

# Chewjitsu Open Rulebook



## General Rules

- We are here to compete, but we are also here to have fun and further the art and sport of jiu-jitsu!
- We expect all Competitors, Coaches, and Spectators to treat each other with respect, follow any instructions given by staff, and in general be a good steward of the jiu-jitsu community.
- We take Competitor safety seriously and charge our Referees with creating and managing a safe environment.
- If a Referee feels a Competitor is unable to defend themselves, their life is at risk or has been choked unconscious, Referee will stop the match and declare the winner.
- Referee will use discretion and stop a match to protect Youth Competitors in the event a submission is fully locked in and an injury appears imminent, even without a tap.
- If the match leaves the mat boundary area, Referee will use discretion when to pause and reset the Competitors in the center of the mat.
  - Referee may choose to allow the position to play out until a submission is finished, escaped, or a position is clearly defined, but will place a priority on the safety of the Competitors.
  - If a position is clearly defined, Referee will pause and reset the Competitors in the center of the mat in the same position. This includes locked in submission attempts if the position is clearly defined and can easily be replicated. In some instances, Referee may tell Competitors to hold still as they drag them to the center, in others, Referee may break them up and reset them in the same position in the center.
  - If a position is not clearly defined, Referee will pause and reset the Competitors in the center of the mat in a neutral standing position. Examples of this would be if Competitors are in transition, in a scramble, or actively moving to escape a submission (such as rolling away to escape a heelhook and exiting the boundary in the process).
- If a Referee declares a winner by submission but it is clear a submission did not occur (Such as Referee admittedly made a mistake, both Competitors agree a submission didn't occur or successful replay challenge), Referee will reset Competitors in the same position with the submission locked in.

## Bracketing & Tournament Format

- Sub only (Ages 9+), Round Robin, Madison Bracketing.
- Peewee (Ages 8 and under) are points only, no submissions.

## True Round Robin

Every Competitor will face every other Competitor in their bracket once, unless it is a bracket of 2 in which case it will be a best of 3.

## **Madison Bracketing**

- Competitors will be bracketed based on age, experience and weight.
- Competitors will be grouped with up to 4 other Competitors nearest their weight class (& Age/Experience) for groups of 5 Competitors.
- While the goal is to create groups of 5, this all depends on the weights of Competitors within a division. We attempt to group people with others nearest their weight, but if there are significant weight differences, we may create groups smaller than 5 or may merge brackets with other age or experience groups that make the most sense to provide a safe, fair, competitive environment.

## **5-person Madison Bracketing (Weight) Example**

10 Competitors sign up for Intermediate Adult Men's division and 15 Competitors sign up for Advanced Adult Men's division. After weigh ins, the 10 Intermediate Adult Men will be divided into two groups of 5 from lowest to heaviest weight, creating two Intermediate Adult Men's divisions, and the 15 Advanced Adult Men will do the same, being divided into 3 groups of 5 Advanced Adult Men. Competitors stay within their age and experience level and are matched with the 4 nearest weight Competitors.

## **Bracket Mergers**

In the event there are not enough Competitors to make a 5 person bracket within a division, or there are significant weight differences among Competitors in a division, mergers with other age or experience levels may be required in order to guarantee matches. Tournament organizers will make merger decisions based on age, experience and weight to ensure a competitive, fun and safe environment. Competitors will be notified if they are moved into a different bracket and have the right to refuse to compete if so, resulting in a refund.

## **Scheduling**

Brackets will be created after weigh-ins and posted on Smoothcomp under the "Brackets & scheduling" for live tracking. Match times will be estimated and may change at any time. Competitors are encouraged to stay near their mats to ensure they do not miss their matches.

## **Divisions**

- Youth Gi and No Gi
- Adult Gi and No Gi
- Adult No Gi Absolute
- Gender:
  - Coed (Youth 12 and Under)
  - Men/Women (13+)
- Transgender policy:
  - Competitors are required to compete in the gender category they were assigned at birth.

