

JUNIOR GRAPPLING ASSOCIATION



The logo of the Judo Grappling Association is a circular emblem. It features a yellow outer ring with the words "JUDO GRAPPLING" at the top and "ASSOCIATION" at the bottom, separated by small circles. Inside the ring is a stylized illustration of two hands in a judo grip, set against a background of red and white horizontal stripes and a blue field with white stars, reminiscent of the American flag.

GRAPPLING

RULES, REGULATIONS AND TOURNAMENT OPERATIONS

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SECTION ONE – GENERAL RULES

Article one – Mission Statement and Philosophy

The Junior Grappling Association (JGA) was created to foster the mental and physical well-being of juniors and teens engaging in and competing in the grappling arts. JGA goal is to make grappling an exciting and friendly sport for both competitors and spectators and to provide a venue that maximizes our young competitors opportunity to compete. Junior grapplers are the future of the sport; we as an organization want to help all junior grapplers reach their competitive goals on both a national and international level.

The JGA will follow the grappling match rules set forth by the World Grappling Committee (WGC) that was created under the authority of the International Federation of Associated Wrestling Styles (FILA). WGC's goal is to make grappling an exciting, spectator friendly sport and to rule its practice on a worldwide level in order to ultimately gain Olympic status.

Article 2 – Objectives

Based on JGA regulations, the rules set forth in this document show the framework in which the sport of BJJ and Submission Wrestling will be conducted and promoted within our events.

JGA specific objectives:

- 1) Define and specify the conditions in which a match takes place, both practical and technical.
- 2) Determine the point value to be assigned to actions, positions and holds.
- 3) List the situations and prohibitions
- 4) Determine the duties of the referees and refereeing body
- 5) Establish the competition system: divisions, points, penalties, eliminations, etc.

Article 3 – Application of the rules

The rules defined in this document will be in effect at all Junior Grappling Association sanctioned events. Our goal is to ensure optimal safety of competitors while promoting the growth of sportsmanship.

Any changes in the rules or procedures will be posted in the proper section of this document and under Article 26 “Changes and Modifications”.

Article 4 – Sanitary Conditions

Competitors knowingly infected with infectious viruses (HIV/HBV, Hepatitis, Herpes, etc.), bacterial infections (STAPH) and skin fungus (Ring worm) will be prohibited from competing JGA events. Medical staff will fall under the same sanitary rules as competitors.

The mats will be cleaned and sanitized prior to all tournaments.

Competitors, spectators and staff will be prohibited from wearing shoes on the mat and required to wear shoes when not on the mats to avoid contamination of the competition areas.

Finger nails will be clean and trimmed.

Article 5 – Weight loss

Junior Grappling Association highly discourages excessive weight loss and extreme weight loss methods. No time for weight loss will be allowed after weigh-in.

SECTION TWO – COMPETITION SYSTEM

Article 6 – Competition system

JGA events consist of two primary division and two secondary divisions. The primary divisions are Gi and No Gi. The secondary divisions are the Girls Open (Gi) and the Absolute (Gi) divisions. The primary divisions are double elimination and the secondary divisions are single elimination.

- Double elimination: Competitors must lose twice to be eliminated. This includes the possibility of competitors competing against each other on more than one occasion.
- Single elimination: Competitors will be eliminated after their first lose. The only exception to this is an additional match to determine 3rd and 4th place if necessary

Competitors can win by several means:

- By Submission: When a competitor admits defeat by tapping out (by hand, foot or verbal) or if the referee stops the match to avoid injury when a submission technique is applied (the referee taps for you).
- By Points: When one competitor scores more points than their opponent.
- Additional information will be provide in Article 20.

Article 7 - Division Categories

Primary No Gi division is open to all competitors and matches will be governed by rules established by the World Grappling Committee (covered in the rules section). Uniform for this division will be covered under Article 10. JGA will make slight modifications to the rules to ensure the competitors safety.

Primary Gi division is open to all competitors and matches will be governed rules established by the World Grappling Committee (covered in the rules section). Uniform for this division will be the Gi, a in depth explanation can be found in Article 10. JGA will make slight modifications to the rules to ensure the competitors safety.

