges to add five (5) points to the successful player.

Legal technique means – a wristlock, arm lock or leg lock (but no spiral twisting of the knee), strangles but not throttles or chokes (defined as any technique that might impair the airway).

Standing - Locks and strangles may be applied in a standing position to gain a submission and the opponent may be manoeuvred to a ground position provided there is no attempt to throw the opponent with the lock or strangle applied. Transition to the ground must be with due regard and care for the safety of the opponent.

On the Ground - Locks and strangles may be applied in a grappling position on the ground to gain a submission provided the technique is applied within view of the referee. If through the movement of the players, the referee is not able to monitor the technique then he or she will call "BREAK" and may either call for a submission under article 25.2 or declare no points. **Note: locks and strangles are restricted to youth 14 years of age and over.**

Rules of Contact.

Players must be aware that the use of excessive force in the application of a technique or throwing or attempting to throw an opponent with a technique applied will be penalised.

METHOD OF CONTEST - GRAPPLING (INCL TAKING HOLD)

Standing (Clench) [10 seconds] - Once a player takes hold of his or her opponent in any legal manner both players will have approximately 10 seconds to commence a legal takedown, after which time the Referee shall call "BREAK". A player who is on the ground because of an illegal takedown may not be scored on. In the standing position both players may continue to score with legal strikes but not kicks.

On the Ground [30 seconds] - Once a player has gone to the ground following a 'legal technique' the Referee will call "HOLDING" and the Timekeeper shall allow 30 seconds in which time either player may attempt to obtain a legal submission on the other.

Players are not permitted to kick, or strike to the head, or go for the eyes, ears, nose, hair or the groin area, or attack the nerve points.

Coming to the feet – Once "HOLDING" has commenced should one or both players come to a standing position the holding will continue for the full time period unless the holding is released by both players, or the Referee calls "BREAK". Refer also to Article 26.4.2

The Referee may stop the grappling if he or she thinks the players are stalemated or after a signal from a judge who may have seen an infraction.

If a contestant submits or the Referee call "BREAK", the fighters must release all holds immediately.

Rules of Contact.

Techniques are to be executed with due regard and care for the safety of the opponent. The use of excessive force in the application of a technique will be penalised, this may include where a player lands on top of his or her opponent in the execution of a takedown or throwing technique.

A player who has come to their feet after the call of "HOLDING" is not allowed to lift his or her opponent off the mat.

ILLEGAL TECHNIQUES

A contestant must not set out to deliberately injure his or her opponent during the match, as this may result in point's loss or disqualification. Contestants must not use techniques that would almost certainly end up with an injury.

Striking and kicking

Any strike or kick other than with the padded section of the approved sparring gloves and or approved sparring shoes

Strikes or kicks using any other part of the body including head butts, elbows, knees

Any strike or kick below the waist except for round kicks to the inner or outer thigh as indicated in **(Legal Target Areas)**

Any blind technique including blind techniques within the grapple.

Any strike to the mask area by youth under 16 years or players below the level of blue belt or equivalent.

Throwing and Takedowns

Any foot sweep at mid-calf or above or using other than the instep or sole of the foot

Any improperly applied throw or takedown considered dangerous to a player

Any throw or takedown applied with excessive force considered dangerous to a player.

Grappling

All choking techniques or blocking of the airway

Kicking once grappling has commenced either standing or on the ground

Striking to the head once on the ground

- a) Attacking nerve or vital points
- b) Locking techniques to any joint other than as defined.
- c) Any technique, standing or on the ground where a player has his or her arm around the neck, or the opponents head under his or her armpit and therefore the potential to lock or crank the neck.
- d) Lifting an opponent off the mat after coming to a standing position from a grapple.

General

- a) Any technique considered to be unsporting including: pulling hair, biting, scratching, and jumping on a downed player.
- b) Any technique applied or attempted by a player who is not within the match/contest area.