## Ages

- Youth:
  - Pee wee: 8 & Under
  - Youth: 9 – 12
  - Teens: 13 – 15
- Adult:
  - Adults: 16+
  - Masters: 35+
  - Masters II: 40+

## Time Limits

- Pee wee 8 and under: 3 minutes
- Youth 9 - 12: 4 minutes
- Teens 13 - 15: 5 minutes
- Adult Beginner & White Belts: 5 minutes
- Adult Intermediate & Blue Belts: 6 minutes
- Adult Advanced, Expert, Purple, Brown & Black Belts: 7 minutes
- Masters (All): 5 minutes

## Adult Skill Levels

- Gi:
  - White, Blue, Purple, Brown, Black
- No Gi
  - Beginner (<1 year, White Belt Only)
  - Intermediate (Approximately 1 - 3 years, No Purple, Brown or Black Belts)
  - Advanced (Approximately 3 - 5 years, No Brown or Black Belts)
  - Expert (Approximately 5+ years)

## Youth Skill Levels

- Gi
  - Youth: White, Grey, Yellow, Orange, Green
- No Gi
  - Beginner (<1 year, White & Grey Belts Only)
  - Intermediate (Approximately 1 - 3 years, No Green Belts)
  - Advanced (Approximately 3 - 5 years)
  - Expert (Approximately 5+ years, Must be 13+)

## Absolute Division

- No Gi, Adult (16+) Only. Teens (13 – 15) may enter with permission of their parents and will follow the Adults ruleset.
- Top 3 finishers in each division are eligible to sign up.
- No weight classes, sub only, single elimination, separated by gender and skill level, 5 minute rounds.
  - Men, Women
  - Beginner, Intermediate, Advanced, Expert

## Equivalent Grappling Experience

Competitors with other grappling experience, such as wrestling, can consider those years of experience to best determine the division they should participate in. In general, experienced wrestlers may be considered Intermediate or higher even with limited jiu-jitsu training. Competitors are expected to pick the most appropriate division based on their experience level to create a fun, competitive and safe experience for all involved

## Reaping

Reaping is only allowed in Adult or Masters Advanced or Expert No Gi divisions.

Reaping occurs when a Competitor places their thigh behind the leg of their opponent and passes their calf on top of the opponent's body above the knee, placing their foot beyond the vertical midline of the opponent's body and applying pressure on their opponent's knee from the outside

## Get-down Rule

Matches still on their feet without any takedowns or guard pulls after 2 minutes have elapsed will be paused so the Referee can place the Competitors in full guard in the center of the mat. Referees will use their judgment to determine who is more aggressive and in control of the match, giving them the option of whether they wish to be on top or bottom of full guard. Once decided, Referee will place Competitors in the desired position and resume the match. This may only happen once and may only happen if no takedowns or guard pulls have occurred within the first 2 minutes.

## Points (Peewee 8 and under only)

- **4 points:** mount, back mount
- **3 points:** passing guard
- **2 points:** takedowns, knee on belly, sweeps
- **Advantages:** No advantages.

## General Points Rules

- Positions must be held for 3 seconds for points to be awarded.
- Positions can be chained, such as a takedown into side control counts for a 2 point takedown and a 3 point guard pass for 5 points total. A takedown into mount would count for a 2 point takedown, 3 point guard pass and 4 point mount, for 9 points total.
- Immediately upon securing a position, Referee will count to 3. Upon reaching 3, Referee will raise their hand with the corresponding-colored wristband and indicate the number of points scored. If at any time the position is lost before reaching 3 seconds, Referee will stop counting until the position is secured again, at which point the count will reset.
- **Mercy Rule:** If a Competitor is 15 or more points ahead of their opponent at any point during the match, the match will end in a points victory.

