



# 2018 COMPETITION RULES

## CONTACT JU-JITSU SYSTEM

### SECTION 1 : GENERAL INFORMATION

1. The contest of Ju- Jitsu is a competition between two athletes or teams of athletes with the intention of one's victory over the other, in accordance to the current rules and regulations as set forth by the JJIF Contact System Referee Committee.
2. Contact Ju-Jitsu system is an dynamic and innovative combination of the basic Ju Jitsu techniques predominantly used in the Fighting System, Ne-Waza System and some techniques used in the Duo Self Defense System , permitting non stop contact combination of techniques to secure a victory over an opponent within a defined time limit , with close attention paid to ensure safety and fair play of each athlete.
3. Athletes are allowed to use all permissible contact Ju-jitsu techniques as well as no-contact [simulated or imitation] techniques to secure victory over an opponent. Ju-Jitsu techniques incorporating the hands, elbows, knees, legs shin and feet are permitted. Punches, Kicks, Elbow Strikes, Knee Strikes,, Throws, Sweeps, Locks, Pins, Grappling Maneuvers, Takedowns, Chokes and Submission Holds are permitted
4. All the above techniques may be permitted, as per the prevalent 2018 JJIF Contact regulations, **subject to adequate care being taken by the combatants to avoid infliction of any kind of intentional injury** to each other, when either in a vertical standing position or when on the horizontal ground position .
5. As per the current rules , use of all JJIF Ne-Waza System techniques , JJIF Fighting System techniques and some techniques used in the Duo Self Defense System including all permissible punches, strikes and kicks and thrusts and all permissible grabbing or pulling or twisting of designated target areas of the opponent's body or his Ju-Jitsu Gi are permitted in the Contact Ju-Jitsu events,.
6. Pressure point techniques, chokes and strangulation holds, locks, pins and submission techniques may be used as long as they do not target prohibited areas and do not bring about intentional serious injuries to the opponent and are used only as a means to counter a technique or for inducing submission.

7. The designated and permissible Target Areas in a Contact Ju Jitsu event are the Head , Neck [ for Choke Holds only ] , Arms , Shoulder , Back area [ Not Spinal Area ] , Arm and Leg Joints , Abdomen, Chest and the Rib Cage area
8. Full contact kicks and punches and strikes to the head and torso are allowed whilst both contestants are in a standing position only.
9. Deliberate strikes, kicks and other forms of Intentional attacks or throws targeting the Neck [other than for executing Choke holds ] , Back of the Head , Throat, Spine, Kidneys, Groin, Genitals, Anal region, Knees, Elbow joints , Ankle Joints, Fingers and Toes , and all vital organs are forbidden.

## **SECTION 2. : COMPETITION DRESS CODE**

1. All Contact Ju Jitsu contestants shall be attired in a JJIF homologated Ju-Jitsu Gi in white color or in a dark navy blue color, as stated hereunder, which must be clean and in a good condition. Contestants shall also wear a red or a blue belt and red and blue helmets [ head protectors ] along with red or blue JJIF combat gloves and red or blue JJIF shin and instep protectors , as detailed hereunder :

*The First contestant in the bracket = red color belt and red protective gear **and must wear WHITE color Gi only***

*Second contestant in the bracket = blue color belt and blue protective gear and should wear either a white Gi or a JJIF approved blue Gi )*

2. The Gi jacket shall be long enough to cover the hips and be tied around the waist by the belt.
3. The sleeves of the jacket shall be loose enough to grip and long enough to cover the forearm but not the wrist. The sleeves may not be rolled up and should have at least a 5cm gap in between the sleeve and arm.
4. The Gi trousers shall be loose and long enough to cover most of the shinbone and the Gi trousers legs may not be rolled up. and should have at least a gap of 5 cm in between the leg and trousers so as to cover the Shin and Instep Protectors which are worn inside on each leg.
5. The belt shall be tied with a square knot, tight enough to prevent the jacket from being too loose and long enough to go twice around the body and leave about 15cm of the belt on each side of the knot.
- 6.. Male Contestants are not allowed to wear any inner garment or tee shirt under their Gi-jacket. Female Contestants are permitted to wear white rash guard or white Tee Shirt as Inner Garment
7. No shoes shall be worn in the contest area and all contestants will compete bare foot with shin and instep protectors.

