



WORLD COUNCIL OF JU-JITSU ORGANIZATIONS
"Founded to guide and assist the growth of Ju-Jitsu internationally"

JU-JITSU

Tournament Rules



**THE OFFICIAL RULES GOVERNING
THE WCJJO WORLD JU-JITSU CHAMPIONSHIPS**

REVISED APRIL 2008

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PART 1 – WORLD JU-JITSU CHAMPIONSHIPS

ARTICLE 1 ELIGIBLE PLAYERS

- 1.1 All players must (subject to 1.2) have attained a minimum senior Ju-jitsu grade of 2nd Kyu with three years training in Ju-jitsu and belong to a member association of the World Council of Ju-jitsu Organisations (WCJJO), in good standing of their respective association.
- 1.2 Persons of an equivalent grade standard from other related martial arts that include training and possess competency in each of the areas covered by these rules and belong to a member association of the World Council of Ju-jitsu Organisations (WCJJO), in good standing of their respective association, may be accepted to participate in these competitions.
- 1.3 Citizenship and positive proof of domicile will dictate the country the fighter represents. Documents such as a passport and drivers license may be requested. Players who are not involved in their own countries Championship Team Event may, subject to the agreement of the Directors, be permitted to compete for another country.
- 1.4 Players shall attest to their knowledge of the risks involved in participating in a tournament by completing a data sheet. Players must be not less than 18 years of age and persons who are less than the legal adult age either within their own country or the host country of the competition may only participate if their parent or legal guardian signs on their behalf.
- 1.5 Players must present themselves suitably attired in a clean, traditional uniform (Gi) with a formal rank belt. Tournament GI's that are a traditional type wrap over with minimum three quarter ($\frac{3}{4}$) length sleeves are the only ones that the player will be allowed to compete in. This rule will be enforced in all tournaments. T-shirts are not to be worn under the Gi unless an acceptable reason can be provided e.g. female fighters.
- 1.6 All jewellery must be removed.
- 1.7 Long finger or toe nails, if exposed, must be cut or covered.
- 1.8 The wearing of eyeglasses during competition will not be allowed however contact lenses are acceptable.
- 1.9 For purposes of identification during a match one player will wear a red belt and the other player a white belt, coloured flags or pennants attached to the belt are not allowed. Personal grade belts will not to be worn while fighting.

ARTICLE 2 CONTEST FORMAT

- 2.1 The official language of the tournament is English.
- 2.2 Competition shall consist of a 2-day event although the opening ceremony may proceed on the evening before Day 1 and may include the country demonstration competition.
 - 2.2.1 Day 1 – Subject to 2.2.3 competition will progress up to the semi-finals only (last 4 players in each division) applying to the following divisions:
 - a) Mens Championship Team Competition
 - b) Ladies Championship Team Competition
 - c) Masters Division Competition
 - d) Individual Weight Division Competition
 - 2.2.2 Day 2 - The semi-finals and finals for the above noted divisions and the country demonstration competition.

- 2.2.3 The host country may, during their planning of the Titles and in sufficient time so as to allow for appropriate promotion, request that the order of events be varied. Any request for variation however must go to the WCJJO President with sufficient time to allow the President to seek agreement with the Country Directors.
- 2.3 All contests consist of 2 rounds of 2 minutes of continuous fighting. In the event of a 2-round tie, a third round of 2 minutes will be played to decide the winner. Should a tie still prevail, additional rounds of 30 seconds will be played until a winner is decided.

ARTICLE 3 PARTICIPATION AND WEIGHT DIVISIONS

- 3.1 Each country may comprise a maximum team of 32 players only plus officials. A country's full team of players must be drawn from the contingent as listed below and will consist of:
- | | |
|---|-------------------|
| 3.1.1 Men's Championship Team Division | 5 |
| • Team Spares | 5 |
| 3.1.2 Individual Men's Weight Division (Consisting of the above 10 players only) | |
| 3.1.3 Ladies Championship Team Division | 5 |
| • Team Spares | 5 |
| 3.1.4 Individual Ladies Weight Division (Consisting of the above 10 players only) | |
| 3.1.5 Masters Division Men's and Ladies | 6 |
| 3.1.6 Demonstration Division * | 6 |
| 3.1.7 Maximum Total Players | 32 plus officials |

* See note on extras in the demonstration division (Article 3.5 below)

- 3.1.8 Each participating country with five or more players is to ideally have not less than one qualified official for each five players. During the competition event these may be assigned to any of the roles provided by Article 11: Provided a country may receive an exemption on the number of officials by advising the President prior to the event.

3.2 Championship Team Divisions

- 3.2.1 To represent a 'country', the championship team must consist of 5 players for men and 5 players for ladies (subject to article 3.2.5), 1 in each weight division.
- 3.2.2 Each country may have an equal number of spare players (five), based on their weight division available for substitution on the championship team. These substitutions may only be made in the event of an injury to a championship team member. Once a substitution has been made, the injured player cannot return to team competition, but may still participate in the individual weight division competition.
- 3.2.3 If an injured player cannot continue and 1 of the spare players is not of his or her weight category, the division can only be filled by a spare player or team member in the weight division immediately below. If the division is filled by a team member the said team member would compete twice, (in his or her own weight division and in the next higher substituted weight division). The only exception is lightweight, which has no substitution. In the event that a lightweight cannot continue, his or her rounds are forfeited throughout the balance of the tournament. This would only apply if 1 of the spare players were not able to fill the weight category.
- 3.2.4 Weight divisions – see below.
- 3.2.5 Subject to the agreement of a majority of Directors a country that has not less than four male or three female competitors for their championship team, may accept a person(s) from another competing country to make up a full team of five. That player must then compete in all team events and will stay with that team throughout the team competition.

3.2.6 Subject to the agreement of a majority of Directors players from different countries may combine to form a male or ladies team that will be appropriately designated based on the area of the World from where the players come. Those competitors must then compete in all team events and will stay with that team throughout the team competition.

3.3 Individual Weight Division Men and Ladies

The Individual Weight Division competition is open to all Championship Team Division members including the spares.

