

**JU-JITSU INTERNATIONAL FEDERATION
(JJIF)**



1st JJIF World E-Tournament
Ju-Jitsu Show System
03 – 11. September 2021

Powered by



1. Introduction

E-Tournaments are completely transforming the way to participate in martial arts competitions. Compared to a traditional tournament, E-Tournament make a competition simpler, more inclusive and cost-effective.

After the great experience of the first eTournament Duo we are happy to present the format for Ju-Jitsu Show System.

Join this new adventure from any place on this planet, without travel and accommodation costs. Come to compete against professional and amateur athletes from all around the world and improve your skills.

Join us in this new experience and be part of the future.



2. Entry Fee

The entry fee is 10 USD per entry.

Payment is possible by Paypal or bank transfer.

3. Tournament categories

- The tournament will be carried out in different categories, separated by age and gender:
 - Age divisions (based on the year of birth):
 - U8 (6-7 years old)
 - U10 (8-9 years old)
 - U12 (10-11 years old)
 - U14 (12-13 years old)
 - U16 (14-15 years old)
 - U18 (16-17 years old)
 - U21 (18 to 20 years old)
 - ADULTS (**both have to be older than 18 years old**)
 - MASTERS (**both have to be older than 35 years old**)

Sporting code rule #1.3.2.1 will be applied for all age categories except for adults and Masters.

http://www.ijif.org/fileadmin/documents/Competition-Ranking/Organization_and_sporting_code_2020.pdf

- Categories:
 - Women
 - Men
 - Mixed
 - Open (2-4 athletes) according 2.1 Show Rules 2020
- Divisions
 - Advanced:
 - athletes who already competed on national and reached top 3 as a result,
 - athletes who already competed on international level competitions (Grand Slam, Continental or World championships) and reached top 5 as a result.
 - Beginner:
 - all athletes that don't meet the advanced criteria.
- Categories may be split or merged if needed.



- *List of categories*

BEGINNER	ADVANCED	OPEN
U8		U10
U10		
U12		U14
U14		
U16	U16	U18
U18	U18	
U21	U21	ADULTS
ADULTS	ADULTS	
MASTERS		

The same team can only participate in one category and Open category

Example: a start in Masters and Adults / Beginners and Advanced is not possible.

For the OPEN Category a second start is allowed

4. Tournament system

- *Rounds*

- Category with 2 couples will go direct in the final fight
- Category with 3 couples will be in the final point table
- Category with 4 couples will be in semi-finale
- Category with 5 couples and more:
 - Elimination point table round
 - The best four will proceed to the semi-final
 - First against fourth
 - Second against third

- *Results*

- 1. place will be awarded the winner of the final match
- 2. place will be awarded to the other finalist
- 3. places will be awarded to the competitors who lose in the semi-final
- 5. places will be awarded to the 5th of the elimination pool.
- And so on



5. Registration

Registrations will be open from the 1st of July to the 31st of August 8 pm UTC

- *Athletes*

For registration, you need a team/club account on Sportdata system which can also be used as an individual account.

Users who already have registered a team/club account, please re-use your account. In this case, you can also re-use all your competitors' profiles.

For teams that have no account yet, please register online and create a new team/club account here:

https://www.sportdata.org/ju-jitsu/set-online/registrate_registrator_main.php?active_menu=registration

For registration of competitors, please follow these steps:

- Log in with your account
- Check your team data. Please check if the data is correct and up to date
- Enter or update the data of your competitors if necessary.
- In the event calendar search for the E-Tournament event you want to register for and click on the "Registration" button of the event
- On the registration site, you will see the functions to make new entries
- Register your competitors

If you have any questions, please check the online help and video tutorials:

https://www.sportdata.org/ju-jitsu/set-online/faq_en.php?active_menu=faq

Entries will be confirmed from the waiting list by the event management team after payment.



- *Referees*

Referees have to be registered on this E-Tournament.

https://www.sportdata.org/ju-jitsu/set-online/veranstaltung_info_main.php?active_menu=calendar&vernr=264#a_eventhead

JJIF will decide which e-referee will be selected for the different rounds.

If you are Interested Referee without eReferee account follow the link here to open an account as eReferee first: https://www.sportdata.org/ju-jitsu/set-online/registrate_registrator_main.php?active_menu=registration&ereferee=true#center_outer_middle

6. Tournament schedule

- The event will be run in 2 phases:
 - Elimination phase
 - Semi-finals and finals
- To accommodate time constraints participants might have to face because of school or job, we will try a more flexible approach to recording the videos. We will only use one match code for the event.