Absolute Division (Gi) is open to all Varsity and Junior Varsity competitors. The Gi will be worn and the World Grappling Committee rules will apply. The Absolute Divisions are

put together based on weight only, age and experience does not apply. Junior Varsity may compete against Varsity and younger competitors may compete against older competitors. However, when Junior Varsity competitors compete against Varsity competitors a 10 point handicap will be given to the junior varsity competitor. The same will be done when there is more than a 3 year age difference; the younger competitor will be given a 10 point handicap.

Girls Open Division (Gi) is open to all female Varsity and Junior Varsity competitors. The Gi will be worn and the World Grappling Committee rules will apply. The Girls Open Divisions are put together based on the Madison System weight, experience and age will be taken into consideration as the Brackets are being built, however, a higher emphasis will be placed on weight. Junior Varsity may compete against Varsity and younger competitors may compete against older competitors. However, when Junior Varsity competitors compete against Varsity competitors a 10 point handicap will be given to the junior varsity competitor. The same will be done when there is more than a 3 year age difference; the younger competitor will be given a 10 point handicap.

Division brackets: The order that competitors are placed in the brackets will be random. JGA staff will attempt to keep members from the same team from competing against each other in the first round.

Article 8 – Medical examinations and weigh-in

A current physical is the responsibility of the competitor's parents.

Weigh- in will be conducted the morning of the event (on some occasions weigh-in may also occur the evening prior). Competitors will weigh-in wearing their No Gi uniform. If they are competing in the Gi divisions only they will be required to wear shorts and t-shirt during weigh-in.

Prior to weigh-in a cursory check of the exposed skin areas for skin infections, skin fungus, excessive abrasions and cuts will be conducted by JGA medical staff. Finger and toe nails will be checked for excessive length. Once cleared by the medical staff, competitors will weigh in. Nail clippers, band aids and athletic tape will be provided at that time if necessary.

SECTION THREE – MATERIAL STRUCTURE

Article 9 – Age and weight divisions

To avoid and clarify any controversy all competitors will be able to provide proof of age if required. JGA understands that not all junior competitors have identification, therefore a grace period will be allowed and proof of age may be emailed or a copy mailed to JGA.

Age Categories:

Pee Wee (7 years old and under)

Elementary (8 – 10 years old)

Junior High (11 – 13 years old)

Senior High (14 – 17 years old)

Entering competitors under the proper experience level is the responsibility of the competitor's coach; however, if the coach is not present that responsibility will be the parents. Sand bagging is frowned upon by the JGA staff and will not be tolerated. The JGA staff reserves the right to move competitors up in experience. When calculating experience levels all forms of grappling are to be considered. They are BJJ, wrestling, submission wrestling, judo etc.

Experience Levels:

Novice: 3 months of training or less (less than 36 classes/training days)

- No submissions
- Can only compete in the primary division (Gi and No Gi)

Junior Varsity: 4 – 12 months of training (between 37 and 144 classes/training days)

- Submissions
- Can compete in all divisions

Varsity: 13 months of training and more (145 or more classes/training days)

- Submissions
- Can compete in all divisions

Weight Categories:

- Primary divisions
 - o 44.9lbs and under
 - o 45 – 54.9lbs
 - o 55 – 64.9lbs
 - o 65 – 74.9lbs
 - o 75 – 86.9lbs
 - o 87 – 98.9lbs
 - o 99 – 110.9lbs
 - o 111 – 125.9lbs
 - o 126 – 140.9lbs
 - o 141 – 155.9lbs
 - o 156 – 175.9lbs
 - o 176lbs and above
- Absolute Divisions
 - o 54.9lbs and under
 - o 55 – 69.9lbs
 - o 70 – 84.5lbs
 - o 85 – 99.9lbs
 - o 100 – 119.9lbs
 - o 120 – 139.9lbs
 - o 140 – 164.5lbs
 - o 165lbs and above
- Girls Open Division
 - o Will utilize the Madison System, Girls will be placed in divisions based on their weight, age and experience level. The Absolute division weight categories will be utilized as a guideline.

Article 10 – Competitors Uniform and Appearance

Competition Uniform – No Gi (shorts and t-shirt)

Competitors will wear competitive grappling or board shorts and a short or long sleeve rash guard. T-shirts may be worn, however, they are not recommended. They are to be tight fitting and not baggy. Referees may have competitors change their t-shirt if it is too baggy or becomes stretched out. The shorts and shirts will not have pockets, snaps, buttons, buckles, etc. that may be unsafe during competition. Competitors will be issued a red or green ankle-band prior to each match. This is to be worn on the ankle.

