
ACBJJ

RULE BOOK

GENERAL EVENT RULES

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EVENT RULES

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PART 1.

1.1 REGISTRATION FOR THE EVENTS

By registering for the events the Athlete accepts all the [conditions](#) of the ACB JJ League.

- The athlete must be confident in the data entered in the registration fields.
- Email linked to the Athlete's account must be active to obtain the necessary information about the tournament(s).

- To change or correct registration data (Name, Age, Belt, Weight, Gender, Academy), the Athlete needs to change the data within the account in the Personal Profile section, or contact info@acbjj.com. The changes must be done before registration for the event is closed!

1.2 REFUND POLICY AND PROCESS

- The amount of registration is 100% refundable before the starts of "late" registration, and 50% (during the "late" registration) before the closure of event registration. After registration for the event is closed, the amount is not refundable.

- The registration fee cannot be transferred to another athlete, or transferred to another tournament.

- Refund Process usually takes from 3 to 7 business days.

For above requests, please contact info@acbjj.com

PART 1.

1.3 BRACKETS

Brackets will be available day before the weigh in. However, the ACB JJ League reserves the right to publish the brackets on the day of weigh in, but no later than 12 hours before the start of the tournament.

Brackets can be changed until the beginning of the weight category on the day of the tournament.

- In cases where there is 1(One) athlete in the bracket, the ACB JJ League reserves the right to transfer the athlete to the weight higher (18 and older), or athlete can request for a full refund.
- If there is 1(One) athlete in the brackets (under 18 y.o.), the ACB JJ League's support center will send a written request to the email address specified in the athlete's profile, with a proposal to change the athlete's weight to the weight higher, or athlete can request for a full refund.

1.4 WEIGH IN

Weigh in takes place the day before the start of the event day.

Athlete must wear (for the weigh in) a T-shirt and shorts with compression pants under that is below the knees. Otherwise, the participant may weigh in with GI's pants and T - shirt.

For weigh in, athlete must have the following documents:

Under 18 years:

1. ID document with a photo of the participant (Passport, Resident ID, Driving License).
2. Receipt from parents (available for download in the "EXTRA" section in the tournament's description).
3. Insurance (The sport of Jiu Jitsu must be mentioned in the insurance).

18 years and older:

1. ID with a photo of the participant (ID).

The athlete must weigh in within the time specified for the Tournament. Otherwise, the athlete will be automatically disqualified.

In case of overweight at the Weighing, the athlete can transfer to the weight higher by paying a FINE in the amount of 50% of price normal registration. However, it does not apply to Brown and Black Belts (Masters and Adult) and to Morning Weighting, where for the overweight the athlete will be disqualified.

Event T-shirt will be issued during the weigh in.

The ACB JJ League does not guarantee sufficient availability of T-shirts for all registered athletes.

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1.5 WARM UP ZONE

The athlete must check the schedule and be in the warm up area one hour before the start of the fight.

1. The athlete must closely monitor the progress of fights (Available in the warm up zone on TVs in mode and on the website).
2. 10 minutes before the fight, the athlete must go to the exit to fight zone with ID and in GI.
3. The athlete should carefully listen to the coordinators who call the athletes through the loudspeaker.
4. The athlete must follow the coordinator to the zone of fights, and expect his fight at tatami.
5. After completion of the fight, the athlete should leave the zone of the fights and follow to the warm up zone until the next call by the coordinator in case of a win (or for third place). In case of loss, the athlete should leave the warm up zone.
6. The winners of the weight category (Gold, Silver and Bronze) must wait in the designated area for winners, where they will be called over the loudspeaker to the award zone.

Respect other athletes, and they will answer you the same!

1.6 AWARD ZONE

After the final fight in the weight category, the winners will be called to the award area.

Athletes must wear GI (On the day of the GI) or NO-GI (on the day of the NOGI).

The following are prohibited in the award zone:

- Outerwear
- A bag(s)

On the podium are prohibited:

- Footwear
 - Hats
 - Electronic equipment
 - Flags of other organizations
-

PART 2.

2.1 PRIZES

In case the tournament rules rely on cash or other prizes, prizes will be awarded in the following cases:

Cash prizes:

- If there are at least three athletes in the bracket.

Tour Prizes (Regional tournaments, Russian & World Championship):

- If there are at least three athletes in the bracket.

League reserves the right to:

1. Place in a hotel (motel, hostel) from 1 to 2 athletes (but no more than two).
2. Purchase a transfer ticket (but no more than two transfer) NOTE: Email linked to the account must be active, otherwise, if the winner does not respond to the sent letter 5 days before the registration is closed, the League has the right to cancel the purchase of the flight ticket. (Hotel reservation + registration is active until the end of registration).