- To speed up the process of recording and submitting the videos in our E-Tournaments, we enable the function to upload all needed videos during the registration period. With this simple option, you can upload all videos at once, without waiting time for the matches to be called. Deadline to upload all videos expires 2 days after the end of the registration.
- One day before the start of the tournament, the point table will be published, and all participants informed.



- A detailed timetable will be published before the start of the tournament on the event page
- After your submission, your video will be validated in order to make sure it meets all requirements
- This process will be the same for semi-finals and finals.
- All the videos you will submit, have to follow the video requirement:
 - Your video recording must follow specific requirements which are explained in detail here:
https://www.sportdata.org/etournament_howto.html
 A sample video can be found here:
https://www.youtube.com/watch?v=GpbGSSlv_4Y&feature=emb_logo
- how to upload a video:
https://www.sportdata.org/etournament_tutorials.html#nine

ATTENTION!

If your video recording doesn't meet the requirements as mentioned above, you may not be able to compete.

7. Results and awarding ceremony

- The results will be published the day after the end of the last final.
- Awarding ceremony will be held online
- Medals will be sent to national federation headquarter, and certificates will be sent by mail.

8. PAYMENT INFORMATIONS

- **Bank account**

COUNTRY : UAE (USD Dollar)
 Company Name : JU JITSU INTERNATIONAL FEDERATION
 IBAN Number : AE510030011273120920001
 Account Number : 11273120920001
 Account Name : Abu Dhabi Commercial Bank
 Address : Al Salam Street, Abu Dhabi , UAE
 Swift Code : ADCBAEAA

- **Paypal account**

financejjif@gmail.com

9. Contact

- mail: mail@jjif.org duo@jjif.org
- Technical support: sportdata@jjif.org



SHOW TECHNICAL DETAILS

Competition Rules E-Show-System

1. Introduction

The e-Sports Show Tournament (called eShow-System) is a technical comparison competition which is carried out over video.

e-Tournaments are changing the way in which we participate in martial arts tournaments. Compared to traditional tournaments, e-Tournaments make the participation easier and more cost-efficient. Every athlete, no matter where they live, can participate without travel or lodging costs. Compete with professional and casual athletes from all over the world and improve your abilities.

2. General

The JJIF-eShow-System shall depict defense techniques of a fighter against a number of predetermined attacks. The team can use objects (max. two (2) items), which support the idea of the show. The objects can be used for attacks and defence (to defend maximum 50% of the attacks).

Even though the choreography can be freely chosen by the team, it shall contain sequences of attacks and defences.

The team is free to choose minimum six (6) attacks from the Duo series. There shall be minimum two (2) attacks from each series (see point 2). More and other attacks can be chosen freely. Every attack may be carried out right-handed or left-handed, at the free choice of the team. The same is valid for the respective position of the feet.

The defence part must contain minimum two (2) atemi, two (2) traditional budo throws and two (2) locks or strangulations. Choreography and additional actions are allowed, and attacks can be prepared by pre-attacks such as pushing, atemi, pulling.

The defence action is completely at the defender's choice, as well the respective roles or the change of the roles as attacker and defender.

The maximum time for the demonstration is two (2) minutes, the minimum time is 1.30 minutes (Masters, Adults, U21, U18). In case of youth categories the maximum duration as well as the minimal attacks are:

	U16	U14	U12
Maximal Show Time	1:30 min	1:30 min	1:00 min
Minimum Attacks (From Duo Series)	6 Attacks (3A & 3B)	6 Attacks (3A & 3B)	3 Attacks (free choice)

3. Composition of pairs and categories

An eShow-Team contains of 2 persons. The classes are divided in: men, women and mixed. Within the youth and masters' categories, divisions per age are implemented.

The team must decide in which category they will or has to start beginners, advanced or masters (if it is not automatically decided by another rule for the categories).

The classes are further divided by age.

Masters 1 (30-39 years), Masters II (40-49 years), Masters III (from 50 years up), Adults, U21, U18, U16, U14, U12, U10 and U8 and a "Open Class".



Age category will be defined by the age the oldest competitor has on December 31 of the current year.

Teams which already:

1. competed in a Show tournament on a national level (National Championship) and reached Top 2, *or*
2. competed in a Show tournament on an international level (Grand Slam, Continental Championship) and reached Top 3, *or*
3. competed in a Show tournament on an international level (World Championship) and reached the Top 5, *or*
4. already started 3 times at an eShow tournament on an international level (World Championship or Continental Championship) and reached at least one time Top 3

must start in the Advanced category. Every other team can decide by itself to compete in the Beginner or in the Advanced category.




