

AMERICAN SPORT JIJITSU LEAGUE REVISED COMPETITION RULES



OFFICIAL RULES AND REGULATIONS

Revised
2023

American Sport Jujitsu League

ASJL Tournaments offer multiple disciplines and divisions

Participation classes are divided by age, weight, rank, and time in training; this is done to provide the fairest possible format for juniors and cadet participants.

ASJL Sanctioning requires that the tournament director offers the ASJL Sport Jujitsu Free sparring divisions. All other events are held at the discretion of the tournament host. It is **highly** recommended that Kata and BJJ grappling be offered in addition to sport jujitsu free fighting at all events.

*Tournament director/host has the right to combine, add, or delete divisions to accommodate the participation of tournament contestants. Junior and Cadet Participants with a significant discrepancy in size compared to age may be moved to an alternate division to maintain the integrity of the divisions; however, this will be avoided if possible.

Please note that a participant that moves up in an age group may be placed with lower ranking participants; likewise, if a participant moves down an age bracket they may be placed with more advanced participants. A contestant may not request to be placed in an alternate division to increase the chances of success; alternate divisions are used to maintain fairness and avoid unnecessary risk of potential injury to contestants. All factors will be considered by host, officials and a coach before a decision is rendered.

The Focus of the American Sport Jujitsu League is our brand of Combat Sport Jujitsu competition; however, we offer multiple disciplines of martial arts competition to showcase our sport to those who have not experienced combat sport Jujitsu. It is our responsibility to provide a safe, fun, and fair competition for the “New comers” at our events. Be welcoming and encouraging to new participants and ensure that they will return home with the desire to participate in the next upcoming event.

Competition Rules

ARTICLE 1: COMPETITION AREA

1. The competition area must be flat and devoid of hazard.
2. The competition area will be a matted square for DUO (self-defense), KUMITE, and GRAPPLING. Designated squared area of regular gymnasium type flooring may be permitted for Kata and Weapons divisions; although, a matted area is recommended. Competition area should measure no less than 16ft X 16ft inside the area of action (measured from the outside) with an additional three feet (3ft) on all sides as a safety area. There will be a clearly marked safety area on each side.
3. A line 18" long must be drawn, taped, or designated with colored jigsaw matting in the center of the competition area for positioning the Referee.
4. Two parallel lines each one 12" to 18" long and at right angles to the Referee's line, must be drawn, or designated at a distance of three feet apart (1 ½ feet) from the center of the competition area for positioning the competitors.
5. The Judges will be ~~standing~~ seated in the safety area, two facing the referee in each corner, and one behind the referee, and to his right side, in the corner Safety area. Each will be equipped with a red and a white marked mechanical counter ("clicker") for Kumite competition. Three or five judges shall be seated in front of the score table, but off of the mat during Kata/Weapon, and Duo Competition.
6. **Tables:** A designated ring Arbitrator, The score-supervisor, and the timekeepers, will be seated at a table just outside the safety area, in front of the Referee. They will be equipped with a Laptop computer, with Score program pre-loaded and additional Monitor to face the center referee; red flag, bean bag or sign to signal duration of matches, score sheets, Bracket sheets, timers, and a buzzer, bell or whistle for ground time and match times.
7. The Arbitrator/supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.
8. The Safety border should be clearly marked or in a different color from the rest of the matted area.
9. Buckets should be placed near each end of the table for catching blood, competitor sickness, and trash (tape, rubber gloves, etc.) Paper towels and a water/bleach solution should be at each table to clean blood spills, or other body fluids off of the mat.
10. Chairs should be provided on each side of the table for "on-deck" competitors and an area behind the competition table for "in the hole" competitors

11. SCORE KEEPING EQUIPMENT

- A. Mechanical Hand Counters ("Clickers") (6 per ring – 3 red – 3 white)
- B. Stop watches (Minimum of two per competition area)
- C. Whistle or Bell (for ground time keeper)
- D. Score sheets, Bracket sheets, Quick view BYE sheet, Bean bags, Red & white sashes
- E. Laptop computer with Score program pre-loaded and additional Monitor to face the center referee



ARTICLE 2: OFFICIAL DRESS

1. Contestants and their coaches must wear the official uniform as herein defined.

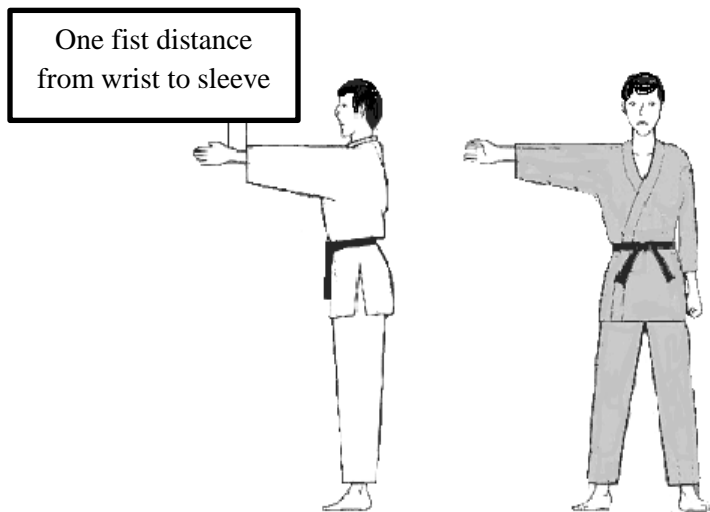
2. The ASJL representative may disqualify any official, coach or competitor who does not comply with this regulation.

REFEREES

Referees and Judges must wear the official uniform designated by the tournament host (official event shirts, designated judging/referee attire, and uniform pants) or Martial arts uniform (Gi) Wrestling or mat shoes may be worn. Female referees and judges should wear a soft style hairclip or hairband for long hair. NO Tennis shoes or other outdoor shoes permitted. NO blue jeans or non-athletic apparel permitted while performing the duties of referee or corner judge.

CONTESTANTS

1. Contestants must wear a traditional Japanese/Korean style Jujitsu, Judo, or karate gi; heavy weight uniforms are recommended, but not mandatory. One contestant must wear a red belt or identifying flag and the other a white belt or identifying flag during sport jujitsu and grappling divisions. The red and white flags shall be provided by the tournament host.
2. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. The sleeves can extend to the wrist and no less than one fist distance from wrist. Female competitors must wear a plain white T-shirt or rash guard style shirt beneath the jacket. Male competitors may also wear rash guard style or tight PLAIN t-shirt under the Jacket.



3. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. **Jacket sleeves may not be rolled up.**
4. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up, and must be tied.

HYGIENE:

5. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed. Should the Referee consider any contestant's hair unclean, he may disbar the contestant from the bout, those with long hair are required to pull back and tie the hair with a soft style hair tie. In Kumite matches hair slides are prohibited, as are metal hairclips. In Kata, a discreet hair clip is permitted. Ribbons and other decorations are prohibited.
6. Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor, and an appropriate gum style mouth guard should completely cover the braces. The contestant accepts full responsibility for any injury. No jewelry of any kind!! This includes ANY and all piercings.
7. The following protective equipment is compulsory, for Sparring Divisions:
 - A. approved mitts.
 - B. Gum style mouth shield
 - C. Soft style foam dipped foot protection
 - D. Groin Guards are mandatory for male contestants
 - E. Foam dipped Head gear for Under 18 competitors
 - F. Soft, Cloth style shin-instep guards are not mandatory, but highly recommended



8. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk.

9. The wearing of unauthorized clothing or equipment is forbidden. Soft shin-instep guards, knee pads, and elbow pads are permitted. NO metallic or hard plastic fasteners will be approved for shin guards or knee braces. All brace type equipment must be neoprene style wraps.

10. It is the duty of the Arbitrator (Kansa) to ensure before each match or bout that the competitors are wearing the approved equipment. (In the case of intercontinental, International, or National Championships it should be noted that normally approved equipment, must be accepted and cannot be refused).

11. The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Official Doctor, if needed.

COACHES

- 1.** Coaches shall at all times during the tournament, wear an official tracksuit of their dojo, team, or National Federation and display their official identification while near competition area.
- 2.** Only ONE coach is permitted outside the safety area, directly behind his/her competitor. Coaches may not engage in conversation with the referee or corner judges. Any inappropriate conduct or verbal aggression made by a coach can and will result in the disqualification of the contestant.

Special Circumstances for dress code

I. There may well be a religious basis for the wearing of certain items such as turbans or amulets. Persons wishing, by virtue of their religion, to wear what would otherwise be construed as unauthorized clothing must notify the ASJL representative in advance of tournament registration. The Representative/Referee will examine each application on its merit. No accommodation will be made for people who just turn up on the day and expect to participate.

II. If a contestant comes into the area inappropriately dressed, he or she **will not** be immediately disqualified; instead the fighter will be given three minutes to remedy matters.

III. If the ASJL Representative agrees, Refereeing Officials may be allowed to wear warm up or track suit uniforms while performing duties. However, shoes MUST be of an approved design or removed.

ARTICLE 3: THE REFEREE PANEL

- 1.** The Refereeing Panel for each kumite match shall consist of: **one Center Referee** (SHUSHIN), **three Corner Judges** (FUKUSHIN), and **one arbitrator** (KANSA). For local (smaller) events the score keeper may act as arbitrator.
- 2.** The Referee and Judges of a kumite, or grappling bouts must not be from the same dojo, be an instructor of, or have the nationality of either of the participants (International Events). During smaller events this may not be possible; in this case the ASJL representative may move judges to other competition areas, or replace the official with another official during that match or division.
- 3.** In addition, for facilitating the operation of matches, several timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.

ARTICLE 4: OFFICIAL PROTEST

- 1.** No one may protest about a judgment to the members of the Refereeing Panel.