3.3.1 Men's Championship Team Division and Individual Weight Divisions:

a)	Division 1	under 68.0 kg (149.6 lbs)
b)	Division 2	under 75.0 kg (165.0 lbs)
c)	Division 3	under 82.0 kg (180.4 lbs)
d)	Division 4	under 89.0 kg (195.8 lbs)
e)	Division 5	over 89.0 kg (195.8 lbs)

3.3.2 Ladies Championship Team Division and Individual Weight Divisions:

a)	Division 1	under 48.0 kg (105.6 lbs)
b)	Division 2	under 58.0 kg (127.6 lbs)
c)	Division 3	under 68.0 kg (149.6 lbs)
d)	Division 4	under 78.0 kg (171.6 lbs)
e)	Division 5	over 78.0 kg (171.6 lbs)

Note the Directors may, after the official weigh-in, agree to change the ladies weight divisions and the numbers of divisions to more appropriately group those players who register to compete.

3.3.3 A country that does not enter in the team division may still enter players in the individuals division. However unlike the team division where players may compete in a higher weight category, in the individual division players may only compete in their own weight division with a maximum of two players from each country in each division.

3.4 Masters Division Men's and Ladies

Each country may register up to 6 players aged 40 years and over to compete in the masters division.

3.4.1 Weight Divisions:

The Directors will after the official weigh-in, agree on two or more weight divisions in both the men's and ladies masters event determined on the weights and the number of players who register to compete.

3.5 Demonstration Division

3.5.1 Each country may enter one demonstration team and while there is no limit on the number of persons within the team there will only be 6 medals available within each place: first, second and third. Weight divisions do not apply and a team may include junior players.

3.5.2 The objective of the demonstration should be to show the style of Ju-jitsu and while entertainment value for the spectators is important the emphasis should be on technical presentation. The country may choose to play appropriate music during the demonstration.

3.5.3 The demonstration will run for a minimum of five minutes and a maximum of fifteen minutes with the time commencing once the team leader acknowledges the judges.

3.5.4 Scoring shall be based on technical merit a score out of 15; and entertainment value a score out of 10. Total points will be out of 25 from each judge.

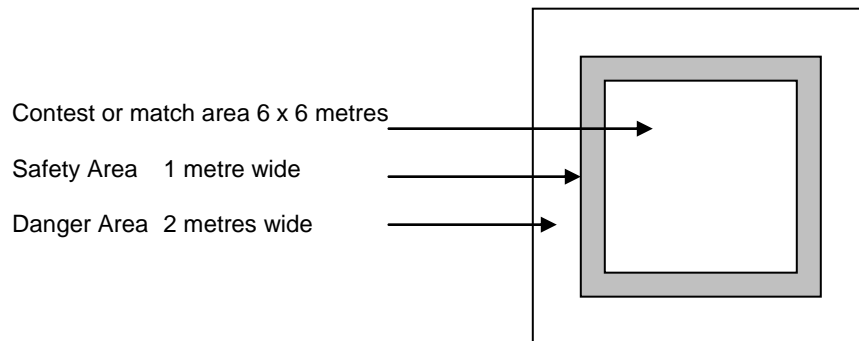
3.5.5 Five judges shall be appointed from different countries with the lowest score and highest score in each section (technical and entertainment) being discounted and the remaining scores, of the three judges, accumulated.

3.6 Registration card

3.6.1 When players register (and weigh-in), they will be issued with a card, which gives information on their name and weight division. This card must be presented on request at every match.

ARTICLE 4 CONTEST AREA

- 4.1 The competition surface must have proper floor matting, with suitable thickness to accommodate throws. Matting must be laid flat and held secure. Any seams or tears must be covered with suitable tape.
- 4.2 The general mat area must be kept clear of spectators and other non-players. During a match only the two competing players and the match officials may be on the mat.
- 4.3 The host country shall appoint a person(s) who will be responsible for ensuring that the floor area around the mats is kept clear of all persons who are not required to be in the area. Designated areas are to be allocated for players who are not at the time competing and or supporters, and for spectators.
- 4.4 The official mat area is to be a square. The competition area shall consist of three zones covering a total minimum area of 12 x 12 metres square (approximately 39 x 39 feet)



- 4.4.1 Contest or match area - shall be 6 x 6 metres (approximately 20 x 20 feet).
- 4.4.2 Safety area - shall be a coloured area, attached and surrounding all four sides of the Contest Area by the width of 1 metre (approximately 3 feet wide).
- 4.4.3 Danger area – shall surround the coloured area and shall never be less than 2 metres wide (approximately 6 feet wide).

ARTICLE 5 THE COMPETITION DRAW – ROUND ROBIN

5.1 Individual Weight Division

5.1.1 This will be a Round Robin with straight elimination in the final.

5.2 Championship Team Division

5.2.1 This will be a Round Robin by country with straight elimination within each match weight division:

- a) Team players compete within the weight divisions by straight elimination
 - b) Each player win is recorded as 1 player point
 - c) The country gaining the most player points is declared the winner
 - d) The country with the most wins accumulated throughout the team competition is declared the overall winner of the championship team division.
- 5.2.2 In the event of a tie at d) the country with the most wins by individual players, as recorded at b) throughout the team competition, breaks the tie.
- 5.2.3 Should a tie still prevail at 5.2.2, a play-off between the tied teams will take place to decide the winner:
- a) For a 2-way tie - a play-off consisting of five contests will be held, one in each by weight division.
 - b) For a 3-way tie - a draw will take place amongst the 3 teams with 1 team receiving a bye. The remaining 2 teams will compete against each other as in a), with the loser placing third, and the winner competing against the holder of the bye for first and second place.
- 5.2.4 In a Team Competition, the Referee will call the Captain or Coach of the 2 competing teams to decide how the players will line up. After the tossing of a coin the winning captain chooses which weight division will fight first, then the choice alternates until the order of all five divisions are determined. The scorekeeper records the order and the players line up accordingly.
- 5.2.5 The top 3 countries from the preceding world tournament will be divided into separate competing groups to begin the first round of team competition. However should a previously placed team have been made up of representation from more than one country (refer article 3.2.5 and 3.2.6) then this provision will not apply to that country and the division shall included the next placed country.