8. All contestants must maintain short and clean fingernails and toenails.
9. All contestants must abide by the the JJJ regulations (or as applicable for a Multi Sport tournament) as regards to any advertising, sponsors patches , logos or branding that may be stitched or printed or affixed on their Gi
10. Coating the skin with any kind of substance or taping the hand and wrist , or the use of gauzes or bandages or any kind of protective materials without the authorization of the Tournament doctor is forbidden.
11. It is forbidden for any contestant to and wear rings, studs , earrings , necklaces or chains etc, on any part of their body , whilst in the contest area.
12. The Uniform Control Referees must ensure that all the contestants are attired in the requisite uniform and protective gear as per approved JJIF standards PRIOR to their entry to the contest area. . Any violation of the above dress code or delays in any contestant presenting themselves In the contest area will result in penalty or disqualification of the errant athlete.

***NOTE : If a ccontestant does not comply with the the above Dress Code rules, he shall not be allowed compete in the match. He has however the possibility to change the objectionable equipment /gear and present himself again at the contest area properly attired within 2 minute time period.***

### **SECTION 3 : MANDATORY PROTECTIVE & SAFETY GEAR**

1. All Contact Ju Jitsu athletes must ensure their personal safety and protect themselves in all contact Ju-Jitsu bouts by wearing JJIF homologated protective gear as under :
  - Mouth Guard [ Gum Shields ] to protect the teeth



- Groin Guards [ Jock Strap ] Soft Cup Type [ For MALE Competitors ]



- Chest Protectors as inner wear [ For FEMALE Competitors ]



- Head Protectors [ Closed boxing Helmets ] in Red and Blue to Match the Belt



- JJIF Combat Gloves : In Red and Blue Color as per Belt  
[ Open Palm Grappling type Gloves of minimum **8 oz** weight with elastic straps with NO bandaging wrapped on the hands .



- JJIF Shin and Instep protectors [ Slip On Type ] in Red or Blue as per Belt .



## SECTION 4 : REFEREE UNIFORM

1. All Referees must be attired in the JJIF Referee uniform, and must carry the Official Referee Accreditation ID and a copy of the tournament Rules.
2. The JJIF Referee uniform consists of a Dark Grey or Black Jacket , white shirt , Black Tie, Black formal Trousers and **mat shoes**.  
The Chief Referee , has the authority to exempt the Mat Referee and Side Referees from wearing jackets, whilst officiating in the Contest Area.
3. The Mat Referee and Side Referees shall also wear a visible Red Wrist Band on their right wrist and a Blue Wrist Band on the left wrist .
4. The Mat Referee and Side Referees must also wear a thin latex or cloth gloves [ disposable surgical gloves ] in skin color or black color , whilst officiating in the contest area as protection when in contact with the athletes.

## SECTION 5 : DURATION OF A BOUT

1. The Duration of a Contact Bout for Senior Athletes shall range from 2 minutes to a maximum bout time of 5 Minutes as under :
  - Preliminary Bouts : 2 minutes + ONE Additional 1 minute [ "Golden Minute" ] If so determined by the decision of the Mat Referee
  - Semi Final and Final Bouts : 3 minutes + [ Maximum TWO] Additional Golden Minute Bouts, as may be determined by the **majority decision** of the Mat Referee and the side referees
2. It is essential that between two successive bout events , a minimum recovery time of 20 minutes, shall be given to the concerned contestants.
3. The bout time / clock starts immediately upon the first announcement of the Mat Referee instructing the contestants to commence the bout using his voice command "**Fight**".
4. The bout time is stopped whenever the Mat Referee's gestures and announces "**Stop**", and such stoppages are not included in the set time of any bout.
- 5.. The contestants do not have any right to leave the contest area during a bout, without the Mat Referee's specific permission. If so required, a contestant may leave the contest area only as per the Mat referee's instruction.