2. If a refereeing procedure appears to contravene the rules, the coach of the contestant, or the official representative of the dojo/team is the only one allowed to make a protest. Contestants, family members, and team mates are NOT permitted to make a protest of any kind.

3. The protest will take the form of an oral report submitted immediately after the incident or after the bout in which the protest was generated. The protest should be made to the area arbitrator; the referee shall be notified and all matches in that division Cease. If the issue cannot be resolved by the area arbitrator and referee, the Tournament arbitrator and ASJL representative will be notified to resolve the issue. All competition in that division must stop until the problem is resolved and fair, safe competition can resume. (The sole exception is when the protest concerns an administrative or safety malfunction. The Match Area Controller should be notified immediately after the administrative or safety malfunction is detected).

4. Declined Protests

If a protest is found invalid, the Appeal shall be over ruled and competition shall resume. It should be noted that the safety of all competitors is the primary concern of the arbitrating officials.

5. Accepted Protests

If a protest is accepted, the officials shall take such measures as can be practically carried out to remedy the situation including the possibilities of:

- Reversing previous judgments that contravene the rules
- Voiding results of the affected matches in the pool from the point previous to the incident
- Redoing such matches that have been affected by the incident

•Issuing a recommendation to the ASJL representative and Tournament arbitrator that involved referees are evaluated for correction or replaced for the duration of the division competition.

The responsibility rests with the Arbitrators to exercise restraint and sound judgment in taking actions that will disturb the smooth operation of the event in any significant manner. **Reversing the process of the eliminations is a last option to secure a fair outcome.**

6. Power and Constraints

The decision of the Appeals staff **is final**, and can only be overruled by a decision of the ASJL executive Committee; which is unlikely, due to the direct involvement of the arbitrators on sight.

Article 5: Combat Sport Jujitsu Sparring (Free style Sport Competition)

Combat Sport Jujitsu Sparring/Free style continuous action is a MANDATORY event for ALL ASJL sanctioned competition events

This is a light to moderate contact competition format!! Excessive contact **in ANY division** will not be tolerated. No contact to the face mask area (eyes, nose, and mouth; T-zone) in any division.

1st Infraction – Warning!

2nd Infraction – Opponent awarded 2 points

3rd Infraction – Disqualification from the match

Standard Rules in ALL Divisions

- Contests consist of **2 rounds** of continuous action fighting, with a break between rounds. Scores are tallied with red and white marked mechanical counters, (here after referred to as “Clickers”), by the corner judges. The center referee controls the match, and calls successful 2 point head kicks, the point value of successful throwing techniques; as well as point scores for successful ground pins. Points are scored with strikes and kicks, as well as legally authorized throwing techniques; Throwing technique reversals, and control holding techniques (Osaekomi-waza). Submissions are LEGAL for groups ages 12 years and older.
- Contestants must remain inside the authorized play area. The referee will stop the action and restart from the center of the ring; in the standing position, in the event of both competitors belts have passed into the safety zone (standing or grappling). This is for the safety of the competitors, if a competitor loses the advantage in a gripping situation or grappling situation; that advantage is lost. **Competitors MAY use the ring as a strategy to gain advantage; this adds ring control strategy and excitement to the competition.** However, if a contestant is running out of bounds **to avoid engagement** of the match, that competitor may be penalized!

- **Scoring - In ALL Divisions**

One (1) pt for a kick or punch to the body

One (1) pt for a hand Strike to the Head

Two (2) pts for a kick to the Head (to be determined, and called, by center referee)

10 second grip to initiate a throwing technique (**striking ceases once grips are initiated**)

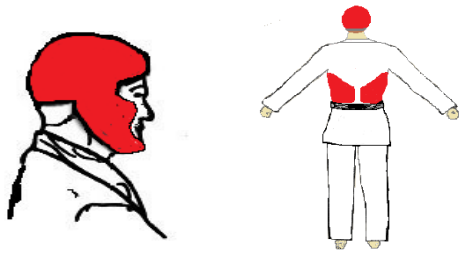
Point value of throws 1, 2, 3, & 4 points to be determined, and called, by center referee.

Two (2) pts for a successful pin held for 10 seconds

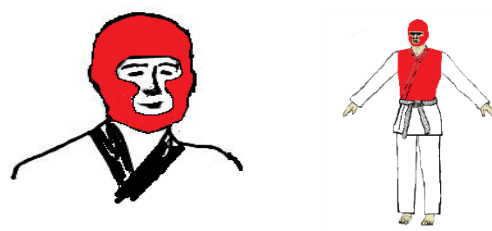
No striking of any kind on the ground

- **Legal Target Areas for strikes**

Side and Back



Front View



Grips, standing Grappling, and throwing techniques

- This competition format is designed to test all fighting ranges of its athletes and views takedowns similar to the accepted throwing techniques executed in Judo competitions. Once a grip has been established, by either competitor, one strike from either competitor will be allowed during the first three (3) seconds of this encounter; after 3 seconds all striking ceases until the referee restarts the match in the standing position. The criteria for grappling allows a competitor to hold his/her opponent in any legal manner for approximately ten (10) seconds while in a standing position, after which time if there has been no takedown or throw, the competitors must release the hold, (on a command by the center referee), the referee separates the competitors and restarts the action. Standing submissions are legal in submission legal divisions. However, takedowns cannot be executed from a submission where the joint being locked can be damaged or a choke can be dangerous during the takedown or throw

**Criteria for throwing are equivalent to Judo style pt. evaluations.*



1 pt throw (koka) – Takedown where opponent lands in seated position, or maintains a level of control



2 pt throw (yuko) – Takedown where opponent is forced to floor but both feet remain on the mat



3 pt throw (wazari) – throw where one foot leaves the mat, but opponent lands on side



4 pt throw (Ippon) – Full throw where both feet leave the mat and/or opponent lands on back

***Note:** Sitting and dropping into the Bottom legs around position (Pulling guard) IS NOT considered a take down or throw. If the competitor being pulled reacts in an appropriate manner, he/she may score a point for taking down the person sitting into the guard. "Pulling Guard" is a common practice for various submission stylists; and in some cases it is very effective in the preparation of submission techniques, and is allowed in this format, however, points cannot be scored by doing so.

- **Ground grappling during free style divisions**

After a throw, take down, or attempt; once the competitors are on the ground, the center referee signals the assigned ground timer to start the clock (*The signal is done by holding up the right clinched fist and loudly stating "Ground"*). Grappling is allowed for 20 seconds of regulation time in junior divisions and 30 seconds of regulation time in cadet and Adult divisions. At the end of the 30 second time the ground timekeeper (who is different from the round timekeeper) blows a whistle, or rings a bell that signals the referee to stand the competitors and resume action (competitors do not return to the middle of the mat unless instructed to do so).

- **Points can be scored for a successful controlling position;** which is determined by the Referee. Standard Judo Holding techniques will be used (**Scarf hold, shoulder hold, side four corner, upper four corner, mounted four corner, rear mount WITH HOOKS IN, etc...**) Once a hold has been initiated the referee states "HOLD" and counts off. If the pin is held for 10 seconds the player scores 2 points; the referee signals the point and the corner judges "click" for the designated player.
- In JUNIOR divisions the referee resumes counting for an additional 5 seconds and awards another 1 point; resumes counting an additional 5 seconds and awards another 1 point. **A maximum of 4 total points can be awarded for control holds, if the technique is held for 20 full seconds.**
- In Cadet and Adult Divisions where submissions are permitted; Points can be scored for a successful controlling position; which is determined by the Referee. Once a hold has been initiated the referee states "HOLD" and counts off. If the pin is held for 10 seconds the player scores 2 points; **then the action must be focused to obtain a submission technique. No further ground points can be scored in that ground engagement.** The center referee may instruct the competitors to work for submission.
- NO STRIKES, OF ANY KIND, ARE PERMITTED ON THE GROUND. ****The guard or bottom legs around position (*ashi kuruma*) is NOT a control position, it is a defensive position; therefore no points will be awarded for holding a player from the bottom. The referee has the option to call stalling as an infraction if a player falls into the guard position repeatedly with no attempt to apply a submission.**
- During the ground time if in the opinion of the referee there is a stalemate and no action is happening, the referee can order the fighters to stand up without waiting for the ground time to run out.

- REVIEW - **Holds – Osaekomi-waza**

*ALL Divisions - **2 points** for **10 second hold**

*Junior divisions only -**1 point** for additional 5 seconds (15 seconds 3 total points)

* Junior divisions only -**1 point** for additional 5 seconds (20 seconds 4 total points)

*Cadet and Adult divisions –

- At the end of the 10 second count the controlling player must attempt submission or disengage.

- --If the hold is broken before the full count is complete the points will not be awarded. **Example:** *If red player controls white player in scarf hold; referee calls "Hold" and begins the count. The white player wraps or entangles the legs, wraps the body with legs, or gets his back off of the floor before the ten second count – no points will be awarded.*
- --Cadet and Adult Players have the option of making attempts to submit his opponent, and not attempting hold points. Submissions consist of chokes, joint locks, and smothering techniques. NO neck locks, spine locks, twisting knee locks (heel hooks), small joint locks (fingers and toes).
- *****If a player "Taps" for any reason; he forfeits the round or match and his opponent will be declared the winner. If a referee calls a submission and intervenes for the safety of the contestants; that is a submission and the round or match winner will be declared. This is for the safety of the competitors; please do not protest a referee decision when calling submissions.**
- The winner of the round is signaled by the judges holding up the red or white flagged clicker.
- **Clicker counters are cleared after each round. Most number of round wins determines the winner. If there is a tie after two rounds an additional 3rd round is held to determine the winner. In the event of a tie after the 3rd round; additional 1minute rounds will be held and scored until a winner is determined.**
- **Successful submissions will win the Round in under Black Belt divisions.**
- **Successful submissions, in any round, will win and end the MATCH in Black Belt Divisions.**
- The winner of the Match is signaled by the Referee; raising his arm to the red or white flagged competitor.
- **ALL juniors (ages 11 & under) and CADET (12 to 17 years of age) must wear approved head gear in all sparring divisions.**

NOTE*** Since grabbing, holding, and throwing of the opponent is allowed; it is incumbent upon all coaches to ensure that their competitors are trained in, and are able to use break-fall/safe landing techniques. A competitor who attempts a throwing technique must comply with the conditions imposed in the Explanation of a safe attack. If a competitor throws their opponent in full compliance with the stated rule requirements and an injury results due to the opponent failing to make a proper break-fall, then the injured party is responsible and the thrower should not be penalized. Self-caused injury can result when a contestant; being thrown, instead of making a break-fall lands on an extended arm or elbow, or holds onto the thrower and pulls them down on top of themselves.