ARTICLE 6 DEFINITION OF ROUND ROBIN

6.1 Each division is to be divided into groups, depending on the number of participants.

Number of Players or Countries	=	Number of Groups		
6	=	2 groups of 3		
7	=	1 group of 4	and	1 group of 3
8	=	2 groups of 4		
9	=	3 groups of 3		
10	=	2 groups of 3	and	1 group of 4
11	=	2 groups of 4	and	1 group of 3
12	=	3 groups of 4		
13	=	3 groups of 3	and	1 group of 4
14	=	2 groups of 4	and	2 groups of 3
15	=	3 groups of 4	and	1 group of 3
16	=	4 groups of 4		

- 6.2 Within each group each participant will compete against all other members in that particular group.
- 6.3 Should a group contain 4 or more fighters, the first and second shall progress to the straight elimination round. If a group contains only 3 players the first player only progresses to the elimination round.
- 6.4 In the event of a tie, a rematch round will be introduced between tied players to decide the winner. In the event of an additional tie, a further round will be repeated until a winner is decided. However, in the event of a tie between 3 finalists a winner will be decided with 1 player receiving a bye, then straight elimination.

ARTICLE 7 DEFINITION OF A BYE

- 7.1 In order to establish competition between 3 players, 1 player must be given an automatic win, which is classified as a BYE. The 2 players will compete against each other with the loser placing third and the winner competing against the holder of the bye for first or second place. A BYE is established by means of a draw.

ARTICLE 8 SAFETY EQUIPMENT

- 8.1 The use of safety equipment i.e. approved sparring gloves, sparring shoes, mouth guard, and a groin protector (females optional) are mandatory.
- 8.2 Approved sparring gloves and shoes shall consist of a minimum 12mm (½ inch) thick pliable material covering all of the hand or foot striking area, with the exception of the sole of the foot. Gloves (as defined October 1998) must cover both sets of knuckles when the fist is closed and without any raised seams or edges on the stitching area.
- 8.3 Headgear is optional (as defined October 1998) - Any headgear with tassels at the back or abrasive labels at the front will not be allowed. Headgear should be of a 1-piece mould or similar, with no labels at all, unless moulded into the fabric.
- 8.4 No abrasive, rough, tattered, torn or loose equipment will be permitted. No protective equipment may contain any metal or hard plastic.
- 8.5 Shin, elbow, kidney, and chest protectors are optional and if worn must satisfy the Referee. In the event of a dispute this will be referred to the Mat Arbitrators or Directors for resolution.

ARTICLE 9 RULES INTERPRETATION

- 9.1 Any situation not covered by these rules shall be dealt with in accordance with the majority rule by the referee(s) and judges, and the mat arbitrator; provided:
- 9.2 Provided that a Country Director may request the decision be reviewed by an arranged meeting of Directors.

PART 2 – OFFICIATING

ARTICLE 10 CERTIFICATION AND SELECTION OF OFFICIALS

- 10.1 The foremost element in sport Ju-jitsu is well trained officials. Officials must be thoroughly knowledgeable in understanding, interpreting and administrating all aspects of the rules. This can only be accomplished through diligent study of the rules and physical training and experience under actual competition conditions.
- 10.1.1 Certification – There will be four levels of certification:
- a) Level 1 Administration – which will include the duties of scorekeeping and timekeeping
 - b) Level 2 Judging – applying to the duties and responsibilities of the judges
 - c) Level 3 Refereeing – applying to the duties and responsibilities of the contest referee
 - d) Level 4 Arbitration – applying to the duties and responsibilities of the mat arbitrator
- 10.2 Arbitration, refereeing and judging shall be considered a prestigious position and only black belts who have assiduously studied and trained are to be considered and accepted as qualified in the field of rule edict.
- 10.3 Officials shall not be chosen for world championship tournaments based solely on the wishes of a country or country equalization.
- 10.4 Prior to selection, officials will be required to have satisfactorily completed the WCJJO requirements for certification at the appropriate Level together with any update requirements. The WCJJO will maintain a register of accredited officials as notified by each country.

ARTICLE 11 OFFICIALS

- 11.1 Country Directors are responsible for the administering of decisions and policy however they can also be considered for positions as mat arbitrators, referees or judges.
- 11.2 Medical personnel shall be available at all times, easily recognizable and attainable in one location only. This area shall allow for the screening of players while being treated.
- 11.3 Official dress for all officials will need to project an image of uniform smart conformity and the President will confirm the dress prior to the event. An appropriate dress would be a smart white polo or golf open neck shirt with turn down collar and appropriate trousers. Ideally the shirt should display the WCJJO logo on a breast pocket.
- 11.4 Each contest area must have: 1 Referee, 3 Judges, 1 Contest Scorekeeper, 1 Contest Timekeeper and a Mat Arbitrator. The Mat Arbitrator may also be the Contest Timekeeper.

ARTICLE 12 DUTIES OF THE REFEREE

- 12.1 The Referee is charged with the supervision of the match and his or her prime goal is the safety of the players. The Referee administers and controls the tempo of the contest, enforces the rules and insures fair play.
- 12.2 The Referee starts and stops the fight, counts the time when a standing hold is taken, calls penalty decisions, administers the voting of the judges, communicates clearly with the scorekeeper and timekeeper and announces the winner of each match. The Referee shall announce in a loud clear voice, all official decisions and shall indicate with voice and gestures, the player affected by his or her decisions.
- 12.3 The Referee does not keep score. Referees may not vote on the scoring of a match except with submissions, and should not use their position to influence the judges. The Referee shall however, vote with the judges on all penalty call's and administer these penalties based on majority rule.