CAUSES FOR PENALISATION

The following may result in the offending player being penalised

- a) Use of excessive force
- b) Attacking an illegal target area
- c) Using an illegal technique.
- d) Performing or attempting a technique while not within the match area.
- e) Running or stepping out of bounds to avoid fighting (fighting out does not apply)
- f) Falling on the floor to avoid attack (a player attempting a throw is exempt from penalty)
- g) Continuing after being ordered to stop.
- h) Kicking after grappling has commenced both standing and on the ground.
- i) Negligent or reckless attacks (whether or not actual contact is ever made).

- j) Disrespect displayed to officials or opponents (includes expressed disappointment after a 'call' or decision.
- k) Poor sportsmanship
- l) Wasting time by - not competing, or avoiding contest.
- m) Not obeying an instruction of the Referee.

METHOD OF PENALISATION

The Referee is empowered to call a judges' conference at any time. The majority vote of all judges and the Referee will determine the penalty imposed.

VOTING ON PENALISATION

Penalisation for a first offence:

Warning, OR
Disqualification.

Penalisation for second offence, same infraction:

Loss of two points (The Referee will instruct the Judges to add these penalty points to the opposing players score), OR

Disqualification.

Penalisation for second offence, different infraction:

Warning, OR

Loss of two points (The Referee will instruct the Judges to add these penalty points to the opposing players score), OR

Disqualification.

A third offence for any combination of the rule infractions requires that the player be disqualified.

VOTING ON EXCESSIVE FORCE

Penalisation for a first offence

Loss of two points (The Referee will instruct the Judges to add these penalty points to the opposing players score), OR

Disqualification (Minor or Major)

Penalisation for a Second Offence

Disqualification (Minor or Major)

If a majority of all judges agree that a player is guilty of excessive force, the violating player must be penalized.

If there is not a majority vote by the judges on excessive force, the Referee may issue a warning on his or her own, without the consent of the judges. The Referee shall advise the judges not to score the point. This will however not record as an official warning.

After a second warning by the Referee, without a majority vote, a meeting with the judges shall be called for a clarification on excess force as outlined in Article 22 (Force required to score).

ISSUING A WARNING

Whenever a warning is issued the Referee must be specific in his or her warning and within hearing of the judges and players. For example, "the next time you (identify the infringement) you're going to (identify the penalty), do you understand?" e.g. "the next time you use excessive force you're going to be disqualified, do you understand?" He or she should wait for the player to acknowledge their official warning and the recording of warning by the scorekeeper, before allowing the contest to continue.

INTOLERABLE BEHAVIOUR

Angry and uncontrolled violent displays of behaviour will not be tolerated. If a referee believes a player is guilty of such an infraction, he or she may call a judge's conference. Following the conference, a majority vote of all judges will cause the offending player to be disqualified. Judges should not tolerate undisciplined displays of temper.

DISQUALIFICATION

An act of disqualification against a player may eliminate the player from further participation in that tournament. All disqualifications must be classified as minor or major.

Minor disqualification is for the existing contest only.

Major disqualification is for the balance of the tournament or a designated period to be suggested by the majority decision of the mat referee and judges and submitted to a convened meeting of three or more Directors of the OJA for their ruling.

Whilst not restricting the ability to issue a major disqualification, a player who is twice disqualified for excessive force for which a minor disqualification is awarded shall have the level of disqualification reviewed by a convened meeting of Directors.

LEGAL PROTEST

A legal protest can only be lodged for a non-compliance of the rules and can only be introduced by the official designate of the protesting team.

Legal protests must be lodged with the Mat Arbitrator or chief referee.

If the match is still in progress - the Mat Arbitrator or chief referee will approach the timekeeper, who will immediately notify the Referee. The Referee will immediately call, "Time Out".

SPECTATORS GUIDE TO SPORT JIU-JITSU RULES

ESPECIALLY FOR SPECTATORS

THE SPORT OF JIU-JITSU IN A NUT SHELL

1. DURATION OF CONTEST

Two rounds of two minutes each continuous fighting.

2. SCORING SYSTEM

(A) Individual Competition – Round robin, with straight elimination in the finals

(B) Note: National and Provincial competitions may implement straight eliminations

3. SCORING OF ROUNDS

Scoring by the judges will be tabulated using mechanical hand counters (clickers).