FORCE REQUIRED TO SCORE

Light Contact: Indicates no target penetration as a result of a striking technique. This type of contact is legal to the head. Touch, or Light contact to the head is permitted in all division, as specified in legal techniques, and legal striking areas.

Medium Contact: Slight penetration or slight target movement defines medium contact. Only clean crisp techniques delivered to the body's legal target areas with medium contact will be awarded points. (This will vary depending on the ages and experience of the competitors.)

STANDARDIZATION OF Protocol by OFFICIALS

To standardize the procedure of bowing in and out, the center referee will have the competitors face the referee and bow, then face each other and bow. When the match is over the competitors will bow to each other and then to the referee.

Legal techniques

Top, side, and back of the head, (light contact only) chest, solar plexus, ribs and abdomen are legal striking areas.

(light to medium contact **to body for Black Belts only** – all other divisions must use light contact to all targets)

Inner and outer thighs are legitimate techniques in traditional martial arts; however, the **legs are NOT legal target areas.**

(must be away from the knee, below the calf to be considered a legal sweeping technique: light to medium contact)

- **LEGAL TECHNIQUES**

A boot to boot foot sweep, boot to calf (unless used as a low kick) and calf to calf sweeps are considered legal techniques. All controlled hand strikes, kicks, throws, and submission holds to legal target areas as well as vascular chokes are acceptable legal techniques, except those listed as illegal. Light contact to the head is allowed, but it is imperative that judges and referees distinguish the difference between, light contact, and excessive contact.

ILLEGAL STRIKING TARGET AREAS, and Illegal Techniques

Facial area (T-zone), neck, throat, spine, groin, and all joints are illegal striking areas. Punching and kicking below the belt is illegal. Low kicks are illegal unless they are a legal sweep. Any kicks to a competitor on the ground are illegal.

ILLEGAL TECHNIQUES

Head butts

Hair pulling

Scratching

Biting

Elbow or knee strikes

Any finger strikes

Any blind techniques

Kicking a competitor on the ground

Striking while on the ground

Kick to the knee (this will be assessed as a major penalty)

Intentional attack to nerve points of the head, face, or neck areas.

Any finger, toe or heel hooks. (twisting of the heel, not ankle lock)

Respiratory chokes (attacks to the wind pipe)

Any technique that puts severe pressure on the neck, such as neck take downs or twisting the neck during hold downs.

Neck crank submissions

Slamming opponent on back in the guard position

Attacking a joint to cause a takedown

Rules Interpretation

Any situation not covered in these rules shall be dealt with by the chief referee, and/or tournament director. Some rules such as divisions and allowable weight divisions, combining and deleting divisions etc...may be altered for specific tournaments.

PENALIZATION

Causes for Penalization

- A. Use of excessive contact.
- B. Attacking illegal target areas (kicks to knee area will be treated the same as excessive contact)
- C. Using illegal techniques.
- D. Running out of bounds to avoid fighting. (Fighting out of bounds does not apply; using boundaries to control match action does not apply).
- E. Falling on the ground to avoid attack, (A competitor attempting a throw or takedown is exempt this penalty).
NOTE: Jumping or "Pulling Guard" IS LEGAL and will not be penalized as long as legitimate attempts to use guard techniques offensively follow movement
- F. Continuing to fight after being ordered to stop.
- G. Negligent or reckless attacks (regardless if contact is made).
- H. Disrespect to officials or other competitors.
- I. Unsportsmanlike conduct.

METHOD of PENALIZATION

The center referee is empowered to penalize a competitor at any time with – warning – loss of points – disqualification.
*Disqualifications should be discussed with arbitrator before final decision is made.

PENALIZATION- 1st OFFENCE

First Offence (Depending on the severity of infraction)

- A. Warning, (unless it is deemed INTENTIONAL excessive contact, then must be loss of 2 points)
- B. Disqualification, if warranted by disrespect, or unsportsmanlike conduct.

PENALIZATION - 2nd OFFENCE

Second Offence — Same Infraction:

- A. Loss of two points
- B. Disqualification, if warranted by disrespect, or unsportsmanlike conduct.

Second Offence — Different Infraction:

- A. Warning.
- B. Loss of two points (if excessive contact or knee kick infraction).
- C. Disqualification, if warranted by disrespect, or unsportsmanlike conduct.

PENALIZATION - Third Offence:

A third offense for any combination of the rule infractions requires that the competitor be disqualified. (Major, or minor disqualification)

Defining Offenses

Excessive Contact:

A call for excessive contact indicates that a referee saw a competitor using strength or force in excess of the force necessary to score a point. Any strike, throw, takedown, or submission hold delivered with malicious intent will be considered excessive force and may result in immediate disqualification. Though it is largely a judgment call, indications that contact has been excessive are to be seen in the following reactions:

- A. Negligent and reckless malicious intent by using techniques without control
- B. Visible severe movement of the head from the force of a blow.
- C. The appearance of severe swelling or other obvious internal or external injury

During the match, face-mask (eyes, nose, and mouth) contact is of itself a ground to be called excessive contact. (A bleeding nose would be judged on the force of the blow, not by the blood alone, but would be an automatic penalty for illegal target).

EXCESSIVE CONTACT 1st OFFENCE

- A. Warning if opponent moved into the technique
- B. If moving toward opponent and opponent does not cause impact; Loss of two points (mandatory).
- C. Disqualification, if in the opinion of the referee it was intentional, and with malicious intent.

EXCESSIVE CONTACT 2nd OFFENCE

A second offense of excessive force would automatically constitute a disqualification, (minor or major)

***NOTE* Definition of Loss of two points:**

Because you cannot deduct points, the center referee will instruct the judges to add these penalty points to the opposing competitor's score.

NOTE

EXCESSIVE FORCE AND INJURIES SHOULD NOT BE TOLERATED. ALL CENTER REFEREES SHOULD CONTROL THE CONTACT IN A MATCH. ALL COACHES SHOULD EXPLAIN THE RULES TO; AND PREPARE ATHLETES ACCORDINGLY.

Intolerable Behavior

Angry and uncontrolled violent displays of behavior will not be tolerated. If a center referee believes a competitor is guilty of such an infraction, he/she may cause the offending competitor to be warned or disqualified. Referees should not tolerate undisciplined displays of temper by competitors, or coaches.

General Rule violations that warrant warnings

- Stepping out of bounds repeatedly
- Illegal technique done non-malicious with acceptable force
- Pulling off opponents safety equipment
- Stalling
- Using center referee as obstacle between you and opponent

DISQUALIFICATION

The penalty and disqualification procedures for rule infractions are designed for the safety of the competitors first, and to maintain the integrity of the sport format.

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

Minor Disqualification: Will be for the existing contest only; and competitor may still proceed in the tournament pool (providing there is double elimination, round robin, or competition in medal round)

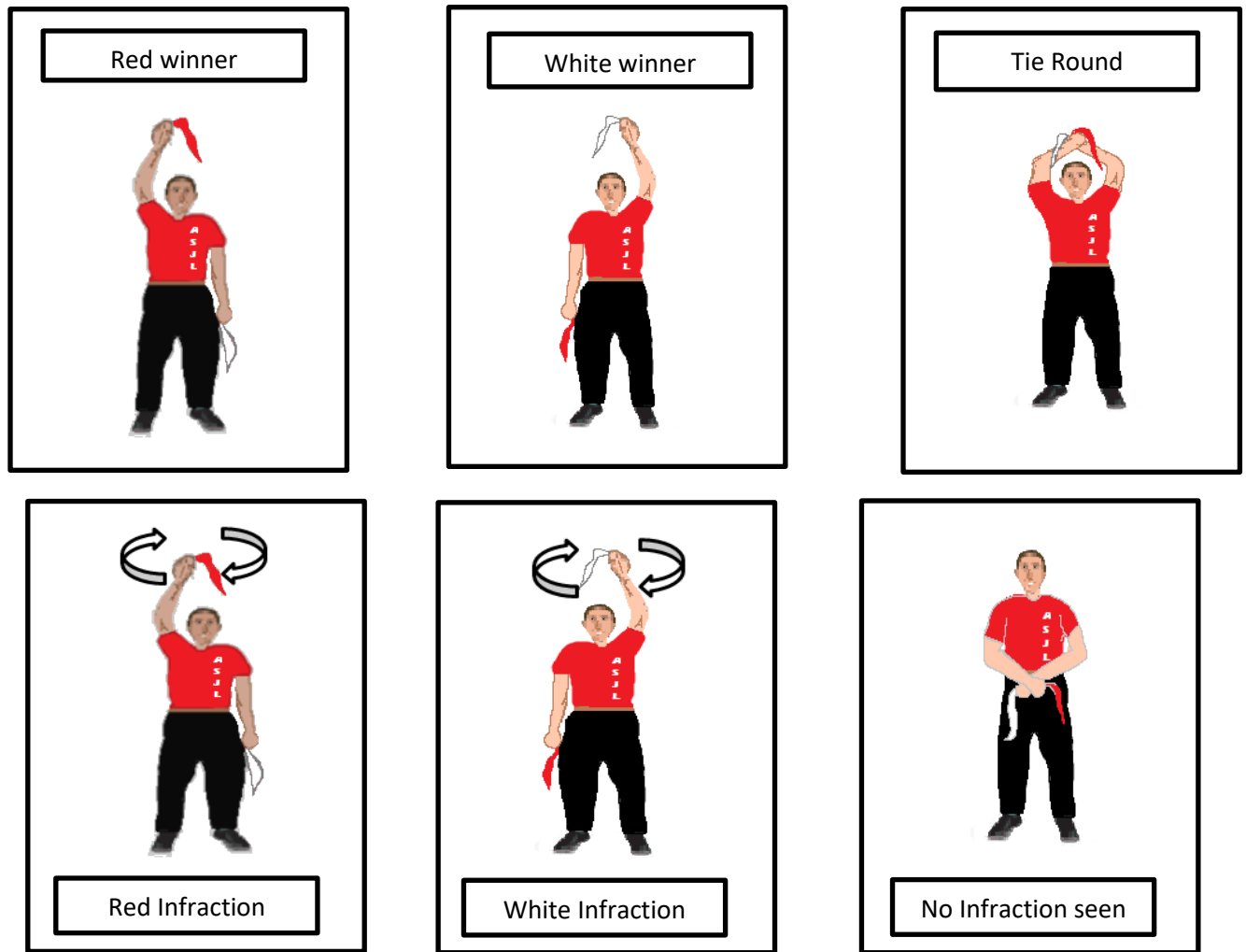
Major Disqualification: Will be for the balance of the tournament or designated period of time, to be suggested by the involved ring referee and submitted to the tournament director and the governing body for that: Area; State; Region; or Country. Disqualification from the remainder of the tournament should be used as a last resort; for major outbursts, un-sportsman like conduct and/or disrespectful behavior.