- 12.3.1 In the event of a penalty or submission call that creates a draw between 2 judges versus 1 judge and the Referee, it is considered that the Referee is in the prime position to witness any infraction or technique, and therefore his or her vote and the 1 judge will prevail, breaking the tied vote. Note. The Referee can only use this rule in a 'Tied Penalty Call' or submission situation and for no other cause.
- 12.4 Only the Referee may call a time out, which may be for any of the following reasons:
- 12.4.1 To allow equipment adjustment
 - 12.4.2 To administer voting among the judges
 - 12.4.3 To award points, assess penalties and administer warnings
 - 12.4.4 To return contestants to the centre, neutral area of the ring
 - 12.4.5 To attend an injured player
 - 12.4.6 To hear a legal protest
- 12.5 The Referee may inquire of the Judges as to their individual score tally for each player prior to clearing their hand counters (clickers) after each round. However individual scores are not publicly announced and do not determine the match.

ARTICLE 13 CALLS BY THE REFEREE

- 13.1 **Commence the round** – After the Referee has confirmed that the players, judges, scorekeeper and timekeeper are all ready, he or she shall call “BEGIN” to start the time and the contest.
- 13.2 **End of round** - Upon completion of each round, the Referee calls “BREAK” to halt the fighting and returns the players to the centre of the mat. After confirming that the judges are ready, the Referee says, “CALL” notes the raised flags and awards the win to the appropriate player.
- 13.3 **Holding** – Once a player has taken a standing hold the Referee shall commence the count and once a legal grapple has commenced the Referee shall call “HOLDING” during which time the timekeeper will monitor the time.
- 13.4 **Infraction** - Upon a “CALL” by a judge for an infraction, the Referee calls “BREAK” to halt the fighting and returns, the players to the centre of the mat. The Referee says “CALL” notes if a majority of flags are raised, which would constitute a call for “TIME-OUT” and a meeting of officials to decide the penalty imposed on the offending player.
- 13.5 **Player out of bounds** - When players are out of bounds the Referee calls “BREAK” to halt the fighting and returns the players to the contest area and then calls “CARRY-ON”. However the Referee may allow the contest to continue while one player is in bounds.
- 13.6 **Deducting points** - In the event of a loss of points the Referee will instruct the judges to add those loss points to the opposing player.
- 13.7 **Issuing a warning** – Refer to Article 32.
- 13.8 **Time-out** - When voting on all penalty calls, the Referee must call “TIME-OUT”.
- 13.9 **Excessive Force** - If there is not a majority vote by the judges on excessive force, the Referee may issue an unofficial warning on his or her own – refer to Article 31.4 excessive force.
- 13.10 **Judges majority** - The Referee may not under any circumstances overrule a “MAJORITY” of judges for any cause or condition.

ARTICLE 14 DUTIES OF THE JUDGES

- 14.1 Judges are required to limit their movement to their respective areas of the ring. Their movement shall not bring them in bounds and they must never interfere with the movement of the Referee or players. However judges are allowed to move along the parameter of the mat to ensure that the whole mat is observed, in doing so all judges should move together.

14.2 Signalling during a match

- 14.2.1 **Player out of bounds** – A player who does not have both feet within the match area will be out of bounds. However the Referee may allow the contest to continue while one player is in bounds.
- 14.2.2 **Player infraction** - It is most important that judges inform the Referee of any infraction by shouting, “CALL” in a loud clear voice. If necessary, approach the Referee to gain their attention. However, only the Referee may call a halt to the fighting. The Referee will then return the players to the centre of the mat and request a show of flags.
- 14.2.3 **Penalty Call** – When the Referee says, “CALL”, a judge making a penalty call will raise the appropriate flag (red or white) above their head in a circular manner.

14.3 Signalling after a match

- 14.3.1 **Awarding a win** – When the Referee says “CALL” a judge raises an appropriate flag (red or white) above their head to indicate which player has the highest score.
 - 14.3.2 **Awarding a tie OR No Score** – When the Referee says, “CALL”, a judge raises both flags above their head to indicate both scores are the same.
- 14.4 If a referee indicates that a point is to be deducted from players (since the hand counters cannot deduct) simply add 1 point to the opponent’s score.
- 14.5 The Referee will confirm that judges are ready and on the command “CALL” from the Referee the judges must immediately and decisively raise their flags.
- 14.6 **Points awarded by Judges** - Each Judge is to award points based on their own observations and should not be swayed by the actions or voices of others. The only exception is following an instruction from the Referee. Points are awarded in accordance with the criteria within Part 3 – Contest and Scoring.

ARTICLE 15 DUTIES OF THE TIMEKEEPER

- 15.1 The timekeeper shall be seated adjacent to the playing area and shall stop and start time according to the Referee’s signal to do so.
- 15.2 **Holding** - The timekeeper will monitor the holding time once “HOLDING” has been called, and signal the Referee or the closest Judge when the time is up.
- 15.3 The timekeeper, by a verbal and visual signal (such as a bean bag or suitable substitute) thrown into the centre of the mat area, inform the Referee when time has run out, or when he or she has received a formal protest from the Mat Arbitrator.
- 15.4 Time runs out officially only when the judges and players have been verbally informed of the fact by the Referee.

ARTICLE 16 DUTIES OF THE SCOREKEEPER

- 16.1 The scorekeeper shall record all scores and penalties awarded to players, as instructed by the Referee.
 - 16.1.1 Wins, losses and rounds are scored by the Scorekeeper
 - 16.1.2 Wins only decide the winner
 - 16.1.3 In a country team event - rounds are tallied and kept to break a tie should one occur. Refer to Article 5.2.2

- 16.2 The scorekeeper will call up each player before a match, including those already on deck.
- 16.3 The scorekeeper must have at the table all required score sheets, hand counters, stopwatches and necessary flags.
- 16.4 The scorekeeper must provide a method of visual scoring to inform the Referee, judges and players of the score. It is recommended that 2 red and 2 white standing flags, approx 30-centremetres square (12 inches square) be available at each scorekeeper's table. A flag must be introduced after each round and remain in view throughout the contest to signify and identify the winning player.