## **Takedowns**

- Takedowns will be awarded once the top Competitor secures position for 3 or more seconds. Bottom Competitor's back does not have to be flat on the mat.
- Takedowns occur when a Competitor forces a standing opponent to the ground. The only exception to points being awarded for this are if the opponent ends up in turtle with the Competitor in the front headlock or similar position from the front, such as a snapdown into turtle or a takedown where the opponent turtles after hitting the mat. The Competitor must circle around and control their opponent's body with both grips below the shoulders but above the legs in order to receive 2 points for a takedown. Competitor must also clear any grips opponent has of their legs.
- Takedowns will be awarded to the Competitor securing the takedown, regardless of who initiated it.
- Pulling guard or conceding a takedown after it has been initiated will result in 2 points for a takedown.
- During a double guard pull, a Competitor will be awarded 2 points for a takedown if they pop back up and secure top position for 3 seconds.

## **Guard Pass**

- For a guard pass to be awarded, a majority of bottom Competitor's back must be touching the mat. Points will not be awarded if bottom Competitor turtles or turns on their side before 3 seconds of control occurs.
- A guard must be reestablished for 3 seconds before 3 points will be awarded for another guard pass. Quarter guard is not considered reestablishing guard.

## **Sweeps**

- Sweeps must be initiated by the Competitor on bottom in order to score. A sweep followed by another immediate sweep where Competitors end up in original position will not count for points unless the first sequence was controlled for 3 or more seconds.
- Reversals do not count as sweeps for 2 points. A reversal is generally when a Competitor reverses from a bad position into a good position, such as from bottom of mount into someone's guard from top. A sweep is generally when a Competitor initiates the change in position from an advantageous position on the bottom, such as guard or half-guard, and uses their legs to initiate the move.

## **Mount and Back Mount**

- Competitor must have both knees on the mat in order for points to be awarded for mount. In the event the Competitor cannot put their knees down due to a size difference, Referee will use their discretion on whether to award points or not.
- Technical or perfect mount will award 4 points for the mount position and only one knee must be down. Reverse mount or a mounted triangle will not count as mount.
- Transitioning from mount to back mount and back will continually result in 4 points for each position as long as the 3 seconds are held. Competitor cannot voluntarily dismount and remount for points, must be forcefully removed by opponent.

- Back mount will be awarded with both hooks in or body triangle. Half back position will not be awarded.
- In the event the opponent is flat on their stomach, Competitor may receive back mount points without having their hooks in if both knees or one knee and foot are touching the mat

### **Knee on Belly**

- Knee on belly can be scored repeatedly if position is lost and then regained.
- Knee on belly will be awarded when a Competitor's knee closest to their opponent's hips rests on or around the belly of their opponent. Foot can be touching the mat or elevated. Competitor must be facing their opponent's head and other leg must be outstretched with only their foot or toes posted on the mat. Competitor must secure two grips on their opponent but their location does not matter.

### **How to win your division**

Competitors are ranked 1<sup>st</sup> to last within their bracket based on their number of points by winning matches, with different methods of winning earning a different number of points. Going undefeated in your bracket doesn't guarantee 1<sup>st</sup> place if most of your wins are by decision while an opponent's wins came by submission.

Winning is based on the bracket you're assigned to. For example, if there are 50 adult beginners divided into 10 groups of 5, there will be 10 1<sup>st</sup> places, 10 2<sup>nd</sup> places, and 10 3<sup>rd</sup> places. Each bracket will have their own placing and point structure – you are not competing against every single adult beginner, only those in your bracket.

### **Methods of Winning**

- **Points** (Peewee 8U Only): 2 points to the winner
  - Competitor with the most points at the end of the match
  - Competitor who reaches the 15 point mercy rule
- **Submission**: 2 points to the winner
  - Tapping, screaming out in pain, or verbally submitting
  - Accidental injury in which opponent cannot continue
  - Refusing to compete
  - A Coach or Parent may also verbally submit on behalf of their Youth Competitor. This is not permitted for Adults.
- **Decision**: 1 point to the winner
  - If no submission has taken place or points are equal at the end of the match, Referee will make a decision based on the following criteria:
    - Legitimate Submission Attempts
      - Attempts that put the opponent in danger and force them to make significant effort to defend, counter, or escape.
      - Being a submission only tournament, these are weighted more heavily than the others in the event the decision is close and it is difficult to determine a winner. Submission attempts alone will not be the determining factor, however.