Competition Uniform-Gi (kimono)

Competitors will wear a competition Gi meeting the JGA requirements. The Gi will be made of cotton or other like material. It will be clean and in good condition. It cannot be excessively thick or stiff that it impedes the opponent. The top must be longer than the hips, but no longer than the mid-thigh. When extending arms forward the distance between the wrist and sleeve is not to exceed 4 inches. The top cannot be excessively tight or loose, approximately 3 - 4 inches of slack at the cuffs and the back of the arm. When standing upright the distance between the ankle and the pants is not to exceed 4 inches. Pants cannot be excessively tight or loose affecting the opponent's ability. *JGA recognizes the fact that the junior competitors will go through growth spurts, therefore warnings will be issued instead of disqualification. However, this will be noted for future events and an attempt to get a Gi that meets JGA requirements is expected.* The Gi may be of any color with team name, sponsors, designs etc. Competitors will be issued a red or green ankle-band prior to each match. This is to be worn on the back of the belt.

Mouthpiece: Competitors will use a mouthpiece for safety reasons. If you do not have one, they will be available at the registration area.

Groin protection: Not mandatory, but highly recommended.

Shoes: Competitors are not allowed to wear shoes in any division. However, they may wear socks, but this is not recommended.

Ear protection: Competitors may wear ear protection approved by the referee. It must be streamline with no metal, snaps or sharp edges (edges and snaps may be taped up).

Appearance: Competitors are not allowed to wear tape or bandages on their wrist or ankles unless it is due to injury or doctor's recommendation. No jewelry of any kind will be allowed, this includes necklaces, watches, bracelets, ear rings, any piercings, finger rings, toe rings etc. Finger and toenails will be neatly trimmed with no sharp edges.

Competitors whose hair exceeds shoulder length and/or their bangs are extend beyond their ears, athletic hair cover, retaining bands and/or braids will be required prior to competition. Competitor's skin and hair will be clean and free of any greasy, oily or sticky substances.

At weigh-in, JGA staff will ensure that each competitor meets the requirements of this article. Competitors will be told of any appearance issue that need be corrected prior to competing and if not corrected prior to their match they will not be allowed to compete. They will be given 5 minutes to conform or the competitor will lose the match due to forfeit.

**It is recommended that all competitors show at the mat with a small towel to wipe off excessive perspiration between matches or in the unlikely event that bleeding occurs.*

Article 11 - Competition mat

JGA events will utilize 20'X20' rings (6 Competition rings) or 10'X10' rings (10 or 12 competition rings). This will be dependent on the number of competitors. Mats will be cleaned and disinfected prior to the beginning of all tournaments

The mat's center area is reserved for coaches only, one coach per competitor. Spectators will not be allowed in the center area. The outside of the rings are reserved for spectators, however, they are not to impede the vision or activities of the scoring tables. At larger events spectators around the edges may be limited to friends and family of the current competitors.

Violators of these rules will be warned, continue violations may result in penalty points or in extreme cases disqualification.

Article 12 - Medical service

The JGA staff will ensure a current Emergency Medical Technician with necessary equipment will be present for the duration of all events. Some medical items (ice packs, bandages, etc.) will be available during tournaments; however, it is recommended that all competitors bring their own. JGA's supplies are limited.

SECTION FOUR – REFEREEING BODY

Article 13–Composition and uniform

All matches will be refereed by a single referee certified by the JGA. Referee decisions based on competitor safety are final with no exceptions. Referees' for individual mats will be chosen randomly. Replacement of a referee during a match is prohibited, except in extreme situations (injury or illness). The referees will wear a black polo shirt with the JGA logo and referee embroidered over the left side of the chest.

Article 14 – The referee and general duties

The referee is responsible for the disciplined conduct of matches. This will be done in accordance with JGA rules and guidelines. He or she will have full authority over the match and the respect of contestant and coaches. Their instructions are to be obeyed immediately and they will run the match without any irregular outside interruptions. The referee is mainly responsible for starting the match, interrupting the match (if necessary) and ending the match. They are responsible for awarding points when earned, imposing penalties and halting the match in the event of submission to determine a winner and loser.