Every penalty call should be taken very serious by competitors and officials; because, it could be one of the calls that lead up to disqualification.

***Any conduct exhibited by competitors, coaches, team mates, or family; that is deemed disrespectful and/or interferes with the safe and peaceful operation of the event, may result in a disqualification from the tournament and the offending party, or parties involved, will be asked to leave the building!!! The American Sport Jujitsu League is a progressive martial arts competition organization; that holds to the traditions of respect and discipline and expects proper conduct to be displayed by ALL who attend our events.**

Article 6: Judging

Corner Judge Hand Signals



Corner judges CANNOT stop match action or call timeouts. The center referee has complete control of the match.

In the event a player commits a foul; Corner judges can signal the center referee by circling the flag of the player that caused the infraction.

In the instance both fighters commit a foul; Double Infractions can be called by circling both flags overhead.

The Center referee may stop the match if he/she feels the call by the corner is legitimate. The center referee may stop the match and call for an infraction even if the corners do not signal.

*******Note – As of November 2019 Corner judges shall be seated in the corners. This change was adopted to increase the viewing of spectators, and for various camera views for videotaping and live streaming of events.**

Center Referee Hand Signals



One point throw
Or
1 pt. for extra 5 sec.
hold in Junior divisions



Two pt. Head Kick
2 pt. Throw
Or
2 pt. for 10 sec. hold



Three point throw



Four point throw



Hold on
"Osakomi"



Hold Broken



Time Out



White Winner



Excessive Force



Penalty
(Point to penalized player;
then award point to opponent)

Hand Signals not pictured:

1. **Low Kick** – center referee uses an open hand across the thigh; on the side of the player that commits the foul and calls low kick. And then calls for warning or penalty point.
2. **Spiking** – Referee calls spiking for throwing an opponent on his head or in a dangerous manner, or when a player is picked up and slammed in the guard. The signal is made by referee patting the open palm of the other hand in the direction of the player committing the infraction.

Article 7: Specific Age Group rule sets

A. JUNIOR Competitors, ages 7 and under.

Standard sparring rules apply.

- Matches consist of **Two 60 second rounds (1 minute)** of continuous action sparring
- **15 second breaks** between rounds.
- The center referee controls the match in a manner similar to teen (cadet) and adult competition.
- Points are scored with strikes and kicks, as well as legally authorized throwing techniques and pins.
- Junior competitors do not engage in grappling submission techniques in free-style divisions.
- Kick and punch, control and pinning techniques only;
- **20 second ground time**

Scoring Techniques

Standard scoring for strikes and throwing techniques apply

2 pts for a successful pin held for 10 seconds

1 pt. for a pin held for an additional 5 seconds after initial 2 pt. pin (up to 4 consecutive points possible)

*repetitious techniques will not be scored as such (continued punches traded between competitors) Repetitious "flurries" will only be scored as ONE point for that exchange. Movement, evasion, and distancing are parts of martial training and are expected during matches.

Illegal techniques in Junior Divisions

- *submission techniques of any kind
- * Strikes to the face (Head gear attacks are allowed)
- * Kicks below the belt line.
- *knees or elbows of any kind

Acceptable methods to gain advantage

- *Grabbing the sleeve or uniform, immediately followed by a strike or kick (2 second grip then release); or to initiate a legal throwing technique or takedown to apply ground control and pin
- *Catching a kick to deliver a strike to legal target area (2 second grip and release; without a throw); or to initiate a legal throw or takedown to apply ground control and pin
- *FRONT leg boot to boot sweep; immediately followed by a legal scoring technique

B. JUNIOR Competitors, ages 8 to 11 years of Age.

Standard point sparring rules apply. Match is conducted the same as ages 7 and under with the exception of

- Matches consist of **2 – 90 second (1 ½ minute) rounds** of continuous action, **LIGHT CONTACT**, Sparring;
- **30 second break between rounds**
- Points are scored with strikes and kicks, as well as legally authorized throwing techniques and pins.
- **No submissions – ground pins only**
- **20 second ground time**
- Ground points (2) being awarded for successful pins held for 10 seconds; One (1) additional point will be awarded for each additional 5 seconds pin is held; up to 4 consecutive points (20 seconds)

C. Cadet (12 to 17 years of age) and Adult under Black Belt Competitors

Standard point sparring rules apply. Match is conducted the same as Junior Competitors with the exception of

- Matches consist of **two 90 second (1½ minute)** rounds of continuous action sparring
- 30 second breaks between rounds.
- Points are scored with strikes and kicks, as well as legally authorized throwing techniques and pins.
- Ground techniques and **pins DO score** for a successful hold for 10 seconds, one time with-in each ground exchange,
- After pin points are achieved, cadets and adults are expected to attempt to gain a submission.
- Successful **Submissions will win and end the ROUND** that the submission occurred in.

Illegal Techniques

- *Any throw that causes a competitor to land on the back of the neck or top of the head (Belly to back, full turn lifts etc...)
- *any strikes to joints (knees, elbows, neck, spine)
- *Intentional Full contact blows of any kind
- *wringing joint lock throws
- *knee or elbow strikes
- *strikes to the groin, throat, eyes, or nose (side of the head is acceptable)
- *small joint manipulations (fingers, toes,)
- *strikes to non-point areas of the body (below the belt line, back, neck, throat, etc..)
- *Stepping out of the play area to avoid engaging in competition.

Acceptable techniques to gain advantage

- *Boot to boot sweeps; immediately followed by a strike or throwing attempt
- *Base leg sweeps (these are considered throwing techniques and are legal)
- *Gripping the pant legs to initiate throwing or takedown techniques

D. Adult Black Belt Divisions

Standard sparring rules apply. Match is conducted the same as Adult under Black belt Competitors with the exception of

- Matches consist of **two- 120 second (2 minute) rounds** of continuous action sparring
- 30 second break between rounds.
- Points are scored with strikes and kicks, legally authorized throwing techniques, Throwing technique reversals, and control holding techniques (Osaekomi-waza).
- Ground techniques and **pins DO score** for a successful hold for 10 seconds, one time with-in each ground exchange,
- After pin points are achieved, Black Belts are expected to attempt to gain a submission.
- **Submissions end the match, and a winner is declared.**

Illegal Techniques

- *Any throw that causes a competitor to land on the back of the neck or top of the head (Belly to back, full turn lifts etc...)
- *any strikes to joints (knees, elbows, neck, spine)
- *Intentional Full contact blows of any kind
- *wringing joint lock throws
- *knee or elbow strikes
- *strikes to the groin, throat, eyes, or nose (side of the head is acceptable)
- *small joint manipulations (fingers, toes,)
- *strikes to non-point areas of the body (below the belt line, back, neck, throat, etc..)
- *Stepping out of the play area to avoid engaging in competition.

Acceptable techniques to gain advantage

- *Boot to boot sweeps; immediately followed by a strike or throwing attempt
- *Base leg sweeps (these are considered throwing techniques and are legal)
- *Gripping the pant legs to initiate throwing or takedown techniques

- NO STRIKES, OF ANY KIND, ARE PERMITTED ON THE GROUND.
- **The guard or bottom legs around position (*ashi kuruma*) is **NOT** a control position, it is a defensive position; therefore no points will be awarded for holding a player from the bottom. The referee has the option to call stalling as an infraction if a player falls into the guard position repeatedly.
- During the ground time if, in the opinion of the referee, there is a stalemate and no action is happening, the referee can order the fighters to stand up without waiting for the ground time to run out.
- Holds – Osaekomi-waza
*2 points for 10 second hold

Appendix A

Other competition divisions that may be offered in an A.S.J.L. Event

- 1. Kata – Forms Divisions**
- 2. Kobudo – Weapons forms Divisions**
- 3. Duo/Self-Defense – Demonstration Divisions**
- 4. BJJ - Brazilian Grappling Divisions**
5. Point Karate Free sparring
6. Point Kickboxing

Please do not request to add any type of “Full Contact” Martial Art Event. The ASJL is a family friendly competition format and children should be able to participate in offered events. Tournament hosts should inform the ASJL of events that will be offered at the event and the number of Divisions offered at the event; at least 60 days prior to the tournament date.