- Dominant Positional Control
    - The Competitor who holds mount, back mount, and side control for the greatest amount of time.
  - Technical Aggression
    - The Competitor who consistently attacks or advances with legitimate jiu-jitsu moves, such as sweeps, passes, takedowns, submission attempts, etc. Being aggressive for the sake of being aggressive is not considered for this category.
    - Also known as 'pushing the pace' with actual jiu-jitsu moves.
- In most cases, it is clear who wins the Referee's decision. In the event where it is close, Referees will consider the above criteria, considering which opponent 'won' more of the above categories to award the decision. In the event it is still close, a Competitor who won the Legitimate Submission Attempts category will be decided.
- **Walkover:** 1 point to the winner and -1 point to the loser
  - Competitors are given 2 minutes to report to their mat when called. If failing to report within 2 minutes, the match will be skipped and another will take place. Immediately after, the Competitors will be called again for their match. If a Competitor fails to show up within 2 minutes for the second time, they will forfeit the match and their opponent who showed up will win by Walkover.
  - This grace period is provided to allow for Competitors who may be participating in both the wrestling tournament and the jiu-jitsu tournament, which occur simultaneously in most Chewjitsu Open tournaments. Competitors attempting to manipulate the points system by intentionally taking a walkover instead of giving their opponent a chance to earn a submission in a match may be disqualified from the tournament.
- **Disqualification:** 1 point to the winner and -1 point to the loser
  - Competitors may be disqualified at the discretion of the Referee by:
    - Committing a serious violation/penalty
    - Submitting an opponent using an illegal move
    - Unsportsmanlike conduct (including, but not limited to, foul language, threats, striking a Competitor, engaging in a fight, etc)
    - Arguing with the Referee or other Chewjitsu Open staff
    - Actions by a Coach or Parent may also cause a Competitor to be disqualified
    - 2 disqualifications in the same day or 1 blatant, very serious infraction will result in removal from the entire tournament.

### Tiebreakers

In the event of a tie in total match points, the following criteria will be used to determine the placement of Competitors:

- Head-to-head: Whomever won the matchup between the two tying Competitors.
- If a 3-way tie, additional criteria will be used:
  - Number of wins by submission followed by fastest submission

## Illegal Actions

- No spiking your opponent on their head in a takedown or when opponent has your back
- No striking of any kind
- No biting, eye gouging, spitting, scratching, pinching, or fish hooking
- No grabbing the ears or hair
- No holding of less than 3 fingers or toes
- No interlocking fingers with your opponent and attempting to bend their hands/fingers backwards in an attempt to cause pain or a break
- No squeezing or dropping your weight on the groin area
- No grabbing an opponent's rash guard, shorts, or spats
- No slippery substances allowed on body or clothing
- No inserting fingers or toes inside the sleeves or pants
- No arguing with a Referee's instructions or decision
- No slamming. A takedown is not considered a slam if they are elevated during the natural progression of the move. A double leg that results in picking someone up over the shoulder while standing upright and then dropping them to the mat would be considered a slam.

## Coach's Code of Conduct

- Every Competitor is entitled to one designated Coach that can be matside for their match. Anyone can be designated a Coach.
- Matches may only be delayed for up to 2 minutes to wait for a Coach. The timer starts when the Competitor is initially called. If at the end of 2 minutes the Coach hasn't arrived, Competitor must compete or verbally submit.
- Coach may sit or kneel on the edge of the mat as long as they do not interfere with the match.
- No arguing with a Referee's instructions or decision
- No interfering with a match, such as distracting the Referee, attempting to influence the Referee, arguing with Competitors or making physical contact with Competitors during a match
- No general misconduct, such as using foul language, making threats, etc.

