

Manitoba Open Rulebook

Overview

Rules are based on the IBJJF rulebook:

<http://www.ibtjjf.org/rules.htm>

Match Time

- Kids – 3 minutes
- Teens – 4 minutes
- Adults– 5 minutes

Overtime

- Should a match end in a draw, there will be 1 minute overtime added.
- The athletes will start and the first athlete to score will be awarded as winner of the match.

Match Decision

- Submission
- Stoppage
- Disqualification
- Loss of consciousness
- Score
- Referee decision

Submission

- When an athlete taps twice with his/her hand on the opponent, ground, or his/herself in a clear and apparent manner.
- When the athlete taps the ground twice with his/her foot, when arms are trapped by opponent.
- When the athlete verbally withdraws, requesting the match be stopped.
- When the athlete screams or emits noise expressing pain while trapped in a submission hold.

Stoppage

- When the referee perceives that a hold in place may expose the athlete to **serious** physical injury.

Disqualification

- When one or both athletes commit an infraction of noted illegal moves noted below.

Loss of Consciousness

- The athlete shall be declared to have lost the match upon losing consciousness due to a legal hold applied by the opponent or due to an accident not stemming from an illegal maneuver by the opponent.

Note: Athletes who lose consciousness because of head trauma should not be allowed to compete again in the same tournament and should be directed to undergo treatment from medical staff.

Scoring

- The athlete with the most points shall be declared winner when the match has reached regulation time or in the event of the match being stopped due to both athletes suffering injuries.
- The referee shall award athletes points according to positions achieved, as shown in the table below.

4 Points	3 Points	2 Points
Mount Back Mount Back control	Guard Pass	Take Down Knee on Belly Sweep

Note: NO points for reversal

Referee Decisions

- Should the match end in a draw, the referee will decide on a winner based on aggression throughout the match.

Point Scoring

Athletes must demonstrate control in order to be awarded points.

Take Downs (2 Points)

- 2 points will be awarded to the athlete who initiates a takedown in which their opponent lands on any part of their back, sideways or seated position and controls the position.
- If the opponent lands on their hands and one or two knees, the athlete initiating the take down must control the opponent to be awarded the take down points.

Sweep (2 points)

- When the athlete on bottom with the opponent in his/her guard or half guard inverts the position, forcing the opponent who was on top to be on bottom

Knee On Belly (2 points)

- When the athlete on top maintaining side-control places a knee on the belly, chest or ribs of his/her opponent – who is on bottom with their back or side on the ground, maintaining his/her other leg extended diagonally away from the opponent and his/her foot (not knee) on the ground, body facing the opponent's head (not legs), and shows control.

Submission (2 Points)

- If a submission is applied in which the defending athlete is under apparent threat and either moves outside or both athletes fall outside the match area, the athlete applying the submission will be awarded 2 points.
- The match will restart standing in the middle of the match area.

Guard Pass (3 points)

- When the athlete in top position manages to surmount the legs of the opponent in bottom position (pass guard or half-guard) and maintain side control, mount or north-south position

Mount (4 points)

- When the athlete is on top, clear of the half-guard, sitting on the opponent's torso and with two knees or one foot and one knee on the ground, facing the opponent's head and with up to one arm trapped under his/her leg

Back Mount (4 points)

- When the athlete is on top, clear of the half-guard, sitting on the opponent's back and with two knees on the ground, facing the opponent's head.

Back Control (4 points)

- When the athlete takes control of the opponent's back, placing his/her heels between the opponent's thighs without crossing his/her legs and in a position to trap up to one of the opponent's arms

Penalties

Severe Penalties / Illegal Moves

Kids (12 & under)	Kids (13-15)	Juvenile / Beginner	Intermediate (Blue)	Advanced (Purple+)	
X	X	X	X	X	Slam
X	X	X	X	X	Suplex takedown landing with opponents head or neck on the ground
X	X	X	X	X	Any spinal lock without a choke (ex. can opener)
X	X	X	X	X	Bicep slicer
X	X	X	X	X	Calf slicer
X	X	X	X	X	Heel hook
X	X	X	X	X	Locks twisting the knees & intentional knee reaps
X	X	X	X	X	Bending fingers backwards
X	X	X	X	X	Scissor takedown
X	X	X	X	X	In straight foot lock, turning in the direction of foot not under attack.
X	X	X	X		Toe Hold (inward pressure only)
X	X	X			Wrist Lock
X	X	X			Straight Knee Bar
X	X				Straight Foot Lock
X					Choke with Spinal lock (ie. Ezekiel)
X					Triangle (when pulling head to finish)
X					Frontal Guillotine choke

The only leg attacks allowed are straight ankle lock for beginners.

- * No striking of any kind
- * No eye gouging or fish hooking
- * No hair pulling
- * No small digit manipulation
- * No scratching and pinching
- * No kicking
- * No biting
- * No grinding face with elbow or knee/shin
- * No slippery substances allowed on body or clothing

Serious and Minor Penalties

Following IBJJF guidelines, the referee will offer two warnings. At the 3rd warning the referee will then award the opponent of the athlete making the infraction two (2) points. Upon a 4th warning the athlete making the infraction will be disqualified.

This include STALLING.

Knee Reaping

Following IBJJF guidelines, intentional knee reaping is **NOT** allowed.

The reaping leg may not cross the centre line of the opponent at any time. The leg may rest on the hip or shoulder. Accidental knee reaps will result in a warning and the position will be reset without the reap in place.

Any **intentional** knee reap will result in an immediate warning and infraction. A second infraction can result in immediate disqualification from the tournament.