ARTICLE 17 DUTIES OF THE MAT ARBITRATOR

- 17.1 Where practical the positions of mat arbitrators shall go to Country Directors who will be responsible for monitoring the perception of fairness and the performance of all officials assigned to a mat.
- 17.2 The mat arbitrator will not interfere with a match that has commenced unless he or she receives a formal protest as provided under Article 35.
- 17.3 The mat arbitrator's role includes a responsibility to provide advice to the officials on the interpretation and application of the rules. The mat arbitrator however cannot overrule a decision of the mat Referee.
- 17.4 At any time during the tournament the mat arbitrators, in their wisdom may change officials without recourse for protest or debate.
- 17.5 The mat arbitrator will also monitor the requirement for people to be in the immediate area of the mat and may hold-up the start of a match while people are requested to leave an area. Refer Article 4.3
- 17.6 The mat arbitrator may in addition accept the duties of the contest timekeeper.

ARTICLE 18 STANDARDISATION OF VERBAL CALLS BY OFFICIALS

18.1 Referee:

- "Bow" - To begin and end the match
- "Begin" - To start the competition and the timekeeper's clock
- "Break" - To stop the competition
- "Holding" - To signal the commencement of the time for ground work
- "Call" - To request a show of flags from the Judges
- "Time Out" - To stop the timekeeper's clock
- "Time In" - To begin the timekeeper's clock
- "Carry On" - To begin after a stoppage

18.2 Judges:

- "Call" - To signal the Referee to stop the match and "call" for flags

18.3 Officials' flag signals



Starting Position



Winner



Tie



Single Infraction



Double Infraction

ARTICLE 19 STANDARDISED SCOREKEEPING EQUIPMENT

19.1 Flags

2 red flags and 2 white flags shall be available at each scorekeeper's table.

19.2 Hand Counters

6 hand counters (clickers) shall be available for the 3 Judges (2 each) at each mat area. 3 hand counters will bear red flags and 3 hand counters will bear white flags. Flags shall measure approx 30-centimetres square (12 inches square).

19.3 Belts

A Red and a White belt plus a spare Red and White belt shall be available at each mat for purposes of identification of a player.

19.4 Stopwatches

19.4.1 A stopwatch or clock shall be available for the Timekeeper to govern the length of each round.

19.4.2 Additionally a stopwatch shall be made available to the Timekeeper to govern the length of time allowed for holding or for injury stoppages.

19.5 Beanbag

A beanbag or similar visual aid shall be used by each Timekeeper to denote the end of each round.

19.6 Score sheets

An adequate supply of official approved score sheets shall be available to each scorekeeper. The official's score sheets are separate to these Tournament Rules and are available on request.

PART 3 – CONTEST AND SCORING

ARTICLE 20 OVERVIEW OF A CONTEST MATCH

- 20.1 Players must be aware of 4 calls, namely “BEGIN”, “BREAK” “HOLDING” and “CARRY ON” given only by the Referee.
- 20.2 A contest consists of continuous fighting for a period of two rounds of 90-seconds each round. This excludes the time between the call by the Referee, of “BREAK” following ground grappling, and “CARRY-ON”
- 20.3 Players must bow to each other before and after the match. Refusal to do so will constitute an immediate disqualification by the Referee.
- 20.4 The contest shall begin with both players facing each other in a standing position, the referee facing towards the table with red to his or her right and white to his or her left. After making a standing bow, the contest will start after the Referee’s call to “BEGIN”.
- 20.5 Scoring by the judges will be tabulated using mechanical hand counters (clickers). Each hand counter must have attached a suitable size flag representing a player (red in the right hand and white in the left).
- 20.6 Players will compete within the match area and all techniques are to be executed from within that area.
- 20.7 At the end of each round the Referee will instruct the fighters to “BREAK” and return to the starting position, the Referee will first confirm that all judges are ready, and then call “CALL” for a show of flags and the corner judges will raise the appropriate flag. In the event of a draw both flags must be raised.
- 20.8 Except for a player submission, each round will stand on its own merit. Hand counters will be cleared after each round. Penalty infractions however will be cumulative from each round.

ARTICLE 21 DECISION OF A CONTEST MATCH

- 21.1 A win in two rounds, or 1 round plus 1 round drawn, will decide the winning player
 - 21.1.1 In the event of a tie, a third round will be played to decide the winner. Should a tie still prevail, additional rounds will be repeated until a winner is decided.
 - 21.1.2 A third round is only played when there is a draw after the first 2 rounds i.e. if there is 1 win each or 2 draws. If there is a draw and a win in the contest, the winner of the contest will be the player who won a round.
 - 21.1.3 In the event of an injury (except as provided under 21.3 injury due to a foul), the opposing player will be awarded the win.
- 21.2 **Disqualification** - In the event of disqualification
 - 21.2.1 If a player is issued a disqualification at any time during the match (first round, second round, during overtime), this signifies a loss of the contest and the other player wins.
- 21.3 **Injury due to a foul** - If a player is injured due to a majority called infraction (foul) and cannot continue the offending player cannot be awarded the win for that match. The win must go to the injured player. A doctor (or the senior appointed qualified first-aid officer) must make the decision for an injured player not to continue fighting and the player cannot recommence competing in the Tournament until he or she is given full medical approval. The Referee should be informed of this.

- 21.3.1 Where it is ruled that a player has 'intentionally' injured their opponent this may invoke a 'major disqualification' as defined in Article 34 (Disqualification).
- 21.4 **Injury not due to a foul** – If a player sustains an injury, which is not attributed to a foul, and cannot continue then the Referee will call for a score from the Judges and award the round accordingly. If the player is injured in the first round then the second round will be awarded to the opponent.
- 21.4.1 At the discretion of the Referee in consultation with the Judges, a player may be allowed up to 2 minutes to recover from an injury following which the player must either continue or the round must be decided.
- 21.5 **Injury with bleeding or a wound** – The round will be stopped and "time-out" called to allow the player to be attended to. If the bleeding cannot be controlled within 2 minutes the round will be called as in 21.4. Any blood on the mat surface must be cleaned before play continues.