The Tour Prize does not include the following services:

1. Taxi to the airport
2. Taxi to the hotel (motel, hostel)
3. Taxi to the event arena
4. Nutrition

2.2 FOR PARTICIPANTS AND SPECTATORS

PARTICIPANTS should not:

- Talk on the mat (athlete gets warning)
- Argue with the referee (athlete's disqualification)
- Discuss the outcome of the fight with the referee (warning the athlete's academy)
- Behave irritably: shouting for example (athlete's disqualification)
- Show disrespect to the opponent (athlete gets warning)
- Show disrespect to the employees of the organization, to the coordinators. (athlete's disqualification)
- Jump barriers (athlete's disqualification)
- Try to get into forbidden areas (athlete gets warning)

SPECTATORS should not:

- Shout out, talk to the referee
- Jump over barriers
- Try to get into forbidden areas
- Show disrespect to employees and coordinators of the organization

The visitor will be immediately removed from the arena!

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PART 3.

3.1 REFEREES

3.1 The referee is the highest authority in a match.

3.2 The referee ruling on the result of each match is incontestable.

3.3 The ruling on the result of a match may only be changed under the following circumstances:

3.3.1 If the score on the board has been misread:

3.3.2 If the athlete declared winner submitted his/her opponent using an illegal hold previously unnoticed by the referee.

3.3.3 If the athlete has been disqualified erroneously for using a legitimate hold. In this case, if the match was interrupted and the athlete disqualified prior to the athlete under attack tapping out, the match shall be restarted at the center of the match area and the attacking athlete shall be awarded two points. In the event that the athlete under attack should tap out prior to the interruption and disqualification, the athlete performing the hold shall be declared the winner.

3.4 To overturn the outcome of a match, the following conditions should be observed:

3.4.1 The referee can consult the event's director of refereeing, but the final decision as to whether to overturn or not overturn a result is the referee's to make.

3.5 The decision of the referee on the awarding of points, advantages or penalties are final and not subject to change.

3.6 The mat referee shall always remain in the main mat area while conducting a match. He initially decides regarding scores and penalties, but may also request the advice of a side referee.

3.7 One side referee can assist the mat referee and shall be situated outside the safety area on a chair. In the case of a finals match, two side referees may (depends of Division and/or belt) present, situated in the opposite corners of the mat. Use of video system and intercom is possible. In this case, the action can be analyzed by the Head of Referees.

3.8 Side referees reserve the right to overrule the decision of a mat referee and integrate with the mat referee in the following ways:

3.8.1 Should there be a consensus between the side referees and the mat referee, the side referees shall remain seated in the chairs at the corners of the match area.

3.8.2 Should there be a conflict of opinion with the mat referee, the side referees should stand up and signal for points, advantage points or penalty points to be awarded or subtracted.

3.8.3 Should there be a discrepancy between all three referees on points to be awarded for the same move, the intermediary decision shall count (e.g., when one referee awards a guard pass, the second awards an advantage point and the third asks that points be subtracted - the advantage point shall be recorded on the scoreboard).

3.8.4 If the referee decides to disqualify an athlete due to the athlete's accumulation of three penalties, the referee will make the serious penalty gesture before stopping the fight. If at least ~~one of the~~ side referees repeats the gesture, the referee's decision is confirmed and he or she is authorized to stop the fight.

PART 3.

3.8.5 If the referee decides to disqualify an athlete due to the athlete committing a severe foul, he will make the gesture before stopping the fight. If at least one of the side referees repeats the gesture, the referee's decision is confirmed and he or she is authorized to stop the fight.

3.8.6 When a match ends with a draw in points, advantages and penalties, the mat referee will place the two athletes in their starting position (one to his left and one to his right). The referee will take two steps back and make a gesture for the side referees to stand up. After the side referees are standing, the mat referee will take a step forward with his right leg. After he or she does so, all three referees raise either their right or left arm in the air. This will signify the athlete each referee believes to be the winner. The mat referee will then declare the winner chosen by a majority of the referees.

3.9 When employing video refereeing, the system will be as follows: the mat referee has the option at any point to pause the match and signal for a video to be displayed to give him an additional point of reference in outstanding or previously made decisions. In addition, when using a video system, the two side referees will both be situated in the video replay area. If both side referees agree that a decision should be overturned, one of them will contact the mat referee with their decision by radio and he will signal the new points as appropriate.

PART 4.

4. SCORE / POINTS

MATCH DECISIONS

Match decisions shall be issued in the following forms:

- Submission
- Score (points)
- Referee stoppage
- Disqualification
- Loss of consciousness (or medical stoppage)
- Referee decision

Points system:

- 1 point: For attempting a Painfull Hold (Real threat)
- 2 points: Takedown, Sweep, Knee on belly
- 3 points: Guard Pass
- 4 points: Mount, Back Mount, Back Control

*All positions must be stabilized at least 3 seconds.

PART 5.

5. ADVANTAGES

5.1 An advantage-point is counted when an athlete achieves a point-scoring pass position requiring 3 (three) seconds of control but is unable to maintain control for the entire duration.

5.2 An advantage is counted when the move to a point-scoring pass position is incomplete. The referee should assess whether the opponent was in any real danger and if the athlete clearly came close to reaching the point-scoring pass position.