A winner of two rounds or one round plus a draw will receive the win and a score of a win.

A winner of one round and a win in overtime will score a win.

The loser will receive no wins at all.

A draw does not constitute a win, the scores are considered nullified.

NOTE: In the event of disqualification or injury, the opposing contestant will be awarded the win unless an injury is the result of a foul.

4. DEFINITION OF POINTS

- (a) 1 Point - awarded for a strike or kick delivered to an opponent's legal target area and satisfying the rules of contact.
- (b) 2 Point - Takedown includes scooping of one or both legs with the hands, or where the opponent was taken to the ground with control and the player retained the upper position on the ground as part of the takedown.

- (c) 2 Point - The player was thrown to the ground with control using a foot or leg sweep, or by a sacrifice throw where the throwing player commits his or her own body to the ground in performing the technique.
- (d) 3 Point - The player was thrown to the ground with control using a hand or hip technique where the throwing player performs the throw in a standing position and both feet of the opponent are projected upward.
- (e) 5 Point – A submission called by the referee alone for the safety of the opponent.
- (f) Submission - End of the round.

5. Target Areas:

Legal target areas – Subject to the rules of contact, it is legal to target the inner and outer mid thigh of the leg (*round kick only*) and any area of the body above the waist except: the throat; neck and spine; back of head and kidneys. **Note: strikes to the mask area are prohibited to youth under 16 years of age and players under the rank of blue belt or equivalent.**

6. Penalisation

First offence

- (a) Warning, OR
- (b) Disqualification

Second offence – Same infraction

- (a) Loss of 2 points, OR
- (b) Disqualification

Second offence – DIFFERENT infraction

- (a) Warning, OR
- (b) Loss of 2 points, OR
- (c) Disqualification

ANY Third offence

- (a) Disqualification

7. EXCESSIVE CONTACT PENALISATION

First offence

- (a) Loss of 2 points, OR
- (b) Disqualification

Second offence

- (a) Disqualification

8. OFFICIALS' FLAG SIGNALS



START



WINNER



TIE



SINGLE
INFRACTION



DOUBLE
INFRACTION

DUTY OF CARE - WORDS OF ADVICE FOR OFFICIALS

Risk is a natural part of life and therefore a part of many sports. There is always a risk of injury when participating in sports and because of this risk of injury, there is also a risk of a lawsuit. The lawsuit in many cases will have to be proven on an unintentional tort (negligence) against you or the OJA. If so, in order to prove that negligence occurred, the injured party must establish three facts:

1. Damages were sustained
2. Duty relationship existed between the parties
3. The conduct of negligent party was below an acceptable standard of care.

Some Countries have a defence in sport called the "Volenti Doctrine". The courts have recognised and understand that in any sport there are risks, which are "obvious", i.e. "foreseeable" and "necessary". In other words, the risk of minor injury or injury is both foreseeable and necessary if one is to learn the sport. The risks of receiving blows to the body are both foreseeable and necessary to boxing, football, soccer, rugby, hockey or any other bodily contact sports if one is to accomplish the end result of the sport.

Nevertheless, in the case of an accident or injury you must understand and conduct yourself in the standard of care required by the situation. Therefore, if your student or participant is injured, then:

1. Secure proper medical attention immediately;
2. If injury is serious, notify or transport individual to the nearest hospital;
3. Make sure you have participants data sheet;
4. Notify family member and follow-up on condition.

Since *Williams v. Eady* (1893), the legal precedent was set that an individual (Official) owed a duty to act as the "careful parent of a large family", a concept adopted almost universally since then to present day.

The ruling was, "Once a youngster had become hurt, would not a prudent father want to know how and why his child had become hurt in order to avoid the same kind of risk to another child? I think he would have".

Therefore as an official it is paramount that supervision of activities under your control, are directly related to the complexity of the competition at hand. The rule of thumb is how much supervision or protection would you give if it was your child?

Your answer to this question should dictate your actions.