ARTICLE 22 METHOD OF CONTEST - FORCE REQUIRED TO SCORE

- 22.1 **Light Force or touch contact** – Where contact is permitted this is the only level of acceptable force and applies to all forms of competition – refer to 'rules of contact' for each type of technique.
- 22.2 **Excessive Force** – A call for excessive force indicates that in the opinion of the Referee or a Judge a player used force in excess of that necessary to score. In determining a call for excessive force the following will guide the decision:
- 22.2.1 A technique does not contact however in the opinion of the Referee or a Judge would have been excessive if the technique had made contact.
- 22.2.2 A player attempts or performs a technique that in the opinion of the Referee or a Judge does not have sufficient due regard for the safety or welfare of the opponent.
- 22.2.3 The onus is upon players to have sufficient skill and control in their technique and the movement of the receiving player will not reduce a call for excess force.
- 22.2.4 Should a player sustain an injury as a result of the level of force then the Referee is required to call the judges together.
- 22.3 **Potential Force** – The scoring of a strike or kick is awarded by a Judge on his or her assessment of the 'potential force' of the technique. This relates to the control within a technique as assessed by a Judge in awarding a score, for example a controlled strike or kick delivered by a player without having fully extended the arm or leg.

ARTICLE 23 METHOD OF CONTEST – STRIKES AND KICKS

- 23.1 **Strikes and Kicks - One (1) point** may be awarded to a player for a legal martial art technique, where a Judge is satisfied that the following criteria have been met:
- 23.1.1 The strike or kick was delivered to a legal target area and satisfied the rules of contact.
- 23.1.2 The strike or kick was controlled and had the 'potential force' to have knocked-down, knocked-out or incapacitated the opponent.
- 23.1.3 The technique was controlled and focused; combination strikes or kicks will be considered on their merit.
- (a) A flurry is to be considered a repetitive number of doubtful strikes and will not score.

23.2 **Legal target areas** – Subject to the rules of contact, it is legal to target any area of the body above the waist except: the throat; neck and spine; and kidneys.

23.3 **Rules of Contact** – strikes and kicks

23.3.1 Techniques are to be controlled and limited to 'light force' or 'touch contact', as scoring is determined on 'potential force' a strike or kick is not required to make contact to be awarded a score.

ARTICLE 24 METHOD OF CONTEST – TAKEDOWNS AND THROWS

24.1 **Takedown – Two (2) points** may be awarded to a player for a legal takedown technique, where a Judge is satisfied that the following criteria have been met:

24.1.1 The technique was controlled and satisfied the rules of contact.

24.1.2 Takedown includes scooping of one or both legs with the hands or where the opponent was taken to the ground with control and the player retained the upper position on the ground as part of the takedown.

24.1.3 A player being pulled or dragged to the mat does not constitute a takedown or a throw and will not score.

24.2 **Throwing – Three (3) points** may be awarded to a player for a legal throwing technique, where a Judge is satisfied that the following criteria have been met:

24.2.1 The technique was controlled and satisfied the rules of contact.

24.2.2 The player was thrown to the ground with control using a foot or leg sweep, or by a sacrifice throw where the throwing player commits his or her own body to the ground in performing the technique.

24.2.3 Foot sweeps must be executed below mid-calf, using either the instep (top padded area of foot) or sole of the foot.

24.3 **Throwing – Five (5) points** may be awarded to a player for a legal throwing technique, where a Judge is satisfied that the following criteria have been met:

24.3.1 The technique was controlled and satisfied the rules of contact.

24.3.2 The player was thrown to the ground with control using a hand or hip technique where the throwing player performs the throw in a standing position and both feet of the opponent are projected upward.

24.4 **Rules of Contact** – Takedowns and Throwing

24.4.1 Techniques are to be executed with due regard and care for the safety of the opponent. The use of excessive force in the application of a technique will be penalised.

24.4.2 Players are to avoid takedown or throwing techniques that cause them to land heavily on top of their opponent in the execution of the technique.

24.4.3 Techniques that cause a player to land on his or her head or neck are not permitted and will be assessed as excessive force.

ARTICLE 25 METHOD OF CONTEST – LOCKS AND STRANGLES

- 25.1 **Win by Player Submission** – a player will win the current round where their opponent signals their submission to a legal technique. The observation of a Referee that a player has submitted will have the support of all Judges and cannot be challenged.
- 25.2 **Win by decision** – may be awarded for the current round to a player for a legal technique, where the Referee with the support of one judge and without a player submitting is satisfied that the following criteria have been met:
- 25.2.1 The technique was controlled and satisfied the rules of contact.
 - 25.2.2 To allow the continuation of a lock or strangle may result in injury.
- The Referee will call “Break” and request the judges “call on the submission” the support of two judges or one judge plus the referee will result in a win of the current round. Where the Referee stands alone on his or her call then the Referee will instruct the judges to add five (5) points to the successful player.
- 25.3 **Legal technique means** – a wristlock, arm lock or leg lock (but not the knee), strangles but not throttles or chokes (defined as any technique that might impair the airway).
- 25.4 **Standing** - Locks and strangles may be applied in a standing position to gain a submission and the opponent may be manoeuvred to a ground position provided there is no attempt to throw the opponent with the lock or strangle applied. Transition to the ground must be with due regard and care for the safety of the opponent.
- 25.5 **On the Ground** - Locks and strangles may be applied in a grappling position on the ground to gain a submission provided the technique is applied within view of the referee. If through the movement of the players, the referee is not able to monitor the technique than he or she will call “BREAK” and may either call for a submission under article 25.2 or declare no points.
- 25.6 **Rules of Contact.**
- 25.6.1 Players must be aware that the use of excessive force in the application of a technique or throwing or attempting to throw an opponent with a technique applied will be penalised.

ARTICLE 26 METHOD OF CONTEST - GRAPPLING (INCL TAKING HOLD)

- 26.1 **Standing** [10 seconds] - Once a player takes hold of his or her opponent in any legal manner both players will have approximately 10 seconds to commence a legal takedown, after which time the Referee shall call “BREAK”. A player who is on the ground because of an illegal takedown may not be scored on. In the standing position both players may continue to score with legal strikes but not kicks.
- 26.2 **On the Ground** [30 seconds] - Once a player has gone to the ground following a ‘legal technique’ the Referee will call “HOLDING” and the Timekeeper shall allow 30 seconds in which time either player may attempt to obtain a legal submission on the other.
- 26.2.1 Contestants will fight Ju-jitsu / Judo style of groundwork, and will be allowed to use locks, strangles and strikes, as defined.
 - 26.2.2 While manoeuvring during the grapple players are permitted to be in a lying, sitting or kneeling position, may push with feet or hands, and may capture the opponent with their legs.