6. In any preliminary bout event , if the Mat Referee determines that there is no score or that there is an equal point draw after the end of the set time , then the Mat Referee has the authority to grant an additional bout time of ONE minute [Golden Minute] to these contestants, so as to enable either one to score an effective technique or gain a score or gain a penalty point advantage
7. If there is still no effective technique executed or an advantage gained by either contestants even in the Golden minute, the winner is then determined by the unanimous decision of the Mat Referee and the Two Side Referees or by majority decision of the referees based on or has been more active or more superior in **the golden minute only**.
8. If any semi-final or final contact bout results in an equal point or no point draw at the end of the set time, the Mat referee in due consultation with both the Side Referees, [ majority decision ] , may award an additional time of 1 Golden minute and in case there is still no point scored during the first Golden minute , a SECOND Golden Minute may be awarded subject to approval of the Chief or Deputy Chief Referee .
9. In the event that the result is still a draw even after awarding the second Golden Minute, victory shall then victory awarded on the basis of whichever contestant is determined to have applied the first effective technique or gained a winning score or gained a penalty point advantage in the last Golden Minute of the bout
10. If there is no effective technique or point or penalty advantage point gained by either contestants, even in the second Golden Minute of the semi final or final bout, the winner is then determined by the unanimous decision of the Mat Referee and the Two Side Referees or by majority decision of these referees subject to consensus of the Chief or the Deputy Chief Referee , based on their ruling on which ever contestant has been determined to have been more active or more superior **in the final golden minute** .
11. An athlete is entitled to a maximum accumulated medical attention per bout of **3 minutes only** . In the event that any athlete may need more than the allotted medical attention time, then he / she will be deemed as disqualified from the bout by the Mat Referee, due to medical reasons

## **SECTION 6 : PERMISSIBLE NUMBER OF BOUTS**

1. If a Contact Ju-Jitsu tournament has a duration of 8 hours in a day, the number of bouts per contestant cannot be more than 8 bouts in that day .
2. If the tournament lasts more than one day, the maximum number of bouts for one contestant cannot exceed 5 bouts per day .
3. Rest-time between successive bouts for any individual contestant should be no less than 20 minutes on each occasion.



## **SECTION 7 : WEIGH IN**

1. The weigh-in of all contestants shall be held by the Referee Panel during the afternoon or during the evening , prior to the competition day in accordance to JJIF Rules.
2. All contestants shall weigh- in, attired in thin Tee shirt / Rash guards and shorts only [ without any underwear ] . Removal of any clothing during weigh- in shall not be permitted

## **SECTION 8 : TOURNAMENT RITUALS**

1. The Mat Referee and the Two Side Referees should line up on the edge of the tournament area and perform a general bow before taking their positions. The Mat Referee shall be situated in the center of the Contest Area . . Before exiting the Contest Area All Three referees shall get together again and perform a general bow.
2. After announcing a result evaluation, or penalty or warning, the subject contestant is to bow towards referee
3. In the event one contestant has to exit the contest area to secure medical attention (for medical assistance and control) , the remaining contestant moves to the centre of the arena and sits his knees facing away from the other contestant being medically treated.
4. At the end of the bout and after announcement of the winner , both contestants are to bow to each other and then bow to the Mat Referee and exit the area following the same route as they enter .

## **SECTION 9 : COMPETITION RULES**

### **1. Positions of participants.**

- “Standing” – position of a contestant is defined as when he touches the contest area with his feet only (stands on feet).
- “Laying” or “ Ground “ – position of a contestant is defined as , when he touches the contest area with any part of his body other than with his feet.

- Contestants start the bout by facing one another in the middle of the contest area, approximately two meters apart. The contestant with the, Red Helmet, Red Gloves Red Belt stays on the Mat Referees [MR] right side. At the sign of the MR the competitors will make a standing bow first to the referees and then to each other.
- Once the MR announces the command "Fight", the bout will start in the standing position.
- The contestants can control and change between different positions, but they must each be active.
- At the end of the match, the MR stops the Bout and announces the winner and orders the standing contestants to bow first to each other, then to bow the Mat Referee and leave the contest area by the same route as they entered.

## **2. Throwing & Sweeping Techniques**

- A sweep and a throw is defined as an technique applied which by a contestant which results in his opponent losing balance and falling onto the contest area, touching it with any part of a body other than his feet, i.e. finds himself in "laying" or "in a Ground" position.
- A Throw is also defined as an action wherein a defending contestant intercepts and counters an initiative of the opponent and throws his opponent changing the character and flow of the opponents fall
- Any throw or sweep that may injure the head neck or spinal column of the joints of the arm or leg and knee of the opponent is forbidden

## **3. Chokes and Painful Submission Techniques .**

- A painful submission Technique is a hold or lock of a leg or the arm or the ankle or the hand of the opponent , allowing the attacker to perform a painful bending (levering ) such as an arm bar or leg bar , or rotation of a joint (knot) leg lock, arm lock, ankle lock or the pinching of tendons or muscles (pressure point attack) and forcing the opponent to submit by tapping out or by crying out .
- Strangulation or Choke Techniques are defined as mechanically applied restriction of breathing and blood-circulating system by way of tightening or squeezing the opponents neck and blood vessels thereof , resulting in a submission by tapping out or by signalling surrender or by loss of consciousness.