The referee will blow their whistle to begin, interrupt, and end the match. If a maneuver is conducted or an event occurs that warrants points the referee will hold the corresponding color band up and show the amount of points by using their fingers.

Duties

- 1) Ensure competitors are wearing the correct color bands.
- 2) Ensure both competitors are ready prior to blowing the whistle to start the match.
- 3) Encourage passive competitor without disrupting the match and reprimand them if necessary.
- 4) While competitors are standing referee will position themselves, to ensure the competitors stay within the competition ring without being too close. When the competitors are down on the mat, the referee will be closer to stop the match if necessary.

5) Be ready to halt the match (by blowing the whistle) if competitors approach the edge of the ring, submission attempt or in case of penalty.

6) Uphold penalties when violations of rules occur or unnecessary roughness.

7) When competitors go outside the ring, referee will quickly place them in restart position. If a submission hold is executed at the edge of the ring indicate whether it is valid.

8) Referee will be mobile placing themselves in most advantageous position to call the match.

9) Referee will award points when warranted.

10) Referee will blow the whistle and tap both competitors after observing a submission signal. This can be done by tapping, verbally or the referee may tap for competitors to ensure their safety.

11) Referee will ensure that both competitor stay on the mat until the hand of the winner is raised.

12) In No Gi matches referee will ensure garments are not being grabbed. If that occurs, the referee will brush the competitors hand and warn them.

13) In Gi matches referee may adjust competitors gi's if they become entangled in unnatural position.

SECTION FIVE - THE MATCH

Article 15 - Match Duration

Primary division Novice matches will be 3 minutes. Primary divisions both Junior Varsity and Varsity matches will be 4 minutes. Varsity final matches (for 1st and 2nd) will be 5 minutes.

Absolute division and Girls open division matches will be 4 minutes.

Article 16 - Mat assignments

Competitors mat assignments will be posted near the weigh-in table, announced, or both. Once competitors know their mat assignment they are to report immediately when their division is announced. After reporting to their designated mat, competitors are to remain there until the division is complete. If competitors leave their mat during division competition, they will have 1:30 to report once called to the mat. The only exception to this will be approved by the referee.

Article 17 - Call to the ring and start of the match

Competitor's names will be called loud and clear three times at 30 second increments to report to the ring. If competitor fails to report to the ring after being called, it may result in disqualification.

Once the competitors have reported to the ring, referee will ensure the proper color bands are being used, explain any unique rules (pre-designated), conduct quick inspection (skin, hair and nails) have competitors greet/shake hands, point at the scoring table to ensure they are ready, and blow the whistle to start the match.

Article 18 Definition of grappling positions

Standing position:

- Both grapplers stand in the center of the ring facing each other with approximately 6ft between them. This is a neutral position neither grappler is in control. Standing position is called at the beginning of the match, when both grapplers are taken out of bounds and neither established an advantaged

position or when one competitor forces the other out and an advantaged position was not established

Guard Position:

- One competitor is on their back and the other is on their knees or standing between the legs of their opponent. Guard position can be established both open and closed.



Closed guard restart position:

- Occurs in the center of the mat with the down grappler on his back, his legs around the waist of the up grappler, ankles locked, and hand on top of opponent's hands. The up grappler will be on their knees facing the down grappler with their hands placed flat on the down grappler's chest.
 - o Restart is ordered when both grapplers go out of bounds while the guard is established and closed.
 - o Referee will point to the scoring table to ensure they are ready, and then blow the whistle to start the match.



Open guard restart position:

- Occurs in the center of the mat with the down grappler on their back, hands resting on their thighs and their feet flat on the mat. The top competitor kneels in front of the feet of the down grappler with their hands on the down grappler's knees.
 - Restart is ordered when both grapplers go out of bounds while the guard is established, but not closed or when both grapplers go out of bounds while an attempt is being made to establish top control.
 - Referee will point to the scoring table to ensure they are ready, and then blow the whistle to start the match.



Side mount/control position:

- One competitor is on their back and the other is on their knees across the torso of their opponent controlling the shoulders of their opponent.



- One competitor is on their back and the other is on their hip in a seated position controlling their opponent's shoulders.