5.3 The athlete shall be awarded an advantage-point when he/she attempts a submission hold where the opponent is in real danger of submitting. Again, it is the referee's duty to assess how close the submission hold came to fruition.

5.4 An advantage point may be awarded by the referee even after a match has run its course but before announcing the result.

5.5 An athlete who reaches one or multiple point-scoring positions, but is under attack from a submission hold by his/her opponent, shall be awarded with a single advantage point if he/she does not escape the attack by the end of the match.

5.6 The referee may only award an advantage point once there is no longer a chance of the athlete reaching a point-scoring position.

2 advantages = 1 point.

Examples

TAKEDOWN

- When an athlete achieves a takedown and his/her opponent lands back-down, sideways or in sitting position on the ground without stabilizing the position for 3 (three) seconds.
- When an athlete, in attempting a single-leg takedown, traps one of the opponent's legs and causes the opponent to exit the match area to avoid being taken down and oblige the referee to interrupt the match.

GUARD PASS

- When the athlete attempts to guard pass and makes his or her opponent turn their back upwards and get on all fours to prevent the guard pass
- When the athlete achieves half-guard position, with exception to reverse half-guard.

KNEE ON BELLY

- When an athlete places a knee on his/her opponent's belly but only places the knee and not foot of his/her other leg on the ground.



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MOUNT

- When the athlete on top and free of guard or half-guard tries to sit on the opponent's torso and keeps two knees or one foot and one knee on the ground while facing the opponent's head but with both the opponent's arms trapped under his/her legs.

BACK CONTROL

- When an athlete mounts his/her opponent's back and places his/her heels between the opponent's thighs but traps both the opponent's arms.
- When an athlete mounts his/her opponent's back but crosses his/her legs, fastens a figure-four around the waist or only places one heel between the opponent's thighs.

SWEEP

- When, upon clearly causing the opponent to lose his/her balance, an athlete attempts to complete the sweep movement and forces the opponent out of the match area.
- When an athlete attempts a sweep from closed guard, takes down the opponent, and opens guard in an attempt to achieve top position but is unable to complete the sweep movement.
- When both athletes pull guard at the same time, the athlete who achieves top position first is awarded an advantage point.

NOTE: In cases that the athlete achieves the top position by going straight to the side-mount, he will not receive points nor an advantage for the guard pass.

ADVANTAGE POINTS ARE NOT AWARDED IF:

- Achieving half-guard does not warrant an advantage point for an athlete who was in mounted or side-control position.
- Athletes who suffer a takedown from the opponent and manage to roll to top position shall no longer be awarded an advantage point by the referee.
- Athletes who begin a sweep movement but deliberately do not seek to complete the movement, in order to retain their defensive position, shall not be awarded an advantage point for the sweep.
- No advantages will be awarded for sweeps that start and end in a 50/50 guard situation.

PART 6.

**TABLE: TECHNICAL FOULS
ILLEGAL MOVES**

№	Reception	KIDS II	TEEN	JUVENILE	ADULT	ADULT
		KIDS III INFANT JUNIOR		ADULT MASTER WHITEBELT	BLUE BELT PURPLE BELT	MASTER BLACK BELT
1	Submission techniques stretching legs apart	×				
2	Choke with spinal lock	×	×			
3	Straight foot lock	×	×			
4	Forearm choke using the sleeve (Ezequiel choke)	×	×			
5	Frontal guillotine choke	×	×			
6	Omoplata	×	×			
7	Triangle (pulling head)	×	×			
8	Arm triangle	×	×			
9	Lock inside the closed guard with legs compressing kidneys or ribs	×	×	×		
10	Wrist lock	×	×	×		
11	Single leg takedown while the attacking athlete has his head outside his opponents body	×	×	×		
12	Bicep slicer	×	×	×	×	
13	Calf slicer	×	×	×	×	
14	Knee bar	×	×	×	×	
15	Toe hold	×	×	×	×	
16	Slam	×	×	×	×	×
17	Spinal lock without choke	×	×	×	×	×
18	Heel hook	×	×	×	×	×
19	Locks twisting the knees	×	×	×	×	×
20	Knee Reaping	×	×	×	×	×
21	Scissor Takedown	×	×	×	×	×
22	In straight foot lock, turning in the direction of foot not under attack	×	×	×	×	×
23	In toe hold, applying outward pressure on the foot	×	×	×	×	×
24	Bending fingers backwards	×	×	×	×	×
25	Grab the opponents belt and throws him to the floor on his head when defending a single leg situation while his opponents head is on the outside of his body.	×	×	×	×	×
26	Suplex takedown technique, landing with the opponent's head or neck on the ground	×	×	×	×	×

KIDS I - ALL KIND OF SUBMISSIONS AND SUFFOCATIONS ARE FORBIDDEN!!!

PART 7.

PENALTIES

SERIES OF PENALTIES:

1 penalty – 1 point for opponent.

2 penalty - 1 point for opponent.

3 penalty – Two (2) points for opponent

4 penalty - Disqualification