#### 4. Strikes and Simulated [ Imitation] Strikes

- Strikes are Techniques performed by either the Leg, Foot Knee or Hand or Elbow on permitted target areas of the body.
- Only accurate strike techniques [ with dynamic application and proper torque, duly executed at proper distance] which cause the loss of equilibrium in the extra time or which cause the inability on a contestant to continue the bout more than 3 seconds, are counted as effective techniques.
- **Imitation or Simulation of a strike** is counted as an effective technique only on the basis of its accurate targeting and execution, its preciseness with dynamic application and proper torque , at the proper distance (with the opponent being pinned on the ground ) . **It is mandatory that the imitation Strikes must be contactless to any part of the body and must be directed at an undefended surface on the mat.** In case opponent manages to recover and counter or defends himself against the strikes, the imitation strike is then not considered as effective
- Simulated or Imitation of a Hand Strike [ Punch ] is counted only in cases when attacker is in balanced position standing on his feet or on his knees, and the defendant is in a laying [ground ] position and targets the head of face.
- Imitation strikes with the leg is NOT permitted when the opponent is on the ground position and the attacker is in the standing position.

#### 5. Result and Evaluation of a Bout

A] The result of a bout can be either victory of one of the contestants and defeat of the other, as well as **defeat /disqualification** of both participants.

B] For an ordinary Contact bout for Senior Contestants [ without additional time ] the Mat Referee does not award any points for any effective strikes kicks or takedowns or pins unless the said techniques result in a submission or knockdown or knock out .

C] Victory in a bout can be classified as under

- Pure victory over the Opponent
- Victory by Penalty or Medical Disqualification
- Victory by Withdrawal of Either Contestant
- Victory by Referees Decision.

### E] Pure Victory.

1. Pure Victory is awarded to a contestant as under :

- For executing a successful Submission or a Choke Hold or a Knock Out or a second Knock Down ;
- In the event of an obvious predominance of one of the participants;
- In the event of a withdrawal or disqualification of one contestant;
- In the event that a bout cannot be continued ( due to refusal, nonappearance of a contestant , or the withdrawal of a contestant by the Tournament Doctor or by the Athletes representative; or by due to an athlete exceeding the 3 minutes accumulated medical attention time )
- For executing contactless simulation of strikes to the head or spine, with control of the opponent on the ground, if the opponent is unable to protect themselves from attack inflicted.

2. Choke Holds are counted as Pure Victory if the contestant being choked gives a signal of surrender or loses his consciousness.

3. A Submission Technique is counted as Pure Victory, in case one of the contestants who is being subjected to a submission hold such as an arm bar or a leg lock , gives a signal of surrender [ tap out ] indicating his inability to continue with the bout.

4. A surrender signal or a Tap Out is given by a double clap or tap with hand or foot to the contest area or on the opponents body or on ones own body. Any outcry of a contestant when being subjected to a submission technique or when being choked is considered as surrender signal or tap out.

5. A Knock Out [ KO ] is counted as a Pure Victory in the event that one of the participants is unable to continue with the bout after five 5 seconds of being knocked out as result of a strike , throw or any other permissible technique.

Any Athlete that suffers a knockout and cannot continue with a bout after the mandatory 5 second count , will NOT be eligible to compete in any other Bout of the Tournament and would be subject to continued close medical observation .

6. A Knock Down [ KD ] is counted as an effective technique but a SECOND knock down in the same bout is counted as Pure Victory if one of the participants as a result of a strike , throw, or any permissible technique falls down for a **second time** and is unable to continue the fight for beyond 3 seconds.

Any Athlete that suffers a second knock down and cannot continue with a bout after the mandatory 3 second count , MAY NOT be eligible to compete in any other Bout of the Tournament and would be subject to continued close medical observation .

7. Any strike that inadvertently results in an open or gaping wound on the opponent shall automatically be deemed as a Technical Knock Out [ TKD] . Any intentional attempt to cause any such wounds shall result in immediate disqualification of the attacker.