A double participation of one team in different categories is not possible.


4. The attacks of the Duo-Series

The attacks are divided into 3 series with 4 attacks each:

4.1 Series A contact-attacks (Grip-attacks and embracing attacks)





General comment on Series A: Hands and grips must always be closed!

<p>A1 Wrist or reverses grip <u>Possibility 1:</u> Uke takes hold of Tori's arm. One hand takes the wrist, the other, the forearm. Intention: to push or to pull, to control Tori's front hand, to immobilize the defender. <u>Possibility 2:</u> Uke takes the reverse of Tori's Gi with his hand. Intention: to come close to the opponent in order to make another action, to pull – push or pin the opponent –perhaps to hit him/her afterwards</p>	
<p>A2 Strangulation with both hands <u>Possibility 1:</u> Uke attacks Tori's neck from the front-side to strangle them. <u>Possibility 2:</u> Uke attacks Tori's neck from the backside to strangle them. <u>Possibility 3:</u> Uke attacks Tori's neck from the side with both hands to strangle them. Uke can bring Tori in the right position or Tori can assume the position themself. Intention: to push Tori backwards, to pin Tori.</p>	
<p>A3 Embracing Embracing attack from the front or behind, under or over the arms as well as strangulation with the underarm from behind. <u>Possibility 1:</u> Uke embraces Tori from the front or back side, under or over the arms. Uke's head lies on Tori's shoulder. Before the attack, Tori keeps his arms in a natural position. <u>Possibility 2:</u> Uke applies a neck-lock from behind with their arms. Uke can bring Tori in the right position or Tori can assume the position themself.</p>	

<p>Intention: to strangle or to break balance.</p>	
<p>A4 Headlock from the side or from the front The grip has to be closed. <u>Possibility 1:</u> Uke embraces Tori's neck with his arm from the side <u>Possibility 2:</u> Uke embraces Tori's neck with his arm from the front-side. Intention: to strangle or to apply a throwing technique.</p>	



3.2 Series B Punches, blows/strikes and kicking attacks.



General comment on Series B: The attack must be able to reach Tori, if he is not moving away. It is not allowed to move before the attack is started. Tori must react on the attack.

<p>B1 Straight punch (Jodan or Chudan Tsuki) <u>Possibility 1:</u> Punch from the front side with the hand to the head <u>Target:</u> Face <u>Possibility 2:</u> Punch from the front side with the hand to the body <u>Target:</u> Solar Plexus or stomach</p>	
<p>B2 Ago Tsuki (Upper cut) – or Mawashi Tsuki (Hook) <u>Possibility 1:</u> Semi-circular punch with the fist. <u>Target:</u> Chin <u>Possibility 2:</u> Semi-circular punch with the fist. <u>Target:</u> Tori's side of the head</p>	
<p>B3 Mae Geri / front kick <u>Target:</u> Solar Plexus, stomach</p>	
<p>B4 Mawashi Geri –Semi-circular kick with the leg <u>Target:</u> head, Solar Plexus, stomach Tori is allowed to make a step back and lightly turn the body.</p>	

3.3 Series C Weapon attacks

General comments on Series C: The attack must be able to reach Tori, if he is not moving away. Tori shall have full control of the weapon during and after the defence (the disarming can take place while standing or while on the ground).

<p>C1 Semi-circular knife attack from the side <u>Possibility 1:</u> Knife attack straight from the top. <u>Target:</u> base of the neck on Tori's left or right side, just behind the clavicle <u>Possibility 2:</u> Semi-circular knife attack, which is applied from the side or diagonally downwards. <u>Target:</u> side of the body</p>	
<p>C2 Knife attack from the front-side <u>Target:</u> stomach</p>	

<p>C3 Attack with a stick straight from the top <u>Target:</u> top of the head</p>	
<p>C4 Attack with a stick from outside The stick is applied from the side or diagonally downwards. <u>Target:</u> Tori's side temple / head</p>	

The defence is completely at the defender's choice, as well the respective roles or the change of the roles as attacker and defender, as well as the respective position of the feet.
The competitors shall use one soft stick and one rubber knife. The stick shall be between 50 cm and 70 cm long. A maximum of two (2) additional items are allowed to be used for attacks or for defences are allowed. The items must be of unbreakable material.