- Knee on belly will be considered side mount



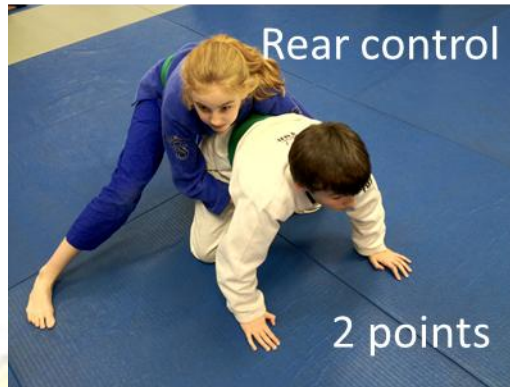
Side mount/control restart position:

- Occurs in the center of the mat with the down grappler on their back, hands resting on opponent's body with elbow visible. The top competitor's elbows and knees will be on the mat with their torso flat on their opponent.
 - o Restart is ordered when both grapplers go out of bounds after side mount has been established.
 - o Referee will point to the scoring table to ensure they are ready, and then blow the whistle to start the match.



Rear control:

- One competitor is on their knees and the other is on their knees behind their opponent controlling the hips of their opponent.



Rear control restart position:

- Occurs in the center of the mat with the down grappler on their hands and knees and the top grappler in the back with one knee up and one down. The top grappler will have their hands locked around their opponent's waist.
 - Restart is ordered when both grapplers go out of bounds after rear control has been established.
 - Referee will point to the scoring table to ensure they are ready, and then blow the whistle to start the match.



Full mount:

- One competitor is on the ground and the other is on their knees straddling the torso of their opponent with their knees on each side. The top competitor can be on both knees & feet (shin flat), one knee & one foot or both knees with their feet hooked in the legs (grapevine). The ground competitor can be on their back, side, or stomach. The ground competitor may have both arms out or one arm in and one arm out, however, if both arms are in points will not be awarded.



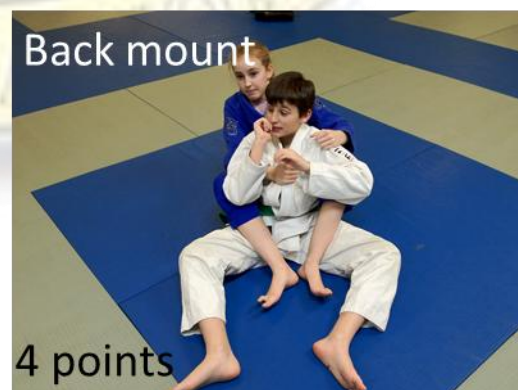
Full mount restart position:

- Occurs in the center of the mat with the down grappler on their back, hands resting on their chest with their elbows in. Top grappler will straddle their opponent with their shins flat on the ground and their hands on the sides of the ground grapplers head (6 -12 inches).
 - o Restart is ordered when both grapplers go out of bounds after full mount has been established.
 - o Referee will point to the scoring table to ensure they are ready, and then blow the whistle to start the match.



Back mount:

- When a competitor controls his opponent from the back, with their chest to the back of their opponent and their feet hooked on the inside their opponents legs. If the ankles are crossed or the body is figured "4" points will not be awarded. Both the opponent's arms must be above the legs or one above and one below; if both arms are below their opponents legs points will not be awarded.





Back mount restart position:

- Occurs in the center of the mat with the down grappler on their knees with hands on their knees and the top grappler in the back control restart position. The top grappler will have the over/under lock around their opponents head and arm with the front knee on the mat and the back leg up.
 - Restart is ordered when both grapplers go out of bounds after back mount has been established.
 - Referee will point to the scoring table to ensure they are ready, and then blow the whistle to start the match.



******If a competitor forces the action out of bounds in an attempt to escape a submission, they will be called for a tap or submission and lose the match. Out of bounds consist when both competitors are completely past the outside edge of the boundary line.**

Article 19 – Scoring for actions and holds

Points will only be awarded if a grappler manages to gain dominant control positions for 3 seconds (either from standing or on the ground).