- 26.2.3 Players are not permitted to kick or go for the eyes, ears, nose, hair or the groin area, or attack the nerve points.
 - 26.2.4 Coming to the feet – Once “HOLDING” has commenced should one or both players come to a standing position the holding will continue for the full time period unless the holding is released by both players, or the Referee calls “BREAK”.
 - 26.2.5 The Referee may stop the grappling if he or she thinks the players are stalemated or after a signal from a judge who may have seen an infraction.
- 26.3 If a contestant submits or the Referee call “BREAK”, the fighters must release all holds immediately.
- 26.4 **Rules of Contact.**
- 26.4.1 Techniques are to be executed with due regard and care for the safety of the opponent. The use of excessive force in the application of a technique will be penalised, this may include where a player lands on top of his or her opponent in the execution of a takedown or throwing technique.
 - 26.4.2 A player who has come to their feet after the call of “HOLDING” is not allowed to lift his or her opponent off the mat.

ARTICLE 27 ILLEGAL TECHNIQUES

- 27.1 A contestant must not set out to deliberately injure his or her opponent during the match, as this may result in point's loss or disqualification. Contestants must not use techniques that would almost certainly end up with an injury.
- 27.1.1 – Striking and kicking
- a) Any strike or kick other than with the padded section of the approved sparring gloves and or approved sparring shoes
 - b) Strikes or kicks using any other part of the body including head butts, elbows, knees
 - c) Any strike or kick below the waist
 - d) Any blind technique.
- 27.1.2 – Throwing and Takedowns
- a) Any foot sweep at mid-calf or above or using other than the instep or sole of the foot
 - b) Any improperly applied throw or takedown considered dangerous to a player
 - c) Any throw or takedown applied with excessive force considered dangerous to a player.
- 27.1.3 – Grappling
- a) All choking techniques or blocking of the airway
 - b) Kicking once grappling has commenced either standing or on the ground
 - c) Attacking nerve or vital points,
 - d) Locking techniques to any joint other than as defined.
 - e) Any technique, standing or on the ground where a player has his or her arm around the neck, or the opponents head under his or her armpit and therefore the potential to lock or crank the neck.
 - f) Lifting an opponent off the mat after coming to a standing position from a grapple.
- 27.1.4 – General
- a) Any technique considered to be unsporting including: pulling hair, biting, scratching, and jumping on a downed player.
 - b) Any technique applied or attempted by a player who is not within the match/contest area.

ARTICLE 28 CAUSES FOR PENALISATION

28.1 The following may result in the offending player being penalised

- a) Use of excessive force
- b) Attacking an illegal target area
- c) Using an illegal technique.
- d) Performing or attempting a technique while not within the match area.

- e) Running or stepping out of bounds to avoid fighting (fighting out does not apply)
- f) Falling on the floor to avoid attack (a player attempting a throw is exempt from penalty)
- g) Continuing after being ordered to stop.

- h) Kicking after grappling has commenced both standing and on the ground.
- i) Negligent or reckless attacks (whether or not actual contact is ever made).
- j) Disrespect displayed to officials or opponents (includes expressed disappointment after a 'call' or decision.

- k) Poor sportsmanship
- l) Wasting time by - not competing, or avoiding contest.
- m) Not obeying an instruction of the Referee.

ARTICLE 29 METHOD OF PENALISATION

29.1 The Referee is empowered to call a judges' conference at any time. The majority vote of all judges and the Referee will determine the penalty imposed.

ARTICLE 30 VOTING ON PENALISATION

30.1 Penalisation for a first offence:

- 30.1.1 Warning, OR
- 30.1.2 Disqualification.

30.2 Penalisation for second offence, same infraction:

- 30.2.1 Loss of two points (The Referee will instruct the Judges to add these penalty points to the opposing players score), OR
- 30.2.2 Disqualification.

30.3 Penalisation for second offence, different infraction:

- 30.3.1 Warning, OR
- 30.3.2 Loss of two points (The Referee will instruct the Judges to add these penalty points to the opposing players score), OR
- 30.3.3 Disqualification.

30.4 A third offence for any combination of the rule infractions requires that the player be disqualified.

ARTICLE 31 VOTING ON EXCESSIVE FORCE

- 31.1 Penalisation for a first offence
 - 31.1.1 Loss of two points (The Referee will instruct the Judges to add these penalty points to the opposing players score), OR
 - 31.1.2 Disqualification (Minor or Major)
- 31.2 Penalisation for a Second Offence
 - 31.2.1 Disqualification (Minor or Major)
- 31.3 If a majority of all judges agree that a player is guilty of excessive force, the violating player must be penalized.
- 31.4 If there is not a majority vote by the judges on excessive force, the Referee may issue a warning on his or her own, without the consent of the judges. The Referee shall advise the judges not to score the point. This will however not record as an official warning.
 - 31.4.1 After a second warning by the Referee, without a majority vote, a meeting with the judges shall be called for a clarification on excess force as outlined in Article 22 (Force required to score).

ARTICLE 32 ISSUING A WARNING

- 32.1 Whenever a warning is issued the Referee must be specific in his or her warning and within hearing of the judges and players. For example, “the next time you (identify the infringement) you’re going to (identify the penalty), do you understand?” e.g. “the next time you use excessive force you’re going to be disqualified, do you understand?” He or she should wait for the player to acknowledge their official warning and the recording of warning by the scorekeeper, before allowing the contest to continue.

ARTICLE 33 INTOLERABLE BEHAVIOR

- 33.1 Angry and uncontrolled violent displays of behaviour will not be tolerated. If a referee believes a player is guilty of such an infraction, he or she may call a judge’s conference. Following the conference, a majority vote of all judges will cause the offending player to be disqualified. Judges should not tolerate undisciplined displays of temper.