Any Athlete that suffers a gaping would and is deemed by the Mat Referee as serious, cannot continue with the bout and MAY NOT be eligible to compete in any other Bout of the Tournament and would be subject to continued close medical observation .

8. A clear superiority or predominance of one contestant over the other, is considered as Pure Victory - If during the course of the bout one of the contestants demonstrates a loss of desire to continue with the fight or does not defend himself against the opponents attack or does not respond or resist an submission hold for more than five seconds , the Mat Referee will then stops the fight and award his opponent a Pure Victory due to obvious predominance.

9. Simulation [ **Imitation** ] Strikes on Vital Area - If during the bout , the attacker pins the opponent to the ground , and as a result of the pin the opponent is not able to protect himself nor change his body position, and if the opponent executes three successive **contactless imitation** strikes with **proper distance and torque** to the head or on a space next to the head on the mat , using his hands elbows or knees, then this simulation is counted as a Pure Victory .

**NOTE :** Any strike [imitation or otherwise] , which makes contact to the spine or any **strike with the knees or elbow** that makes contact to the head in the ground position or whilst being pinned will **result in immediate disqualification of the attacker.**

Imitation strikes are not counted as effected - if the opponent is actively using legs or hands, torso or limbs to counter the attacker and the pin is not effectively applied and is countered or if the strikes are ineffective .

10. Disqualification of any contestant and his removal from the Tournament gives Pure victory to the opponent and occurs after issuance of the Third Penalty to any contestant by the Mat Referee [ for repeated execution of prohibited techniques or for repeated exits from the contest area or after a prohibited technique has resulted in an injury of the opponent.]

11. A defending athlete who gets knock down by an opponent outside the contest area or is forced outside the contest area by the opponents throws or strikes are punished by the issuance of a warning . Pushing the opponent outside the contest area by an opponent with both hands is not considered as a strike **and the attacker** may be penalised by a warning

### **E] Victory by the First Effective or Active Technique.**

1. Victory can be awarded at the end of the set Bout time [**in case of no pure victory** ] on the basis on active techniques executed and during the additional Golden Minute , immediately upon the execution of the first Active Technique.

2. An Active or Effective Technique is defined as :

- Any strike resulting in unbalancing or destabilising the opponent;
- An amplitude throw resulting on the opponent landing on his back on the mat , with a separation of two feet on the mat from the attacker
- A throw which makes the defendant fall on his back resulting him laying on the mat more than 3 seconds;
- When the defendant does not counter or resist a long-lasting attack;
- Ousting or driving the opponent outside of the contest area by a series of strikes or throws;
- By imitation of strikes while pinning down and controlling the rival;
- By disqualification of the participant by repeatedly exiting contest area or by executing any action prohibited by the Rules.

#### **F] Victory by Referees' Decision.**

In case the winner is not determined after the end of bout time **and even after the** end of additional time, **each** referee shall then individually and simultaneously determine the winner of the bout by awarding their overall evaluation of the bout , based on the activity of each participant, their physical preparation and by the quality of the attacking and defending techniques executed .

#### **G] Victory by Withdrawal, Removal or Disqualification.**

1. A contestant may be withdrawn, removed or disqualified from a bout by the decision of Chief Referee / Deputy Chief Referee and at the same time granting Pure Victory to the other contestant in cases as under :

- in case one contestant cannot continue with the bout due to the Tournament doctor's conclusion due to any injury that may have been incurred in course of a bout
- for nonappearance at the contest area within 2 min. after the first summons;
- for non-readiness for a combat within 2 min. after the first summons (absence of the necessary uniform or protective gear);
- after being penalised by two warnings and is liable to get the third warning , subject to the unanimous decision of the Mat Referee and Both Side Referees or if the majority decision of the Referees is supported by Chief Referee.

2. Participant is to be withdrawn from tournament by decision of Chief Referee, if he cannot continue taking part in tournament by doctor's advise due to sickness or injury or serious gaping wound , incurred in the course of a bout.