Article 8: Kata/Kobudo – Empty hand forms and Weapons Divisions

Kata competition takes the form of Team and Individual matches. Team matches consist of competition between multiple person teams. The Individual Kata match consists of individual performance in separate male and female adult (18 yrs and up), and Cadet (12 to 17 years) divisions. Junior divisions, under the age of 12 yrs., may be combined male and female and is the decision of the tournament director. The contestants will be expected to perform free selection ("TOKUI") Kata during the competition. Black belt Contestants must perform a different Kata in each round, in the event of a tie score for places 1st thru 4th; once performed a Kata may not be repeated. **Under black belt divisions may repeat** kata in multiple rounds as needed to determine a clear winner. The karate-gi jacket may not be removed during the performance of Kata. Chinese style or other traditional cultural uniforms are permitted during kata competition.

THE JUDGING PANEL

1. The panel of three or five Judges for each match will be designated by the Referee supervisor or Match Area Controller.
2. The Judges of a kata match must not be the instructor of, team mate of, or have the nationality of any of the participants in the division; if possible. It is understood that during smaller events this may not be reasonable.
3. In addition, timekeepers, scorekeepers and caller/announcers will be appointed.

Following a bow to the Judging Panel, the contestant will then move to the starting position and give a clear announcement of the name of the Kata that is to be performed, and will begin. On completion of the Kata, the contestant will wait for the scores to be announced, and the chief referee to dismiss. After Kata has been completed, return to the match area perimeter and await the decision from the Panel.

CRITERIA FOR DECISION

1. The Kata must be performed with competence, and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant or team the Judges will look for:
 - a. Realistic demonstration of the Kata meaning.
 - b. Understanding of the techniques being used (BUNKAI).
 - c. Good timing, rhythm, speed, balance, and focus of power (KIME).
 - d. Correct and proper use of breathing as an aid to KIME.
 - e. Correct focus of attention (CHAKUGAN) and concentration.
 - f. Correct stances (DACHI) with proper tension in the legs, and feet flat on the floor.
 - g. Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
 - h. Correct form (KIHON) of the style being demonstrated.
 - i. The performance should also be evaluated with a view to discerning other points such as the difficulty of the kata presented.
 - j. In Team Kata synchronization without external cues is an added factor.

A BLACK BELT contestant who comes to a halt during the performance of Kata, or who performs a Kata different from that announced will be disqualified. Under black belt contestants may re-start the performance of the kata ONE time.

* Under belt divisions should be graded on a 5 to 7 scale with ten decimals. Black Belt divisions should be graded on a 7 to 9 point scale; also with ten decimals. Hand signals for scoring is acceptable; however, easily read score cards are preferred.

EXPLANATION

- I. Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.
- II. Team Kata: all team members must start the Kata facing in the same direction and towards the Chief Judge.
- III. No ties are permitted. The competitor/Team, who receives the highest numeric score, will be declared the winner by the caller/announcer.

Article 9: Duo/Self-defense Division

Self-Defense/Duo is a Competition discipline in which a pair of Bujutsu-ka's (Martial art athletes); from the same team, show possible self-defense techniques against a series of attacks, to cover the following typologies:

****NOTE: Either member of the team may attack or defend at any given time**

- A. Grips - grip attacks (grips with the hand to defender's body or uniform)
- B. Restraints - embrace attacks (or strangulations)
- C. Strikes - striking attacks of any kind (punch or kick)
- D. Weapons - armed attacks using traditional, modern, or improvised weapons (stick, knife, sword, staff etc...)

The Duo system competition categories:

- A. male
- B. female
- C. mixed

Each Category sub-division

A. Juniors age 11 and under

Must defend a minimum of **six (6) techniques**; consisting of various grip, restraint, and striking attacks

B. Cadet (12 to 18yrs) - Beginner, Novice, & Advanced

Must defend a minimum of nine (9) techniques; consisting of various grip, restraint, and striking attacks

C. Adult under Black Belt - Beginner, Novice, & Advanced

Must defend a minimum of **nine (9) techniques**; consisting of no less than three 3 grip, three 3 restraint, and three 3 striking attacks

D. Black Belt

Must defend a minimum of **twelve (12) techniques; consisting of no less than three 3 grip, three 3 restraint, three 3 striking attacks, and a minimum of three 3 weapon attacks**

*(Divisions can be combined to accommodate the number of participants).

The athletes are judged for their speed, accuracy, control and realism. It requires great technical preparation, synchronicity and elevated athletic qualities.

The judging procedures and criteria are the same as individual/team kata.

*(Divisions can be combined to accommodate the number of participants). The athletes are judged for their speed, accuracy, control and realism. It requires great technical preparation, synchronicity and elevated athletic qualities.

THE JUDGING PANEL

1. The panel of three or five Judges for each match will be designated by the Referee supervisor or Match Area Controller.
2. The Judges must not be the instructor of, team mate of, or have the nationality of any of the participants in the division; if possible. It is understood that during smaller events this may not be reasonable.
3. In addition, timekeepers, scorekeepers and caller/announcers will be appointed.

Following a bow to the Judging Panel, the contestants will then move to the starting position and will begin. On completion, the contestants will wait for the scores to be announced, and the chief referee to dismiss.

CRITERIA FOR DECISION

Techniques must be performed with competence, and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant or team the Judges will look for:

- a. Realistic demonstration of Technique
- b. Understanding of the techniques being used
- c. Good timing, rhythm, speed, balance, and focus of power (KIME).
- d. Correct and proper use of breathing as an aid to KIME.
- e. Correct focus of attention) and concentration
- f. The performance should also be evaluated with a view to discerning other points such as the difficulty of the Techniques presented; Team synchronization without external cues is an added factor.

Article 10: ASJL Brazilian Jiu-Jitsu Grappling Rules

Age divisions and Match Duration

Junior Divisions (age 11 and under) –

2 minutes (NON-Submission division)

Submission only divisions

Cadet Divisions (age 12 -17) –

3 minutes

Adult under Black belt (age 18 and Up) –

3 minutes

Black Belt (age 18 and Up) –

6 minutes

Black Belt Grand Championship Matches (Finals Only) –

10 minute

Junior divisions ages 11 and under; **Submissions are not permitted in these age groups**. These divisions will follow the same protocol as the Combat sport Jujitsu divisions with the exception of no strikes permitted and no time limit when grappling.

- **No submissions – ground pins only**
- Points are scored with legally authorized throwing techniques and pins.
- Point value of throws 1, 2, 3, & 4 points to be determined, and called, by center referee.
(See point distinction for throwing techniques, and legal pin positioning in Combat Sport Jujitsu Section)
- Two (2) pts for a successful pin held for 10 seconds
- Standard Judo Holding techniques will be used (**Scarf hold, shoulder hold, side four corner, upper four corner, mounted four corner, rear mount WITH HOOKS IN, etc...**) Once a hold has been initiated the referee states "HOLD" and counts off. If the pin is held for 10 seconds the player scores 2 points; the referee signals the point and the corner judges "click" for the designated player.
- The referee resumes counting for an additional 5 seconds and awards another 1 point; resumes counting an additional 5 seconds and awards another 1 point. **A maximum of 4 total points can be awarded for control holds, if the technique is held for 20 full seconds. After the 20 second time has expired the competitor must change positions to score additional points.**
- **If a competitor is in a pin position and taps out, it is considered a submission by forfeit and the win will be awarded to the other competitor.**

Cadet Divisions (age 12 -17)

Adult under Black belt (age 18 and Up)

Black Belt (age 18 and Up)

Black Belt Grand Championship Matches

These are all considered Submission divisions and will follow submission only rules

"Submission only BJJ" is a tournament format where points are not awarded for the specific control positions in BJJ and the players theoretically only win if they get a submission. Unlike point tournaments in BJJ, "submission only" places less emphasis on maintaining position, and more emphasis on attacking submissions. The matches feature a submission-only format, with athletes winning via tap-out, verbal tap-out, or referee stoppage due to imminent danger. Athletes can attempt throws, takedowns, and both standing and ground submissions until one gives up or the time limit is reached.

Legal submissions include

- **All variations of wrist locks,**
- **All variations of arm-bars,**
- **shoulder locks,**
- **chokes, strangulations, and smothers**
- **Leg locks (including hip, knee and ankle),**
- **compression locks(arm and leg)(also known as slicers)**

Neck cranks, spine locks and twisting knee locks are ILLEGAL and will be penalized

Completion of a Match

- **Submission:** Any legal submission automatically ends the match
 - *A match is won by submission if:*
 - The opponent physically taps his hand or foot on the other competitor, or if he taps his hand or foot on the mat.
 - The opponent verbally says "Tap", makes a pained sound, yells, or asks the referee to stop the match.
- **Referee stoppage:**

The referee has the authority to stop a match at any time if it is deemed that a competitor may be seriously injured.

Example: If a Competitor is clearly caught in an arm-bar, the referee may stop the match at his discretion before the arm-bar is fully extended and injury is deemed imminent, even if the competitor has not tapped.
- **Time expires:** Regulation time expires in regular contest match time, and the match is judged by penalty points. In the event that there are no penalty points or penalties are equal, an additional overtime round will ensue to determine a clear winner. (see overtime rounds)
- **Forfeiture:**
 - *A competitor forfeits a match if:*
 - The competitor voluntarily asks the referee to stop the match.
 - The competitor's coach asks the referee to end the match.
 - The parent of a competitor **under 18** asks the referee to end the match.
- **Disqualification:**
 - A competitor is disqualified for the current single match if:
 - They do not show up for a subsequent match. They may still place in their division based on the results of their first match.
 - They do not meet the uniform or hygiene requirements.

