

Fighting (sport ju-jutsu gi lightcontact)

WEIGHT CATEGORIES [kg]

Children under 6 years	no weight difference					
Children 6 - 7 years						
Children 8 – 9 years						
Children 10 - 11 years						
Kadets (M) (age 12 - 14)	-35	-42	-49	-57	-65	+65
Kadets (F) (age 12 - 14)	-30	-36	-42	-49	-55	+55
Juniors (M) (age 15 - 17)	-55	-62	-69	-77	-85	+85
Juniors (F) (age 15 - 17)	-55	-62	+62			
Men (age 18+)	-62	-69	-77	-85	-94	+94
Women (age 18+)	-55	-62	-70	+70		

For the age group category decisive is whether the competitor has reached tenth, fifteenth or eighteenth year of age by the day of the competition.

During the presentation the competitors are weighed in by the organizer and assigned to corresponding weight category.

SPORT JU-JUTSU NO-GI

WEIGHT CATEGORIES [kg]

Men 18 +

-62, -69, -77, -85, -94, +94

Women 18 +

Open

STYLE:

SPORT JU-JUTSU – GI

SPORT JU-JUTSU – NO-GI (rules are at the end of the directive)

MATCH LENGTH

Under 14 years - 2 minutes of net time

Over 15 years - 3 minutes of net time

The organizer reserves the right to change the length of matches with regard to the number of registered competitors and competition time constraints.

PROTECTORS

Mandatory

- MMA gloves - back of the hand protectors - min. 2 cm
- teeth protector
- shin and instep pads overlapping fingers
- boys and men – groin protector
- girls over 12 years and women - chest protector



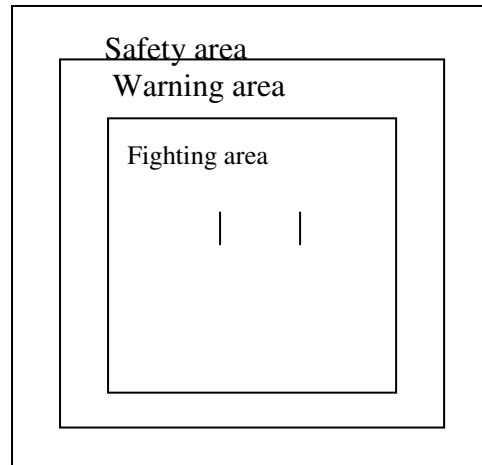
Recommended

- protective helmet

MATCH AREA

Match, warning and safety area are covered with tatami

1. Fighting area min 5 x 5 meters
2. Warning area width 1 meter – different color from the fighting area
3. Recommended: Safety area with a width of 1 meter



CLOTHING – Competitors

Sport ju-jutsu GI

Gi must be clean and intact. **Gi top** must cover the hips and cannot be tied by strings. Sleeves must cover at least half of the forearm and may not be longer than wrist. **Pants** must cover at least half of the calves and must not be longer than the instep.

Women clothing under Gi - shirt / bolero / swimsuit / gymnastics clothing. Men – no clothing under Gi.

The first competitor called starts with a red obi (AKAI), the second called with a blue one (AOI). Obi are provided by the organizer at a minimum of 2 pieces of each color for each match area.

Sport ju-jutsu NO-GI

Shorts without pockets, rashguard / t-shirt, or wrestling jersey is also permitted.

REFEREE

1. The Competition Director – divides the referees and categories for each match area, ensure the smooth running of the competition and evaluates the referees.

2. Main referee of a fighting area – (HR)

Referee license A

3. assistant referee - (PR)

Referee license B

4. Table referee (RS)

Referee license C

Match is decided by HR or PR. Points are awarded according to the instructions of HR. PR is watching from across HR and has only an advisory vote. At the scorer's table there are always at least 2 people (scorers and timekeepers) one of which is PR or RS who is responsible for functioning of the administration.

Points awarded by referee are published regularly on the scoreboard.

COURSE OF MATCH

The match consists of three stages

I.	Techniques without holding an opponent	Strikes Kicks Chops Sweeps
II.	Techniques holding an opponent while standing	Throws Takedowns Sweeps Joint locks Choking
III.	Ground techniques	Holds Joint locks Choking Muscle crushing

1. The match begins with Stage I.
2. Competitors smoothly pass to stage II. by grabbing an opponent or straight to stage III by sweeping. If fighters were not holding before the sweep. (There was a transition from stage I to III directly. and there was no grip at any time) strikes can be used immediately after the sweep. Competitor may remain in Stage I for any amount of time.
3. The moment proper grip with two hands occur (hands from both competitors count) Stage II begins. In Stage II the competitors may remain for up to 15 seconds, otherwise the match is stopped and returns to Stage I.
4. It is possible to freely move between the various Stages.
5. If there is an interruption of the match by referee, the match continues from Stage I (with the exception of interruptions „sonomama“).
6. After body fall down on the tatami the fight continues to Stage III.
7. In the event that Stage III is not ended by permitted submission technique, the fight returns to Stage I after 30 seconds. If Osae komi is deployed and 30 seconds pass after time limit of the match has passed, Osae komi continues until successful hold or successful escape (toketa).
8. If in Stage III one of the contestants successfully sustained Osae komi, the fight will continue with Stage I.

HR interrupts match with the command "Mate", "Jame" or "Stop" in the following situations:

1. One or both of the contestants find themselves outside the match area.
2. Prohibited action is performed.
3. If an injury occurs.
4. A competitor may not tap out by himself - holding, choking, joint lock, fainting.
5. Holding period expires - Osae komi = 15 s.
6. Competitor surrenders (visible tap out [two taps minimum], shout, cry).
7. If it deems necessary to HR (prevention of injury, giving instructions, the allocation of points after a confusing situation, consultation with the PR etc.)