3. A contestant may be removed / withdrawn or disqualified from a tournament by the decision of the Chief / Deputy Chief Referee for cases as under :

- for rude and unethical behaviour towards a rival athlete, or any other participant, or to any referees or member of the audience,
- for refusal to perform tournament rituals , greeting each other or incorrect performance of a greeting;
- for repeatedly executing any prohibited techniques, or which results in an opposing athletes injury which makes it impossible for that opponent to continue taking part in tournament (by conclusion of a doctor);
- for nonappearance for a bout ;
- for lying to referees or trying to deceive any official

4. If BOTH contestants simultaneously break the Competition Rules and are subject to disqualification, then both of them are deemed losers by the Mat Referee.

#### **H ] Victory by Intentional Evasion of a fight by the opponent.**

1. Evasion of a fight is defined as when :

- A contestant intentionally exits the limits of the contest area during bout either from standing or laying positions so as to evade an attack;
- Falsely turning to Tournament doctor for medical aid with the a false or deceptive aim to gain time to rest or recover, etc.;
- use of holds only for defending, without any real attempts to counter attack;
- intentional "dragging out the time" – disarraying uniform or protective gear of participant, time wasting in adjusting of uniform or gear or hair etc.

2. Contestants who are removed from any final Bout for the evasion of fight , are deprived of medals.



### **G] Evaluation of Contestants combating near the limit of the Contest Area .**

1. A contestant is deemed to be “Outside of the Contest area” position as under:
  - when one of the contestants in “standing” position has stepped over the limit of the contest area with both feet;
  - When the body of one of the participants in laying [ ground] position moves over the limit of the contest area.
  - In the course of a bout “outside of the area” position is as determined by the Mat referee, and if in any disputable moments – it is by the majority decision of the Side referees and the Mat Referees
  
2. If any contestant is found to be in the “outside of the Contest area” position, they are then moved back to the middle of the contest area by command of the Mat referee and they are then ordered to resume combat from standing position. Contestants are NOT to stop the bout by themselves any anytime without the specific command of the Mat Referee , even if they are at the limit edge of the Contest Area
  
3. Any technique which started in an “outside of the area” position shall not counted as a valid technique
  
4. A throw that started in the Contest area is counted in case even if ended “outside of the area”.
  
5. Submission holds , Locks , Imitation strikes and choke holds, which started in the contest area are permitted to executed and are considered valid even **if concluded outside the area**, provided one of the contestants is still touching the surface of the contest area with any part of his/her body.

### **SECTION 10 : PROHIBITED / FORBIDDEN TECHNIQUES.**

1. In a Contact Ju-Jitsu contest , it is totally prohibited for any contestant to execute any of the following forbidden and illegal techniques :
  - throw an opponent on his head; pile driving or spiking the head or a suplex throw or execute a throw grabbing the head with both hands (without grabbing a hand or uniform of the athlete being attacked);

- Performing dangerous throws such as the Kani Basami [ flying scissors throw]
- intentionally hold or suppress an opponent's eyes or hold the mouth or nose
- scratch, bite, pinch, gauge , fish hook any part of the body;
- twist or bend the neck or backbone backwards;
- press the head, body and throat with the elbows and knees;
- clutch, press on or set arms and feet against groin and to the face (between eyebrows and mouth)
- grab or twist the fingers, hair, ears;
- execute a "lever" on the knee or ankle or bending the leg against the angle of its natural bend;
- execute a submission technique or a choke hold with a jerking motion;
- wrap the belt end around any part of an opponents body
- intentionally creep away to exit the contest area or to intentionally push out an opponent with both hands;
- Strike the genitals , groin and anal region , spine , vital organs , the parietal area [ back of the head ] , and to bend the joints against its natural movement;
- perform pokes and strikes with the fingers, palm, edge of a palm, open glove, head butt into face or eyes ;
- Strike the head of an opponent on the ground position with a knee or elbow or foot when the attacker is in the standing position
- Kick an opponent whilst he is laying in ground position.
- Pounding the opponents head to the Mat
- An intentional high and hard body slam of an opponent
- Striking the opponents open face with elbow strikes
- Choking an opponent neck with bare hands, or with fingers or by using only the forearm
- Striking an opponent when his Protective Gear is removed or has come off

2. In case referees do not notice the execution of any prohibited technique by one of the contestants, the opponent is allowed to give a signal by voice or gesture that such a forbidden technique is being applied to him. False or deceptive alarms by any athlete are prohibited and are punished as a forbidden action.

