

Circle of Iron
BJJ Championships

OFFICIAL
RULEBOOK

2021

General Rules

1 Authority during matches.

- 1.1 The referee has complete authority during live matches.
- 1.2 Only the referee may start or stop a match.
- 1.3 The final ruling in matches is determined solely by the referee.

2 Hygiene.

- 2.1 All competitors must maintain proper hygiene.
- 2.2 Proper hygiene includes trimmed fingernails and toenails, and long hair must be tied up.
- 2.3 No athlete may compete with any infectious skin diseases or open wounds.
- 2.4 No oils or lubricants may be used by competitors.
- 2.5 No jewelry or piercings may be worn by competitors during matches.
- 2.6 No bodily fluids may exit a competitor during a match.
- 2.7 The medical staff may disqualify a competitor due to improper hygiene.

3 Requirements for competition.

- 3.1 All competitors must register for events in advance.
- 3.2 Professional MMA competitors, Olympic or collegiate wrestlers, and black belts in grappling arts such as Judo or Sambo, cannot register in white belt divisions.
- 3.3 All competitors must be within their weight requirements at the time their divisions begin.
- 3.4 All competitors must have a properly fitting gi at the time their divisions begin.
- 3.5 The referee may disqualify a competitor if they do not meet the requirements of their division.

4 Match decisions.

4.1 No matches shall end in a draw.

4.2 Matches can be won by:

Submission

Points

Referee decision

Forfeiture

Disqualification

Athlete injury

4.3 **Win by submission.**

4.3.1 A submission is defined as when a competitor visibly taps with a hand or foot repeatedly, verbally requests the match to stop, or cries out in pain during a match.

4.3.2 In Youth Divisions the referee may stop a match prior to submission if they feel the risk of injury is too high.

4.3.3 If a competitor submits due to an illegal technique, the competitor that applied the illegal technique shall be disqualified.

4.4 **Win by points.**

4.4.1 If the match time ends with no submission then the competitor with the most points shall be declared the victor.

4.4.2 The point system is as follows:

2 points – Takedown, sweep from guard, or knee on belly.

3 points – Guard pass.

4 points – Mount, back mount, or back control with leg hooks.

4.4.3 The competitor must establish position changes for a minimum of three seconds to earn points.

4.4.4 These position changes can be stacked for cumulative points but the final position must be held for the required time.

4.4.5 If a match runs out of time and points are tied, the referee will direct a one minute sudden death round. If points are tied after the sudden death round, then the victor shall be decided by referee decision.

4.5 **Win by referee decision.**

4.5.1 If points are tied after the sudden death round, the referee will decide the victor.

4.5.2 The referee decision shall be based on penalties, dominant positioning, and submission attempts.

4.6 **Win by forfeiture.**

4.6.1 Any competitor may forfeit any match at any time. If this is the case then their opponent shall be declared the victor.

4.7 **Win by disqualification.**

4.7.1 A competitor may be disqualified for not meeting division guidelines, hygienic guidelines, or due to penalties or fouls.

4.7.2 If a competitor is disqualified for any reason then their opponent shall be declared the victor.

4.8 **Win by athlete injury.**

4.8.1 If a competitor cannot compete or continue to compete in a match due to an injury not involving any illegal techniques, then their opponent shall be declared the victor.

4.8.2 If a competitor cannot finish a match due to injury resulting from an illegal technique, then the injured competitor shall be declared the victor.

5 **Legal and illegal techniques.**

ILLEGAL TECHNIQUES



4 to 12 years old	13 to 17 years old	Adult white belt	Adult blue and purple belt	Adult brown and black belt	✓ = legal ✗ = illegal
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✗	✓	✓	✓	✓	Stretching legs apart
✗	✓	✓	✓	✓	Arm triangle
✗	✓	✓	✓	✓	Guillotine choke
✗	✓	✓	✓	✓	Forearm pressure to throat
✗	✓	✓	✓	✓	Jumping guard
✗	✗	✓	✓	✓	Straight foot lock
✗	✗	✗	✓	✓	Neck crank
✗	✗	✗	✓	✓	Omoplata
✗	✗	✗	✓	✓	Gogoplata
✗	✗	✗	✓	✓	Wrist lock
✗	✗	✗	✗	✓	Knee bar
✗	✗	✗	✗	✓	Toe hold
✗	✗	✗	✗	✓	Bicep slicer
✗	✗	✗	✗	✓	Calf Slicer
✗	✗	✗	✗	✗	Slam driving head or neck into mat
✗	✗	✗	✗	✗	Scissor takedown
✗	✗	✗	✗	✗	Inside knee reap
✗	✗	✗	✗	✗	Spine crank
✗	✗	✗	✗	✗	Heel hook

6 Penalties.

- 6.1 During a match the referee may declare a penalty at any time.
- 6.2 The first penalty shall result in a verbal warning. The second penalty shall result in two points being awarded to the offender's opponent. The third penalty shall result in the disqualification of the offender.
- 6.3 In Youth Divisions a competitor shall not be disqualified until they have accumulated five penalties.
- 6.4 Penalties shall be declared if any competitor conducts any of the following activities:
 - Fleeing from the match for any reason
 - Lack of combativeness or attempts at forward progress
 - Gripping with the fingers inside the opponent's sleeve or pant leg
 - Placing a hand or foot directly on the opponent's face
 - Striking with any part of the body
 - Malicious slamming of an opponent to the ground
 - Small joint manipulation (Competitors must grab three or more fingers or toes at a time)
 - Biting, hair pulling, or fishhooking
 - Invading any orifice of an opponent

7 Fouls.

- 7.1 A foul can be declared at any time by any referee.
- 7.2 The declaring referee may disqualify any competitor for any foul.
- 7.3 Fouls shall be declared if any competitor conducts any of the following activities:
 - Use of foul or otherwise insulting language towards anyone
 - Refusing to comply with a referee's instructions
 - Interference of a match by a coach or teammate
 - Attacking anyone outside of a regulated match
 - Any type of unsportsmanlike conduct

8 Injury.

- 8.1 In case of any injury, the injured person is to find the nearest staff member and ask for medical assistance.
- 8.2 In case of an injury during a match, the injured person is to hold still and wait for referee instructions. The referee will summon the medical staff onto the mats for diagnosis.