ARTICLE 34 DISQUALIFICATION

- 34.1 An act of disqualification against a player may eliminate the player from further participation in that tournament. All disqualifications must be classified as minor or major.
- 34.2 Minor disqualification is for the existing contest only.
- 34.3 Major disqualification is for the balance of the tournament or a designated period to be suggested by the majority decision of the mat referee and judges and submitted to a convened meeting of three or more Directors of the WCJJO for their ruling.
 - 34.3.1 Whilst not restricting the ability to issue a major disqualification, a player who is twice disqualified for excessive force for which a minor disqualification is awarded shall have the level of disqualification reviewed by a convened meeting of Directors.

ARTICLE 35 LEGAL PROTEST

- 35.1 A legal protest can only be lodged for a non-compliance of the rules and can only be introduced by the official designate of the protesting country.
- 35.2 Legal protests must be lodged with the Mat Arbitrator.
- 35.3 If the match is still in progress - the Mat Arbitrator will approach the timekeeper, who will immediately notify the Referee. The Referee will immediately call, "Time Out".

PART 4 – DUTY OF CARE

ARTICLE 36 WORDS OF ADVICE FOR OFFICIALS

Risk is a natural part of life and therefore a part of many sports. There is always a risk of injury when participating in sports, and because of this risk of injury, there is also a risk of a lawsuit. The lawsuit in many cases will have to be proven on an unintentional tort (negligence) against you or the W.C.J.J.O. If so, in order to prove that negligence occurred the injured party must establish three facts:

1. Damages were sustained
2. Duty relationship existed between the parties
3. The conduct of negligent party was below an acceptable standard of care.

Some Countries have a defense in sport called the “Volenti Doctrine”. The courts have recognised and understand that in any sport there are risks, which are “obvious”, i.e. “foreseeable” and “necessary”. In other words, the risk of minor injury or injury is both foreseeable and necessary if one is to learn the sport. The risks of receiving blows to the body are both foreseeable and necessary to boxing, football, soccer, rugby, hockey or any other bodily contact sports if one is to accomplish the end result of the sport.

Nevertheless, in the case of an accident or injury you must understand and conduct yourself in the standard of care required by the situation. Therefore, if your student or participant is injured, then:

1. Secure proper medical attention immediately;
2. If injury is serious, notify or transport individual to the nearest hospital;
3. Make sure you have participants data sheet;
4. Notify family member and follow-up on condition.

ARTICLE 37 THE LAST WORD

Since Williams v. Eady (1893), the legal precedent was set that an individual (Official) owed a duty to act as the “careful parent of a large family”, a concept adopted almost universally since then to present day.

The ruling was, “Once a youngster had become hurt, would not a prudent father want to know how and why his child had become hurt in order to avoid the same kind of risk to another child? I think he would have”.

Therefore, as an official, it is paramount that supervision of activities under your control are directly related to the complexity of the competition at hand. The rule of thumb is how much supervision or protection would you give if it was your child?

Your answer to this question should dictate your actions.

PART 5 – SPECTATORS GUIDE TO THE RULES

ESPECIALLY FOR SPECTATORS

THE SPORT OF JU-JITSU IN A NUT SHELL

1. DURATION OF CONTEST

Two rounds of two minutes each continuous fighting.

2. SCORING SYSTEM

(A) Individual Competition – Round robin, with straight elimination in the finals

(B) Team Competition – Round robin by Country, with each player competing by straight elimination

3. SCORING OF ROUNDS

Scoring by the judges will be tabulated using mechanical hand counters (clickers).

A winner of two rounds or one round plus a draw will receive the win and a score of a win.

A winner of one round and a win in overtime will score a win.

The loser will receive no wins at all.

A draw does not constitute a win, the scores are considered nullified.

NOTE: In the event of disqualification or injury, the opposing contestant will be awarded the win unless an injury is the result of a foul.

4. DEFINITION OF POINTS

(a) 1 Point - awarded for a strike or kick delivered to an opponent's legal target area above the waist and satisfying the rules of contact.

(b) 2 Point - Takedown includes scooping of one or both legs with the hands, or where the opponent was taken to the ground with control and the player retained the upper position on the ground as part of the takedown.

(c) 3 Point - The player was thrown to the ground with control using a foot or leg sweep, or by a sacrifice throw where the throwing player commits his or her own body to the ground in performing the technique.

(d) 5 Point - The player was thrown to the ground with control using a hand or hip technique where the throwing player performs the throw in a standing position and both feet of the opponent are projected upward.

(e) 5 Point – A submission called by the referee alone for the safety of the opponent.

(f) Submission - End of the round.

5. Target Areas:

Legal target areas – Subject to the rules of contact, it is legal to target any area of the body above the waist except: the throat; neck and spine; and kidneys.

6. Penalisation

First offence

- (a) Warning, OR
- (b) Disqualification

Second offence – Same infraction

- (a) Loss of 2 points, OR
- (b) Disqualification

Second offence – DIFFERENT infraction

- (a) Warning, OR
- (b) Loss of 2 points, OR
- (c) Disqualification

ANY Third offence

- (a) Disqualification

7. EXCESSIVE CONTACT PENALISATION

First offence

- (a) Loss of 2 points, OR
- (b) Disqualification

Second offence

- (a) Disqualification

8. OFFICIALS' FLAG SIGNALS



START



WINNER



TIE



SINGLE
INFRACTION



DOUBLE
INFRACTION

NOTES



WORLD COUNCIL OF JU-JITSU ORGANIZATIONS
"Founded to guide and assist the growth of Ju-Jitsu internationally"

THE MARTIAL ART SPORT OF JU-JITSU
TOURNAMENT RULES

Established in 1984 as the official rules
Governing World Ju-jitsu Championships
by the
World Council of Ju-jitsu Organisations

amended – 1986
amended – 1989
amended – 1990
amended – 1997
amended – 1998
amended – 2001
amended – 2003
amended – 2005
amended – 2008