Dominant control positions (2, 3, and 4)

- Side Mount (2 points): When a grappler gains control by passing his opponent's leg defenses while keeping his opponent's back, side or stomach to the mat for the count of 3 seconds. This will include rear control. Competitors cannot run up the score by moving from 2 point position to 2 point position unless neutral position is established in between.
- Full Mount (3 points): When a grappler controls his opponent who is lying on their back, side or stomach from the top while straddling their opponent for the count of 3 seconds.
- Back mount (4 points): When a grappler controls their opponent from the back, with their chest to the back of their opponent and their legs hooked inside of the opponents legs the count of 3 seconds.

***Note: The dominant control position progression will reset if the top competitor loses dominant control and the bottom competitor re-establishes ground/standing neutral position for at least 3 seconds.**

Takedown (2 point)

Takedown points are awarded when one competitor forces their opponent to the ground from standing neutral position and establishes top position for a minimum of 3 seconds. This includes top position in the guard position; however, no points will be awarded for pulling or jumping guard position.

***This differs from WGC rules slightly. WGC awards 1 point for takedowns, however, JGA wants to encourage takedown attempts therefore putting a slightly higher point value on it.**

Escape (1 point)

Escape point is awarded when a disadvantaged competitor escapes to a neutral or top position and maintains that position for a minimum of 3 seconds.

Stalling (1st warning disadvantage, 2nd warning 1 point, 3rd warning Disqualification)

It is the competitor's obligation to maintain action by constantly trying to improve their position or submit their opponent and make an honest attempt to keep it in bounds.

When the referee feels that a competitor is stalling, they shall attempt to motivate them by verbal commands without interrupting the match. If the competitor continues to stall after verbal commands have been given. The referee shall indicate the stalling competitor by raising the corresponding color arm band to and holding a closed fist to indicate a warning. All cautions will be recorded at the scoring table.

The first warning for stalling will be indicated at the scoring table and may affect the match's final outcome. The second warning one point will be awarded to the opponent and the third warning results in disqualification of the stalling competitor.

Stalling includes:

- Holding on in an attempt to neutralize or prohibit action or advancement
- Delaying action by communicating with coach
- Not trying to improve position or create action
- Deliberately falling to the ground to avoid engagement
- Taking too much time to get back to the mat center for restarts
- Misusing timeouts

Fleeing the Mat

When a competitor intentionally use the out of bounds line to avoid being scored on, they will be considered stalling and receive the appropriate warning. If a competitor flees the mat to avoid submission, the referee shall call the match by submission.

Fleeing position

Standing Neutral: if a competitor deliberately butt-scoots to avoid neutral action, the referee will stop the match and appropriate warning or point for stalling will be given. Action starts again in the standing neutral position.

Ground Neutral: If a competitor deliberately stands up completely disengaging. The referee will stop the match and appropriate warning or point for stalling will be given. Action starts again in the open guard restart position.

False start

If a competitor starts grappling before the referee blows the starting whistle, they will receive a stalling warning.

Incorrect starting position

Any competitor that demonstrates flagrant disregard for the referee's instruction falls under the stalling rule.

Advantage point

Advantage points are "ghost points" that are only considered in the event of a tie.

Advantage point will be awarded by the referee for a near submission.

***This differs from WGC. They do not award advantage points. We want to encourage submission attempts at JGA events, therefore we will award advantage points for valid submission attempts.**

Article 20 – Winning

Competitors can win by submission, disqualification, points, advantage point, referee stoppage, or in the event of a tie referee decision.

- 1) **Winning by submission**: When an opponent admits defeat by tapping out (this can be done by tapping with the hand, foot or verbally). The referee can call submission if deems it is inescapable or to avoid injury.
- 2) **Winning by default**: Occurs when a competitor is unable to continue the match for any reason other than an illegal technique or action.
- 3) **Winning by disqualification**: Disqualification occurs when a competitor is banned from competing for any reason.
- 4) **Winning by decision**: Occurs when one competitor has scored more points than their opponent at the matches end.
- 5) **Winning by major decision**: Occurs when one competitor scores 15 points more than their opponent. The referee will stop the match. Major decisions count as a

submission when the most submissions are being calculated at the end of the tournament.

- 6) Winning by advantage: Occurs when advantage points are counted at the end of the match, due to a tie or no points being scored. 1st warning for stalling will also be factored in if necessary.
- 7) Winning by referee decision: Occurs when no points or advantage points are scored and the referee decides the winner.