If they are later able to meet the requirements, they may continue competing in their remaining matches.
 - They have a medical issue that stops the match (ex. loss of consciousness, cramping, vomiting, loss of bowels).
 - If they are later able to control the medical issue, they may continue competing in their remaining matches.
 - They have an injury where the bleeding cannot be stopped or controlled.
 - If they are later able to control the bleeding injury, they may continue competing in their remaining matches.

***Note: If a medical professional pulls a competitor from the competition, that competitor is finished for the entire day. This is for the safety of the competitors!!!**

 - They attempt to perform an illegal technique or submission for the first time that day.
 - A competitor's coach interferes with the match.
 - A competitor displays excessive celebration ("showboating"), or abusive language toward another competitor, referee, or coach
 - A competitor leaves the competition mat before the referee raises the hand of the winner
 - A competitor commits a minor foul for the third time or a competition foul after a warning has been issued.
 - **A competitor is disqualified for the entire bracket if:**
 - They do not show up for their first match in that bracket, the bracket has been re-drawn, and matches in the bracket have begun.
 - **A competitor is disqualified from competing altogether in the tournament if:**
 - They conduct themselves in a un-sportsmanship manner (ex. malicious conduct at any time, continuing to attack an opponent after the match has ended, aggressive verbal or physical behavior with a referee or official).
 - They are found in the restroom without shoes. 9This is due to hygiene and will be enforced!!
 - They have received excessive warnings or penalties, and still continue the same behavior.

- They make a second attempt to perform the same illegal technique or submission after their first disqualification.
- They commit a severe foul.

FOULS & ILLEGAL TECHNIQUES

• MINOR FOULS:

- All fouls and their resulting penalties are left to the discretion of the referee.
- Depending on the severity, accidental fouls may result in warnings, penalties, or disqualification from the match.
- If the referee deems any foul to have been purposefully and maliciously committed (especially after being warned or penalized), it may be considered a "severe foul," causing a competitor to be disqualified from competing altogether in the tournament.
- Fouls include the following:
 - Attacking the groin
 - Attempting to stall a match (ex. feigning injury, equipment/uniform malfunction)
 - Conversing during a match
 - Hair grabbing/pulling
 - Pinching/twisting skin
 - Profanity
 - Scratching
 - Striking

• COMPETITION FOULS:

- Competition fouls include the following:
 - Stalling (if one or both competitors do not attempt to engage, advance their position, or fail to attempt a submission for 15 seconds)
 - **Sitting down to obtain the guard position without being physical engaged**
 - Running away from an opponent
 - Small joint manipulation
 - When gripping, **no gripping of fingers or toes**
 - Bending fingers backwards
- Referees will give warnings and penalties for competition fouls as follows:
 - **First instance: a warning**
 - **Second instance: 2 points awarded to the competitor's opponent**
 - **Third instance: 3 points awarded to the competitor's opponent**
 - **Fourth instance: the competitor(s) will be disqualified**
 - In the event of a tie match, these penalty points will determine the winner and no overtime round will be necessary

• SEVERE FOULS:

- If a severe foul is purposefully committed, the competitor will be disqualified from competing altogether in the tournament.
- Severe fouls include the following:
 - Biting
 - Eye gouging
 - Fish hooking
 - Inserting fingers/toes into any orifice
 - Spitting
 - Intentional locking of the neck or spine
 - Intentional twisting of the knee joint

Overtime Rounds

- In the event of a tie match, penalty points will determine the winner and no overtime round will be necessary; however, if the penalty points are equal one additional round will ensue to determine a clear winner.
- Overtime Round lengths
 - **Junior Divisions** (age 11 and under) – **1 minute (NON-Submission division)**
 - **Cadet Divisions** (age 12 -17) – **2 minutes**
 - **Adult under Black belt** (age 18 and Up) – **2 minutes**
 - **Black Belt** (age 18 and Up) – **3 minutes**
 - **Black Belt Grand Championship Matches** (Finals Only) – **5 minutes**

Any legal submission automatically ends the overtime round and the match

Points to be used during OVERTIME ROUND ONLY!!!

Takedown: 1 or 2 pts.

- 2 points if the takedown takes the match from standing, directly to a position of Advantage on the ground
- 1 point if the takedown takes the match from standing, to the ground in a neutral position

Position/pin: 2 Points

- Gaining a Position of Advantage: 2 Points
(Standard Judo Holding techniques will be used (**Scarf hold, shoulder hold, side four corner, upper four corner, mounted four corner, rear mount WITH HOOKS IN, etc...**) Once a hold has been initiated the referee states "HOLD" and counts off. If the pin is held for 10 seconds the player scores 2 points
Once the pin points are awarded the competitor must make legitimate submission attempts; or may be penalized for stalling!!!

Ending the Match

Once the time of the Overtime round has expired, the points, including penalty points and points from regulation match play are calculated, the winner will be determined. If the points are again tied the center referee, arbitrator, and scorekeeper of the match (three judges) will call for winner of the match based on match control, dominant positioning, and quality of attempted technical grappling. (A winner must be determined; there will be no tie matches)

COACH and SPECTATOR CONDUCT

- Competitors may have ONE person to coach them inside the barricaded area.
 - All coaches and waiting competitors inside the barricaded area must sit on the floor to allow spectators a clear view of the matches.
 - Coaches and waiting competitors may not sit, stand, or walk on the mats.
- No video or photography is allowed inside the barricaded area.
- Please do not unhook or jump over the barricades.
- Remember that this is a family sport. Profanity or aggressive behavior will not be tolerated. We reserve the right to ask competitors, spectators, or coaches to leave the venue at any time for any reason.

ANY RULES NOT LISTED WILL BE DECIDED BY THE TOURNAMENT DIRECTOR.

Feel free to contact us if you have any questions about tournament rules.

Expanded BJJ Rules

REFEREEING

- **There will be one referee** – unless the organizers of a tournament deem it appropriate to appoint two additional referees who will be seated in chairs placed at opposing corners of the match area.
 - a) **Corner referees when appointed** – bear the same powers as the central referee – and all or any penalty points awarded must be confirmed by at least two of the three referees.
 - b) Should there be a consensus between the corner referees and the central referee, the corner referees shall remain seated in the chairs at the corners of the match area.
 - c) Should there be a conflict of opinion with the central referee, the corner referees should stand up and signal for penalty points to be awarded or subtracted, using gestures predefined below.

DURATION AND OVERVIEW OF A CONTEST MATCH

Junior Divisions (age 11 and under) –

2 minutes (NON-Submission division)

Submission only divisions

Cadet Divisions (age 12 -17) –

3 minutes

Adult under Black belt (age 18 and Up) –

3 minutes

Black Belt (age 18 and Up) –

6 minutes

Black Belt Grand Championship Matches (Finals Only) –

10 minute

Match Duration

Junior Divisions – 2 minutes

Cadet Divisions and Adult under Black belt – Legal Submission groups – **3 minutes**

Black belt - All contests consist of one round of **six (6) minutes** of continuous fighting following which a decision will be awarded from penalty points. In the case of no penalty or tied penalty points, there will be one additional overtime round, in the event of a subsequent tie, the center referee and the arbitrator will determine a winner based on submission attempts, match control, aggressiveness and proper technical ability.

- **Commencement** – competitors will be called to the mat by the referee and the contest shall begin with both competitors 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". Competitors must bow to each other before and after the match and refusal to do so will constitute an immediate disqualification.
- **Within match area** – competitors will compete within the match area and the referee is to always be directing the competitors to the center of the mat.
- **Out of bounds and stabilized** – When 2/3 of the competitors' bodies (usually when both competitors belts are across the line) are outside the match area in a stabilized position on the ground, the referee should stop the match and, noting the position of each competitor, restart the match at the center of the match area with the competitors in positions identical to those they were in at the moment of stoppage.
 - a) The referee may be assisted by the timekeeper in moving the competitors back to the center of the mat. In case the referee and the timekeeper are unable to move the competitors back to the center of the mat, the competitors will be asked to walk back to the center and continue from the same position.
- **Out of bounds and not stabilized** – When 2/3 of the competitors' bodies are outside the match area (usually when belts of both competitors are out of bounds) on foot or in a non-stabilized position on the ground, the referee should stop the match and restart the two competitors on their feet at the center of the match area.
- **Submission hold in place** – When a competitor has a submission hold in place in the outlying safety area, the referee should not interrupt the match.
- **Submission hold defended by moving out** – When a competitor has a submission hold in place and the opponent defends by moving to outside the outlying safety area; the referee should stop the match and restart the match at the center of the match area with the competitors standing. In this case, when the referee deems it clearly apparent the competitor under attack initiated the movement that led to exiting the match area, the **referee shall signal for 2 (two) points** to be added to the score of the competitor performing the submission hold, this is defined as immediate penalty point for avoiding combativeness.

DECISION OF A CONTEST MATCH

- **Referee signals scoring** – will be signaled by the referee(s) during the match and recorded by the scorekeeper. The match will be awarded to the competitor who achieved a submission, or if no submission the competitor with the highest match points, (due to penalties) or if a draw then an additional round will be held to determine the winner. If still a draw to the competitor with the least penalty points will be determined the winner. If a draw still prevails then the referee(s) shall declare the winner on which competitor displayed greater offense during the match and came closest to achieving possible point or submission-scoring positions.
- **Submission** – occurs when:
 - The competitor signals to the referee their submission by tapping twice the opponent or mat or self; or verbally signals their submission or expresses pain while trapped in a submission hold.
 - The referee perceives that a hold in place may expose the competitor to serious physical injury and ends the fight giving victory to the competitor that applied the lock.
 - A coach of one of the competitors may request that the fight be ended either by directing him or herself to the referee or by throwing the towel into the contest area for any reason.
- **Disqualification** – If a competitor is issued a disqualification at any time during the match this signifies a loss of the contest and the other competitor wins.
- **Injury due to a foul** – If a competitor is injured due to a majority called infraction (foul) and cannot continue the offending competitor cannot be awarded the win for that match. The win must go to the injured competitor. The medical or senior appointed qualified first-aid officer must make the decision for an injured competitor not to continue fighting and the

competitor cannot recommence competing in the Tournament until he or she is given medical / first aid approval. The referee should be informed of this.