5. Presentation – the video

The given attacks and corresponding defences are shown one after the other in the given order. A knee down or other interruption shall not happen during the presentation. The video is filmed in one go and not edited.
The eShow team shows the match code to the camera in the beginning of the video. They also show their names and category. The match code will be provided on the tournament site. It ensures that the video was filmed in the correct time period. The videos can be prepared and filmed any time before the upload period begins. Please make sure that they comply with all video requirements and that the match code of the tournament is used.

The coach may announce the attacks.

Each team shall upload and submit their video URL within 24h. This is necessary for every round.

After the submission the video will be checked to make sure that it corresponds with all requirements. The video has to comply with certain requirements, which are explained in detail here:

https://www.sportdata.org/etournament_howto.html. If the video does not comply with these requirements, the team cannot participate. The same applies for a late upload.

6. Course of the competition/ schedule

The event is divided in three (3) phases: phase 1 Elimination round, phase 2 Semi-final, phase 3 Final.

Elimination:

Every video is given a score. The best four teams of the list (Elimination round) get to the Semi-final.

If there are more than then 4 teams qualified, the teams with equal points (f.x. place 4 and 5. have equal points) have to fight again against each other. The decision is based on the points. If the points are tied, then a majority of the judges decides (This is integrated in the SportData system).

Semi-final:

Teams are allowed to upload a new video for this round. If no new video is uploaded, the video of the previous round will be used. Each video is scored in direct comparison with another team. The team with the highest score advances to the final. The team with the lowest score will receive the third place.

Final:

Teams are allowed to upload a new video for this round. If no new video is uploaded, the video of the previous round will be used. Each video is scored in direct comparison with

7. Jury

The jury is composed of three (3) proficient experts (eReferees). The referees must be registered as eReferees. The scoring of the videos will occur within the given time period (between 24 and 48 hours). This process continues until all finals of the last fight day are completed.

8. Judging and Scoring

There are 2 different scores awarded in the Show system:





Technical scores: which take into account the execution of Ju-Jitsu techniques

Show scores: shall take into account aesthetics, story and creativity, variety, time-limit and choreography.

The scores are given from 0 to 10 with 1/2 number interval. The referee will give max 5 points for the Technic and max. 5 point for the show score. The scores are given in one scoring.

Technical Scoring: Both the attack and the defence shall be executed in a technical clear way. Although spectacular techniques are allowed, the execution must follow the principles of martial art, logical continuation and biomechanics.

The technical scores shall take into account the execution of all martial art techniques, such as atemi (strikes, punches, and kicks), throws and take downs, locks, chokes and ground techniques. The score shall be given according to the following criteria:

- **Biomechanical logic** – The techniques must be executed and connected in a biomechanical logical way. Throws and take-downs shall include breaking the opponents balance and must force them to move.
- **Control** - Obvious and clear control at the end of each defence sequence. Proper defence³ of the weapons. Safe and adequate use of the additional item(s).
- **Effectiveness** - Techniques must be powerful, but with good control.
- **Speed** - A logical speed flow of the attacks, as well as of the defensive techniques.
- **Powerful attack**⁴- Give more importance to the attack and to the first part of the defence.

Show scoring: The show aspect shall be judged based on the following principles:

- **Aesthetics** - Attractive Martial Art presentation, including spectacular budo techniques, acrobatics, slow motion, etc.
- **Story & creativity** - Show idea and the logic within the story of the show. The show should build up using martial arts. Unnecessary acting should be avoided.
- **Variety**⁵ - Variation of the shown techniques and the inclusion of the additional item.
- **Time limit** - Difference from the given time⁶.
- **Choreography**⁷ - Fitting to the chosen music.



8.1 Scoring help – Point deduction

.1 Attacks

- incorrect attack - 1 point.
- Attack misses the target -1 point.
- Weak attack - 1/2 point.
- Grips which were not closed – 1/2 point.
- Pre-attack(s) and attack are not logically connected 1/2 point.
- Bad balance - 1/2 point.

.2 Defence & take down to the floor.

- Defence is insufficient – 1 point.
- Actions were too quickly applied – 1 point.
- No balance breaking – 1/2 point.
- Uke is jumping -1/2 point.

.3 Control on the floor.

- No control of the weapon - 1/2 point.
- Insufficient control (Lock, Strangulation) of Uke - 1/2 point.
- Missing atemi when there is no other efficient control - 1/2 point.

These points constitute a scoring help. The referee decides within the tournament always in comparison!
The scorings of the referees are considered factual decisions.

9. Tournament administration

The tournament administration consists of the Sports Director Duo and the Referee Director Duo of the JJIF.
They will decide in cases of doubt.

Be creative and have fun!