Article 21-Illegal holds and positions

All offenses of illegal holds and actions fall under the referee's authority. This includes unsportsmanlike conduct by coaches or parents. If a competitor, coach or parent violates the JGA Code of Ethics (which is consistent with FILA's Code of Ethics) in a blatant and unsportsmanlike manner, referee shall disqualify them from the match or from the competition. The referee will report the infraction to JGA staff and may result in suspension from JGA events.

The first offense of an illegal hold or action results in 1 point awarded to the opponent, the 2nd offense results in 2 points awarded to the opponent, the 3rd offense leads to disqualification. If a competitor is injured by an illegal hold or action and cannot continue the match, the competitor that caused the injury loses the match.

Illegal holds and actions:

- No strikes of any kind (hands, forearms, elbows, knees, feet or head)
- No intentional breaking of bones or joints
- No leg locks
 - o Varsity competitors in the junior high or high school divisions are allowed to use straight knee bars or tendon locks. No twisting of the knee or ankle is permitted.
- No neck cranks
- No standing Guillotine chokes
- No eye attacking the eyes (gouging or poking)
- No wind pipe attacks (fingers to the throat, strikes or clutching)
- No smashing of the nose with the palm or elbow
- No slamming, dropping, or spiking your opponent on their head from the feet or guard position.

- No scissor takedowns
- No biting
- No fish hooking (sticking your fingers in your opponents mouth)
- No hair pulling
- No small joint manipulations (fingers and toes)
 - o If trying to break opponents grip competitor shall attack no less than 4 fingers
- No wrist locks
- No interference by a corner with any official or competitor
- No attacking an opponent before the match starts
- No attacking an opponent after the match has ended
- No spitting
- No swearing
- No intentional throwing of the opponent off the mat
- No unsportsmanlike conduct
- No argument/insults towards the opponent, referee, or score keepers
- No intentional grabbing of the competition uniform (no gi only)

Article 22 – Quick look points scale

| | |
|------------------------------------|----------------------------|
| Takedown | 2 points |
| Escape | 1 point |
| Side or cross body position | 2 points |
| Rear control | 2 points |
| Mount position | 3 points |
| Back mount position | 4 points |
| Stalling (1 st warning) | 0 points |
| Stalling (2 nd warning) | 1 point (for the opponent) |
| Stalling (3 rd warning) | Disqualification |

| | |
|-----------------------------------|-----------------------------|
| Penalty (1 st offense) | 1 point (for the opponent) |
| Penalty (2 nd offense) | 2 points (for the opponent) |
| Penalty (3 rd offense) | Disqualification |
| Submission attempt | Advantage |



SECTION SIX – END OF TOURNAMENT AWARDS

Article 23 – Team points

Team points will be calculated at the end of the tournament and trophies will be awarded for first, second and third. Teams will be placed in one of 3 categories (small, medium and large schools) based on the number of competitors they have participating.

Team points will only be awarded in the Junior Varsity and Varsity divisions.

Varsity Division

- 1st place 15 points
- 2nd place 10 points
- 3rd place 5 points

Junior Varsity Division

- 1st place 5 points
- 2nd place 3 points
- 3rd place 1 point

Article 24 – Season Points

Season points will be calculated at the end of each tournament and added at the end of the season to decide the seasons 1st, 2nd, and 3rd place winner for each age category (Pee Wee, Elementary, Middle school and High school).

Season points will only be awarded in the Junior Varsity and Varsity divisions.

Varsity Division

- 1st place 15 points
- 2nd place 10 points
- 3rd place 5 points

Junior Varsity Division

- 1st place 5 points
- 2nd place 3 points

- 3rd place 1 point

Article 25 – Most Submissions and Iron Grappler

Most Submissions: Awarded at the end of the tournament to the competitor with the most victories by submission. In the event of a tie the trophy will go to the competitor with the most points.

Iron Grappler: Awarded to the competitor that has competed in the most match. In the event of a tie the trophy will be awarded to the competitor with the most points.



SECTION SEVEN – RULE CHANGES AND MODIFICATIONS

Article 26 - Rule changes and modifications

The present rules were approved by the Junior Grappling Association. Any changes and the date the changes were updated will appear in this section of the JGA manual and where pertinent in the manual. You can find the latest updates at www.jrgrappling.com.

Last updated 01 January 2012