Where it is ruled that a competitor has 'intentionally' injured their opponent this may invoke a 'major disqualification' as defined in Disqualification.

- **Injury not due to a foul** – If a competitor sustains an injury, which is not attributed to a foul, and cannot continue then the referee will award the round accordingly.
At the discretion of the referee(s), a competitor may be allowed up to 2 minutes to recover from an injury following which the competitor must either continue or the round must be decided
- **Injury with bleeding or a wound** – The match will be stopped and "time-out" called to allow the competitor to be attended to. If the bleeding cannot be controlled within 2 minutes the round will be called. Any blood on the mat surface must be cleaned before play continues.
- **Loss of consciousness** – The competitor shall be declared to have lost the match upon losing consciousness due to a legal hold applied by the opponent or due to an accident not stemming from an illegal maneuver by the opponent.

Note: Competitors who lose consciousness because of head trauma should not be allowed to compete again in the same tournament and should be directed to undergo treatment from medical staff.

FOULS

- Fouls are technical or disciplinary infractions addressed in the rules that are committed by competitors before, during or after a match.

Foul Classifications

- a) Severe Foul – Subdivided into technical fouls, and disciplinary fouls.
- b) Serious Foul
- c) Combativeness Foul (Stalling)

Severe Foul

Technical Fouls

- When a competitor's gi is rendered unusable and he/she is unable to exchange it for a new one within a period of time stipulated by the referee
- When a competitor deliberately flees the match area to avoid submitting to a submission hold applied by his/her opponent
- When a competitor intentionally attempts to get his or her opponent disqualified by reacting in a way that places his or her opponent in an illegal position.
- When a competitor is not wearing an undergarment under his/her gi and this fact comes to the referee's attention
- When a competitor applies creams, oils, gels or any slippery substance to any part of the body
- When the competitor utilizes any substance that increase the adherence in any part of his/her body
- When the competitor utilizes any substance that makes the gi/kimono slippery for the grips.
- When a competitor applies a hold prohibited for his/her respective age or belt group, as indicated in the table below.*

Technical Fouls – Illegal Moves – When a competitor intentionally attempts to get his or her opponent disqualified by reacting in a way that places his or her opponent in an illegal position.

Disciplinary Fouls

- When a competitor directs profane language or obscene gestures at his/her opponent, the center table, table officials, referee or public.
- When a competitor exhibits hostile behavior towards an opponent, referee or any other member of the organizing committee or public.
- When a competitor bites, pulls hair, strikes or applies pressure to the genitals or eyes, or intentionally uses a traumatic blow of any kind (such as punches, elbows, knees, head butts, kicks, etc.).
- When a competitor exhibits offensive or disrespectful behavior towards an opponent or the public through words or gestures during a match or in celebrating victory.

Serious Fouls

- a) When a competitor kneels or sits without having a grip of any kind on the opponent.
- b) When a standing competitor flees the bounds of the match area, avoiding combat with the opponent
- c) When a standing competitor pushes his/her opponent to outside the match area without clear intent of attempting a submission or scoring. (Note: previously, the competitor being pushed was the one penalized).
- d) When a competitor on the ground evades combat by sliding his/herself outside the match area.
- e) When a competitor on the ground stands to escape combat and does not return to combat on the ground.
- f) When a competitor breaks the grip of the opponent pulling guard and does not return to combat on the ground.
- g) When a competitor intentionally removes his/her own gi or belt, causing the match to be stopped.
- h) When a competitor communicates with the referee by speaking or with gestures, except when he/she is reporting a medical issue.
- i) When a competitor disobeys a referee order.
- k) When a competitor exits the match area following a match prior to the referee announcing the result.* – * For these specific cases there is no gesture for penalization and the referee will signal one penalty be added on the scoreboard for the perpetrating competitor and concede at least one advantage point to the opponent, in accordance with the series of penalties addressed
- L) When a competitor deliberately exits the match area to prevent the opponent from completing a sweep.** – ** In this case and only this case, the referee should signal two points be awarded to the opponent and one penalty point be added to the score of the competitor who exited the match area.
- M) When a competitor places a hand or foot on his/her opponent's face.
- N) When a competitor places a foot in the lapel behind the opponent's neck, with or without gripping it.
- O) When a competitor, without using the gi, strangles his/her opponent using both hands, or applies pressure to the opponent's windpipe using the thumb.
- P) When a competitor holds the neck using both hands (one in front and one behind).
- Q) When a competitor takes more than 20 seconds to tie his/her belts during a match stoppage (when the competitor is also using the identification belt).
- R) When a competitor runs around the match area and does not engage in the combat
- S) When a competitor unintentionally reacts in a way that places his/her opponent in an illegal position

Lack of Combativeness (stalling)

- a) Lack of combativeness (stalling) is defined by one competitor clearly not pursuing positional progression in a match and also when a competitor impedes his/her opponent from carrying out said progression.
- b) When both competitors simultaneously demonstrate a lack of combativeness (stalling) in any position in a match.
- c) Lack of combativeness (stalling) is not declared when a competitor is defending his/herself from an opponent's attacks from mount, back-control, side-control or north-south positions.
- d) Examples of situations constituting lack of combativeness (stalling).*
 - When a competitor, upon achieving side-control or north-south positions over an opponent, does not seek positional progression.
 - When a competitor in an opponent's closed guard does not seek to pass guard and at the same time prevents the opponent from seeking positional progression from guard.
 - When the bottom competitor playing closed guard wraps his/her arms around the opponent's back or performs any other controlling movement clutching the opponent to him/her without intending to achieve a submission or score.
 - When a competitor on foot grabs and maintains his/her hand on the opponent's belt, preventing the opponent from completing a takedown movement and without attempting an attack of any kind.

Note* the aforementioned examples are merely illustrative and do not represent all the situations that may be deemed lack of combativeness (stalling).

PENALTIES

- Penalties are awarded by referees with the aim of assuring the match flows properly and that the rules of the sport and the competition are being respected. Referees shall abide by the following series of penalties for each category of penalty.

Severe Penalties

- **Technical Penalties:** Summary disqualification from the match at the moment of the infraction.
- **Disciplinary Penalties:** Summary disqualification from the match and competition at the moment of the infraction.

Serious Penalties

Referees shall abide by the following series of penalties.

- a) 1st penalty – The referee will warn the competitor and instruct the scorekeeper to mark the first penalty for the competitor.
- b) 2nd penalty – Advantage point concession to opponent of penalized competitor and second penalty marked on scoreboard for perpetrating competitor.
- c) 3rd penalty – Two points concession to opponent of penalized competitor and third penalty marked on scoreboard for perpetrating competitor.
- d) 4th penalty – Disqualification of perpetrating competitor.*
- Serious penalties are cumulative between them and different fouls will bring into effect the escalating penalty sequence addressed previously

If the competitor has already received penalties for lack of combativeness on the scoreboard, these penalties will be added to the penalties for serious fouls. **Note *** *In the under-12-year-old events, on a competitor's fourth and fifth fouls the referee shall award two points to the opponent and one penalty point to the perpetrating competitor for each penalty. Only on the sixth penalty shall the referee disqualify the perpetrating competitor.*

Penalties for lack of combativeness

The penalties for lack of combativeness will follow the sequence below after the referee considers one or both competitors been under the situations described in article **Note*** *the referee shall count out 20 (twenty) consecutive seconds and will perform the gesture for a lack of combativeness, followed by the verbal command "Stalling!" and the gesture for the awarded penalty, as described previously*

If the competitor has already received penalties for serious fouls on the scoreboard, these penalties will be added to the penalties for lack of combativeness.

Appendix B

WEIGH-INS

- Weigh-ins may be conducted WITHOUT the gi the day/night before, and on the day of the tournament.
- Competitors are given a one-pound allowance to account for undergarments and scale discrepancies.
- If a competitor is competing in multiple divisions, they only need to make weight once in order to receive their competitor wristband, or competition card.
 - The competitor card/wristband signifies that a competitor has met the weight requirements in their division.
 - If a competitor loses their card or wristband, they may be disqualified from the tournament altogether.
 - After weighing-in, an official will secure the wristband on the competitor's wrist, with the weight written visibly on the band or on the competitor card. Do not remove your wristband, or dispose of your card until you are done competing for the day and have left the tournament.
- If an adult competitor does not make weight, they will be disqualified from the divisions where they did not meet the weight requirements, and placed in the appropriate weight class (Aslo; a competitor who missed weight in a specific weight class may still be qualified to compete in the Absolute division).
- If a child competitor (11 yrs and under) does not make weight, they will NOT be disqualified. (Ring side pairing will be used in under age divisions)
 - The tournament director must be notified as soon as possible that the child has not met the weight requirements.
 - The tournament director will make every effort to move them into their appropriate weight category. If that particular division has already started competing, the child may have to move up to a larger weight class or a higher experience level.

Competition Levels and general weight classes

Beginner Level - Less than 1 year training (additional Division if number of competitors' warrants)

Novice Level - less than 36 months training (< 3 years)

Advance Level - 36 months to 59 months training (3 to 5 years)

Black Belt – 60 months or more training (5 years or more)

***Note – Black Belts in ANY style of martial art must compete in the Black Belt division In the ASJL Combat Sport Jujitsu Division**

However; a Black belt in Karate/kung-fu may compete in the White belt division in grappling, provided he/she has no previous grappling experience. And a Black Belt in BJJ may compete in the beginner Kata division etc...