3. The following actions are also considered as forbidden actions:

- Refusing to comply with the Mat Referees orders or commands
- Clutching the edge of the mat whilst in the contest area limit;
- Intentionally disarraying the uniform, taking off or throwing away any part of the protective gear or uniform, or tying the belt or trying to bring the uniform into order, without the Mat Referee's specific permission;
- Chatting between the contestants or with the coach or others during the bout

### **SECTION 11 : REPRIMANDS AND WARNINGS.**

1. Depending on the degree of seriousness of violation of the Competition Rules, the Mat Referee shall sequentially issue to offender the first oral reprimand, the first warning, the second warning and then the disqualification.

2. The Mat Referee has a right to issue "oral caution or reprimand" to a contestant for any actions or technique, which might lead to breach of the rules

3. The number of oral reprimands is not fixed and does not impact the outcome of a combat.

4. A warning is issued to a contestant by the Mat Referee for any considerable breach of the Competition Rules or for any repeated violations after getting the "oral reprimand".

5. Violation of the Rules, which deserve a oral reprimand, or a warning or which might result in removal of a participant from a bout or from the tournament are as under :

- Tardiness in presenting oneself at the Contest area after summons;
- All types of evasions of fight (according to these Rules) and other forbidden actions
- Any breach of discipline or code of conduct;
- chatting with the contestant or coach during the bout;
- Shouting tips, accompanied by unethical behaviour of representative, coach or other participants of the team, situated near the area,
- Refusal to Comply with the Mat Referee Orders
- Unethical Behaviour

6. For tardiness in presenting oneself at the contest area for over than 30 sec. after the first summons a participant gets reprimand, for over 1 min. late – warning.

**For being late for more than 1 minute the 2<sup>nd</sup> warning is issued . For being late over 2 minutes, the contestant is Disqualified from the bout.**

7. In case participant, who is being subjected to a submission or choke or pin , intentionally creeps outside the contest area's limits, he is then immediately punished for intentional exit outside of the contest area's limits with first, second warning or withdrawal from a combat.

## **SECTION 12 : ANNOUNCEMENT OF A BOUT RESULT.**

1. Announcement of a bout result winning by knockout, second knock out. Submission or choke hold techniques or in terms of obvious predominance is announced as follows : In this bout the winner the fighter with red or blue belt (last name and Winner's Nation ).

2. In case of withdrawal, disqualification, refusal or nonappearance of an opponent the outcome of the bout is announced as follows: In this bout preterm winner is fighter with red or blue belt (last name and winner's Nation)

3. In case of winning by referees' decision: In this combat the winner by referees' decision is fighter with red or blue belt (Last name and winner's Nation ).

## **SECTION 13: PROTESTS AND APPEALS**

1. An official Protest can be registered by any Team Leader to the Chief / Deputy Chief Secretary in a written form in connection with the alleged violation of competition Rules or existence of an extraordinary situation.

2. Procedure for Registering an Official Protest OR Appeal

- The protest is registered with Chief referee by the official Representative (coach, captain) of a National team;
- The protest shall be written in one of the official languages of the JJIF [ English] and shall clearly cite the reason of the protest and must compulsory pointed out the specific article and paragraph of the Competition Rules that is considered to have been violated;
- The protest or appeal against the result of a contest is to be registered before the end of a round within a certain weight category;
- protest against extra-ordinary situation (break of Regulations, order of weigh-in, and seeding of the participants, bout draws n brackets , misinformation from officials, etc.) is to be registered immediately after the situation occurs , so as to

give referee panel adequate time to take a decision with minimal damage to the course and outcome of the tournament;

- The registration of a protest or appeal must be accompanied with **the protest fee in cash** , the amount of which shall be determined by the Chief Referee as per Tournament Regulations.
3. Consideration of a Protest or Appeal :
- in case of acceptance of any protest , the issue is then deliberated by the chief / Deputy Chief Referee in due consultation with the referees and persons who allegedly violated the said Rules as well as interested parties (without the right to discuss the protest);
  - decision on the protests should be taken **on the day of its acceptance itself.** for individual **bout protest –decision shall be made before start of the next round of bouts**
  - for other reasons – in terms, allowing to correct mistakes with minimal damage to the course of tournament;
  - **in case chief referee deems it necessary , the reviewing of video record of the bout is permissible;**
  - the chief referee shall take the final decision and shall convey his decision in writing to all the interested parties;
4. In the event that the protest or appeal is considered as valid , the cash sum paid as the protest fee , shall be returned to the concerned team leader.