SCORING

Scoring is recorded by the judges at the table during the entire match.

Stage I.

2 points	Clean unblocked and controlled kick to the head
1 points	A strike to the head, kick or strike to the body
2 point	Sweep +1 point for ending strike

Stage II.

3 points	Big throw (by torso, by legs)
2 points	Sweep
1 point	Non-technical bringing the opponent to the ground with a dominant position gain

Stage III.

2 points	Osae komi hold, lasting 15 s.
1 point	Osae komi hold, lasting at least 10 s.

If deployed hold (osae komi) persists through end of the time limit, timekeeper waits and announces the end of the match after the lapse of 15 seconds from the beginning of the hold (to finish hold awarding 2 points) or immediately after competitor escapes hold (if competitor escapes between 10 to 14 seconds from the beginning of the possession, 1 point awarded to the opponent).

The match ends before the time limit, if one of the contestants leads by 14 or more points.

If after the time limit both contestants have equal score, the winner is the contestant who has a lower number of reprimands. If there match even in this regard, the match (possibly repeatedly) is extended by one minute.

If competitor surrenders while being held or choked by tapping (two or more taps) or by shouting, the match ends.

COMMANDS „SONOMAMA“ AND „JOSHI“

HR using command „**Sonomama**“ stops the match; competitors stop moving - „freeze“

- to grant one or both contestants a penalty for passivity
- when there is a rule violation
- if competitors leave fighting area on Stage III and there is no imminent risk of injury (in this case both contestants are moved to fighting area without changing their position)
- If HR deems it necessary to give instructions or the prevention of injuries

After the command "Joshi" competitors continue from the same position they were in before the command "Sonomama".

OSAE-KOMI (HOLD)

Hold is valid if the fighter has control of his opponent in these holds:

Tate-shiho-gatame, Kesa-gatame, Kuzure-kesa-gatame, Ushiro-kesa-gatame, Mune-gatame, Yoko-shiho-gatame, Kami-shiho-gatame, Knee on belly, Back mount, Body triangle.

ILLEGAL ACTIONS

1. MINOR OFFENCE - punished receives **SHIDO and his opponent **1 point****

Passivity

Intentionally leaving the fighting area

Speaking on tatami

Contestants unnecessarily staying more than 5 seconds with both feet in the warning area

Kick or punch after the entering Stage II, when one of the competitors have grabbed another.

Performing actions after the command to stop the match

An accidental hit or kick below the belt or on the neck

Repeated blows or kicks to the opponent arms

Punch or kick lying opponent except after sweep without gripping

Dynamic, or impact performance of "Scissors" in the kidneys

Stabbing (strikes) with joints or finger

For pupil and junior categories - mobobe - self-endangering (turning his back to the opponent, leaning forward without entering the techniques etc.).

Repeated inappropriate behavior of a coach (after the coach has been warned that the next time the offense will result in competitor penalty). After more serious or further repeated offences the coach can be shown out from the competition area.

2. SERIOUS OFFENCE – punished receives **CHUI and his opponent **2 points****

Punches and kicks, which intensity is not proportional to the targeted body part

Kick or punch to the throat or genitals

Strong or uncontrolled kick or punch in Stage II (competitor has grabbed opponent)

Disobeying referee instructions

Inappropriate shouts or exclamations

Verbal remarks or gestures towards opponents, HR, PR, onlookers

Neck or spine lock

Rear naked choke, if the hands are joined only around the neck (not around hand) of the opponent and at the same time opponent's body is not fixed by legs (while standing, not on ground)

Jumping on opponent in a throw

Deploying joint lock by jerking

Prying fingers or toes

Striking by elbow or head

Strike with knee

Choking with fingers

Twisting leg locks (ankle, knee, and hips)

Twisting wristlocks

Slams (slamming opponent against the ground when in guard)

Throw from rear naked choke, if the hands are joined only around the neck (not around hand) of the opponent

Throwing opponent while in joint lock

2. VERY SERIOUS OFFENCE – IMMEDIATE DISQUALIFICATION - HANSOKU

Deliberate attempt to injure opponent

Intentional disproportionately hard hit, kick, or other action resulting in injury to opponent

Throwing opponent directly on his head

Serious unsporting behavior during or after the race (swearing, shouting, vulgar gestures, remarks towards the referee, etc.) - HR may, after consultation with the PR and Competition Director exclude the contestant from competition removing all previous victories

O. PENALTIES

SHIDO	Minor Offenses	Opponent receives 1 point
CHUI	Serious Offenses and repeated Minor Offenses	Opponent receives 2 points
HANSOKU (CHUI + CHUI)	Very Serious Offense and repeated Serious Offenses	Disqualification The opponent receives 14 points Punished 0 points

In case of repeated punishment HANSOKU competitor is disqualified from the contest removing all previous victories.

PROHIBITED TECHNIQUES ACROSS CATEGORIES

Permitted Techniques	children do 10ti let	KadetsOlder pupils 11 – 14 let	Juniors 15 – 17 let	Adults + 18 let
Straight armbar	yes	yes	yes	yes
Choking	no	no	yes	yes
Twisting shoulder lock (kimura etc.)	no	no	yes	yes
Achilles lock	no	no	yes	yes
Guillotine choke	no	no	Only with 1 hand inside	yes
Crushing (biceps lock, calf lock, etc.)	no	no	no	yes
Straight knee lock	no	no	no	yes
Straight hip lock	no	no	no	yes
Straight wrist lock	no	no	no	yes
Flying technique (armbar, guillotine etc.	no	no	no	yes

APPENDIX

Contestants under 18 years will submit written parental consent to enter the competition.