NOTE - Every effort will be made to keep the divisions first and foremost SAFE and as fair as as possible with the number of participants at each event. The competitors may be divided and grouped at ringside to ensure a safe and smooth division breakdown.

Beginner divisions
are **less than 12 months** training

Novice divisions
more than 12 months training but **less than 36 months** training

Advanced divisions
36 months to 59 months training

Black Belts
5 years or more experience
In ANY Style

Age and weight divisions will be used for ALL events.... Experience divisions are based on experience for that particular event (with the exception of Combat Sport Jujitsu)

Age and weight Categories:

Junior Divisions – Non-submission groups (grapple for position and points only)

5 & under- boys and girls (open Weight)

6 & 7 - boys and girls (open Weight)

8-9 boys– Light (under 90lbs) & Heavy (90lbs & over)

8-9 girls– Light (under 90lbs) & Heavy (90lbs & over)

10-11 boys– Light (under 100lbs) & Heavy (100lbs & over)

10-11 girls– Light (under 100lbs) & Heavy (100lbs & over)

Cadet Divisions – Legal Submission groups (submission wins the round)

12-13 Male– Novice Light & Heavy Advanced – Light & Heavy (<130>)

12-13 Female– Novice Light & Heavy Advanced – Light & Heavy (<120>)

14-15 Male– Novice Light & Heavy Advanced – Light & Heavy (<160>)

14-15 Female– Novice Light & Heavy Advanced – Light & Heavy (<140>)

16-17 Male– Novice Light & Heavy Advanced – Light & Heavy (<180>)

16-17 Female– Novice Light & Heavy Advanced – Light & Heavy (<155>)

**Beginner divisions (light and heavy) may be added to cadet and Adult Categories*

Adult under Black Belt – Legal Submission groups (submission wins the round)

18-35 Men– Novice Light & Heavy Advanced – Light & Heavy(<190>)

18-35 Women– Novice Light & Heavy Advanced – Light & Heavy(<165>)

35- 49 Men– Novice Light & Heavy Advanced – Light & Heavy(<195>)

35 & up Women– Novice Light & Heavy Advanced – Light & Heavy(<170>)

50 & up Men– Novice Light & Heavy Advanced – Light & Heavy(<195>)

Black Belt Divisions - Legal Submission groups (submission wins the MATCH)

18-35 Men

Light weight

Middle Weight

Light Heavy wt.

Heavy Weight

Super Heavy

18-35 Women

Light Weight

Heavy Weight

35- 49 Men

Light & Heavy

35-49 Women

Light & Heavy

50 & up Men

Light & Heavy

50 & up Women

Light & Heavy

Under Black Belt

If the number of competitors is adequate, a Middle weight division may be added to ensure fair play for all

MEN'S: Adult Black Belt

Light..... **154.9 lbs. and under**

Middle..... **155 lbs. to 169.9 lbs.**

Super Middle..... **170 lbs to 184.9 lbs**

Light-Heavy..... **185 lbs. to 199.9 lbs.**

Heavy..... **200 lbs to 224.9 lbs**

Super Heavy..... **225 lbs. and over**

LADIES: Adult (All ranks) (If middle weight divisions are needed)

Light..... Under 130 lbs.

Middle..... **130 lbs. to 159.9 lbs.**

Heavy..... 160 lbs. and over

Cadet Divisions Male and Female

Chief referee divides weight classes at ring side

Size matching the competitors

***14 -15 and 16-17 year old divisions can be combined

and divided by size if number of participants does

not allow adequate divisions. Cadets **MAY NOT** Compete with Adult

competitors without parental and instructor Consent.

The Combat Sport Jujitsu competition Format is designed to allow **ALL styles** an equal advantage to compete. All competitors must compete in the division **of the highest rank attained in ANY style of martial art.** If you are a Black Belt in Karate, Tae Kwon Do, or Kung Fu you MUST compete as a Black Belt **IN ALL combat Sport Jujitsu DIVISIONS!!!** A competitor who is a Brown Belt in Karate should NOT be competing against persons who have 3 to 6 months experience in any other art. Integrity and fair play is expected from martial artists!

The BJJ Divisions should follow time in grade for grappling arts. The skill sets for these arts are specific to that art; therefore, you may be a black belt in Karate, but compete in the white belt division in the Brazilian Jiu-jitsu division. The Weight Divisions will be the same as the divisions established for the Combat Sport Jujitsu Divisions; to avoid confusion as a matter of weight category. The experience and belt color divisions follow the time in grade in BJJ/Submission Wrestling/Judo/Catch Wrestling/Sambo, etc.

Most BJJ events have white belt, blue belt, purple belt, brown belt, and black belt divisions. We will accommodate those divisions if the number of participants can justify that split. If numbers are low; to allow for consistent combining of groups the following should be considered –

Higher number of upper rank competitors - white and blue belts compete together, purple and brown belts compete together, and black belts

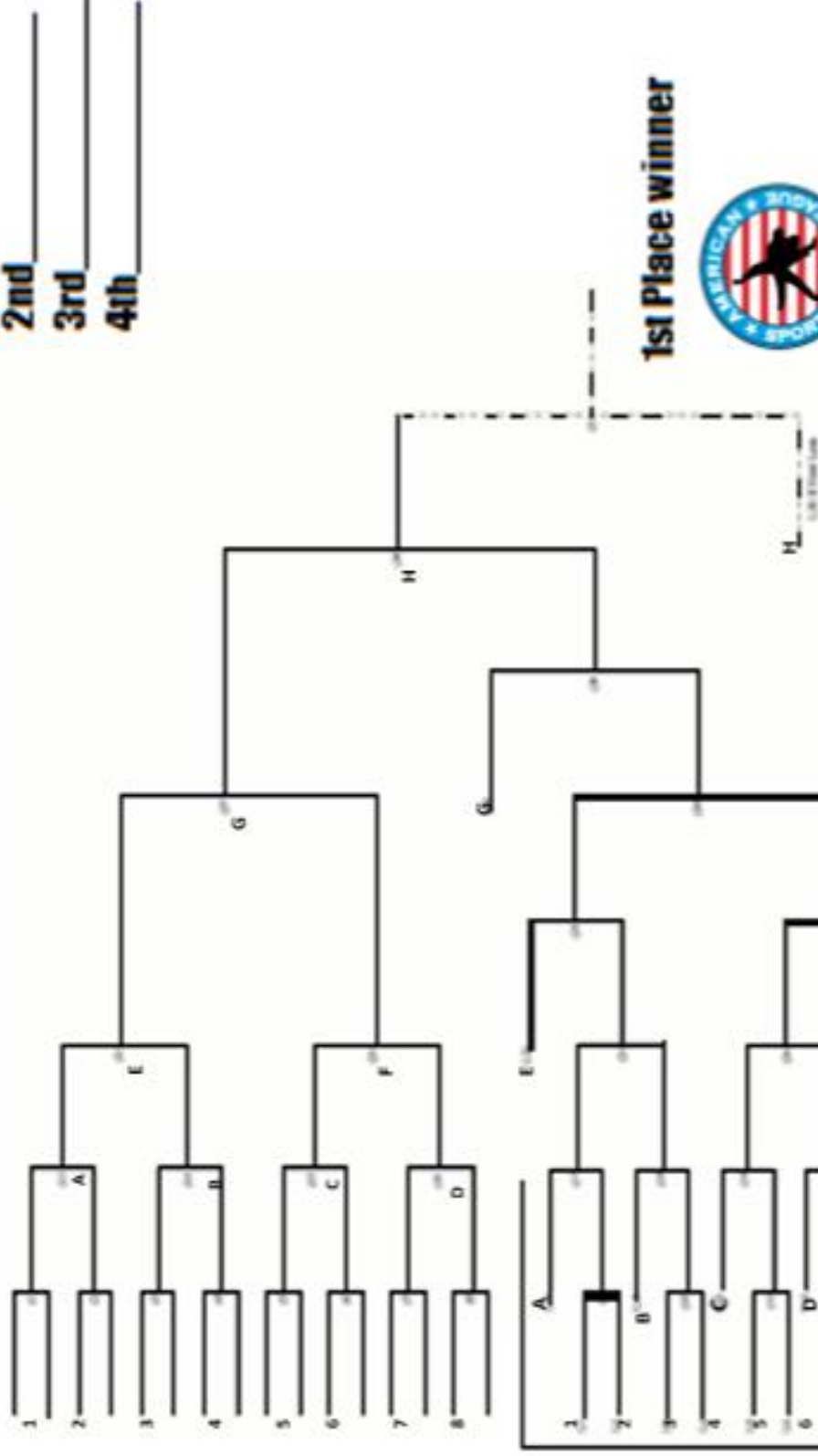
Higher number of lower rank competitors – White belts as a group, blue and purple together, brown and black belts together

*****The division breakdown should be made by the tournament director and the ASJL representative, to ensure safety and fair play for the competitors.**

Certified Referees and Judges should have a working knowledge of sport jujitsu, how to run a score table, know and understand how to complete a competition bracket, and know the difference in the age, rank, and experience level formats for each division. Also, judges and referees should know how to judge and score the “supplemental” disciplines and divisions that the ASJL Offers. This includes Kata/Kobudo judging and scoring; Duo/Self-defense judging and scoring; BJJ judging and scoring; and karate point fighting. The tournament host should be mindful that he/she is responsible for providing judges for the event!!

Division

Number of people in division	9-16 Begin here	5-8 here	3-4 here	2 begin here
	↓	↓	↓	↓



loser bracket

The Loser of the numbered or lettered bracket goes to the corresponding number or letter in the lower loser bracket. Each contestant must lose two matches to be eliminated

Single Elimination