## Uniforms

**Gi:** Any color is acceptable. Gis must be clean, dry and serviceable without any rips, tears, or unpleasant odors. Gis that are extremely short or long will not be allowed, nor will Gis with an excessive number or size of patches preventing an opponent from getting grips. Rash guards may be worn under a Gi top, but cotton t-shirts are not allowed. Spats or compression pants are not allowed under Gi pants.

**No Gi:** Any color is acceptable. Rash guards or compression shirts of an elastic/spandex material is required for the top. Fight trunks, compression shorts, board shorts, spats, or compression pants are required for the bottom. Cotton t-shirts or loose fitting shirts are not allowed. Shirtless is not allowed. Bottoms cannot have any hard objects that could hurt opponents, such as any rings or zippers. Bottoms cannot have any pockets unless the pockets are sewn shut. Spats or compression pants may be worn under shorts.



**Accessories:** Footgear and headgear are not allowed. Joint protectors, such as knee or elbow braces, are not allowed unless they are tight fitting, made of an elastic/spandex material, do not contain any hard objects and do not increase the mass of the joint. Cups or genital protectors are not allowed. Hair pins or any other jewelry are not allowed.

## Hygiene

**Hair:** Long hair should be restrained in order to avoid interfering with an opponent's vision or ability to apply a grip or submission. Hair pulling is not allowed.

**Nails:** Finger and toenails should be trimmed short to not cause injury to an opponent. Please attempt to do this before the day of the tournament, as freshly trimmed nails can be sharp.

**Wounds:** Competitors may not compete with open wounds, such as cuts or sores, even if covered by bandages since bandages are likely to slide off during competition.

**Cosmetics:** Excessive hair dye or makeup that may stain an opponent's uniform is not allowed.

## Penalties

A violation of a rule may result in a verbal warning, 2 point deduction (Peewee Only) or disqualification at the discretion of the Referee. All Referee decisions are final. Intentionally fleeing the mat in order to force a position reset or to escape a submission will result in an immediate disqualification.

## Replays

- Coaches may request 1 replay per match by announcing, "Challenge," and dropping a beanbag onto the edge of the mat where the Coach is standing.
- Only the following may be challenged:
  - Awarded or missed points
  - Failure to correctly apply points to the scoreboard once awarded by Referee
  - Disputes on whether a Competitor tapped to a submission or not
- For replays involving points, Referee will wait for a break in the action to pause the match. If the time runs out, the replay will still be reviewed after the match has ended to ensure an accurate final result.
- Coaches must provide their own video footage and may not show more than 30 seconds of footage.
- Referee will seek a second Referee, Head Referee or Tournament Director to review the footage.
- After reviewing the footage together, Referee and second will step away to come to a mutual agreement on the decision, at which point Referee will announce the decision and make any adjustments as necessary.
- Competitors will be reset in the middle of the mat in the position they were last in if clearly defined or standing if not.

## Injuries

- If small amount of blood (scratch), eye poke, groin strike, muscle cramp, other minor injury, or crying Youth (Peewee Only)
  - Competitor will be provided with up to 2 minutes to stop the bleeding or recover
  - If bleeding is stopped or Competitor recovers, Referee will reset the Competitors in the center of the mat in the same position if clearly defined, otherwise Competitors will be reset in a neutral standing position in the center of the mat.
  - If unable to stop the bleeding or recover
    - If caused by a foul, fouling Competitor is disqualified
    - If accidental, injured Competitor will forfeit the match, resulting in a submission victory for the other.
- If large amount of blood or significant injury
  - Call for a medic/trainer
    - If caused by a foul, fouling Competitor is disqualified
    - If accidental, injured Competitor will forfeit the match, resulting in a submission victory for the other.

