



CJJIF

Competition Rules

Combat Ju-Jutsu

1. GENERAL PROVISIONS

- 1.1.**The following Combat Ju-Jutsu Sport Championships Rules (hereafter “Rules”) define the main principles of organizing and conducting Sport Championships for Combat Ju-Jutsu held around the world. These Rules are created in accordance with the Combat Ju-Jutsu International Federation (CJJIF) rules and regulations.
- 1.2.**These Rules apply to all disciplines included in the Combat Ju-Jutsu Sport Championships.
- 1.3.**Abbreviation used in the Rules:
CJJIF or “Federation” - Combat Ju-Jutsu International Federation.

1.4.Combat Ju-Jutsu Sport Championships are held in accordance with the provisions of conducting relevant Combat Ju-Jutsu Championships and are approved by the organizers.

1.5.All registered competitors must comply with all mentioned here Rules as well as with CJJIF Rules.

1.6.Combat Ju-Jutsu Championships are held with the purpose of:

- a) Developing and popularizing Combat Ju-Jutsu around the World;
- b) Electing the best Combat Ju-Jutsu athletes around the World, across continents, and at the national championships level;
- c) Improving sports skills and performing accordingly to the standards of the unified sports classifications;
- d) Identifying candidates for club teams, regional teams, and national teams;
- e) Setting new records in Combat Ju-Jutsu disciplines;
- f) Improving refereeing methods and practices of Combat Ju-Jutsu Championships;
- g) Exchanging experiences, knowledge and information.

2. PROGRAM AND NATURE OF THE COMPETITIONS

2.1.Categories and types of events

2.1.1. Competition Sections:

Competitions are held in the following sections:

- 1) Full-Combat**
- 2) Close-Combat**
- 3) Ground-Combat**
- 4) Self-defense**

2.1.2. **Competitors may participate in:**

- 1) Individual Completions;
- 2) Team Competitions;
- 3) Or Mixed Competitions.

The nature of the competition is determined by the Regulations in each individual case.

In the individual competition solely the individual results are considered and places are determined in each weight category.

Within the scope of team competitions, teams compete against each other, and places are determined as a result.

Within the scope of mixed competitions, a participant's individual results are determined, and the team places are determined based on the results of the individual participants in accordance with the Regulations.

2.1.3. **Types and methods to conduct competitions**

Participants compete in one group (in a type where participants are not divided into subgroups) or, by the means of draw, competitors are divided into several subgroups (method where participants are divided into subgroups). In the latter case additional rules must be defined to describe the way by which the winner progresses to the next level of competitions and the loser is eliminated. Thus, competitions are divided into preliminary and finals.

Competitions may be held using:

- The Olympic System (to the first loss);
- The Olympic System (until the first loss with a repechage third place);
- The Round System (all participants compete with each other);
- The System of Elimination by 2 losses;
- The Round System with division into subgroups.

Where there are large number of competitors in one weight category it is permitted to divide participants into 2 subgroups in such a way that the strongest competitors are assigned to the different sub-groups by the means of draw. When divided into two subgroups semi-finals and finals are held to determine individual places. From each subgroup 2 competitors that took first and second place compete in semi-finals, and the party that won first place in one subgroup compete with the party that won second place in another subgroup. The winners of the semi-finals compete for the first and second place in the finals, and lost parties compete for the 3rd place. In the described competition system, participants meet each other using round system and in the final stage Olympic system. Subgroup competition results are considered to identify participants in the finals. Competitors that are not included in the semi-finals or finals are eliminated.

In the Olympic system (until the first defeat with a repechage third place), two third places are played, where the main third place is played in a duel between the participants in the semi-finals, and the repechage is played between the participant in the semi-finals who lost the fight for third place and two participants in both quarter-finals, the losing finalists. As a result, two fights are held: in the first fight, two participants of the quarter-final meet, the winner of this fight meets with the semi-finalist in the fight for the consolation third place.

The order of meetings between the participants (teams) is determined by the draw and the chosen system and method of holding the competition.

The system and method of conducting the preliminary and final parts of the competition are selected during the draw (if not established by the Regulations).

2.2.The Competition Organization.

2.2.1. The Combat Ju-Justsu competitions are held based on the Regulations.

- 2.2.2. The Regulations must be sent to all the invited participants as well information must be posted on the Federation's website no later than one month before the event.
- 2.2.3. **Regulations of the competition should include the following sections:**
- a) The goals and objectives of the event;
 - b) The time and location of the event;
 - c) The organization and management of the event;
 - d) Participants;
 - e) The nature of the event (Individual, Team or mixed competitions);
 - f) The Program of the Championship;
 - g) Safety and preparation of the place for the event;
 - h) The rules to determine and award winners;
 - i) The terms of financing the Championship and participants financing;
 - j) The procedure and timeline for submitting applications for participation in the event;
 - k) Other conditions that ensure the quality of the event.
- 2.2.4. Regulations of the Competition should not contradict this Competition Rules. It is prohibited to modify Regulations less than three days before the beginning of the Championship.

3. COMPETITORS

3.1. Age Categories of the Competitors

Competitors are divided into the following age groups:

1. Full Combat:

- Children 10-11 years;
- Cadets 12-15 years;

- Juniors 16-17 years;
- Adults (youth) 18-20 years;
- Adults 21-36 years;
- Adults 37-45 years;
- Veterans over 46 years.

2. Close Combat:

- Children 8-11 years;
- Cadets 12-15 years;
- Juniors 16-17 years;
- Adults (youth) 18-20 years;
- Adults 21-36 years;
- Adults 37-45 years;
- Veterans over 46 years.

3. Ground Combat:

- Children 8-11 years;
- Cadets 12-15 years;
- Juniors 16-17 years;
- Adults (youth) 18-20 years;
- Adults 21-36 years;
- Adults 37-45 years;
- Veterans over 46 years.

4. Self-Defense:

- Cadets 14-15 years;
- Juniors 16-17 years;
- Adults 18-36 years;
- Adults 37-45 years;
- Veterans over 46 years.

Age of the participants is determined by the year of birth of the participant. If approved by the coaches, the main judge of the competitions (or his deputy), and with the consent of parents (or guardian), participants from the younger divisions can compete in the next more senior division (the same allowed for the youth weight categories). In some groups (if decided by the judges) male and female can compete together. Age categories Adults can be combined into a united category of 18-36 or 18-45 years old by decision of the panel of judges.

3.2. Admission of Competitors

Competitor's admission rules, their sports membership, qualification and age, as well as the list of required for submission to the Credentials Committee documents are determined by the Regulations.

Organizations must apply for participation following specified process. Applications must be signed and certified by the head of organization, coach and doctor confirming adequate readiness of participants.

Deadline for preliminary applications is specified in the Regulations. The final application for participation in the competitions must be submitted to the Credentials Committee by the team representative before weighting.

Credentials Committee consists of the representative of the hosting organization, The Head Judge or his deputy, chief secretary and committee members, who verify that participants' applications comply with the Regulations requirements and approve admission to the competitions. In case of the dispute regarding the admission of the participant, representative of the hosting organization is responsible for the final decision.

Organizers of the competition, as well as hosting organization and its employees and representatives do not carry any medical or legal responsibility for injuries or accidents that may occur during the competitions, but must ensure the presence of medical staff teams at the time of competitions. All competitors must be insured against accidents and injuries.

3.3. Weight Divisions

Competitors are divided into the following weight categories:

Children Boys / Girls age 8 to 9	Children Boys / Girls age 10 to 11	Cadets Boys / Girls age 12 to 13	Cadets Boys / Girls age 14 to 15
-	-	35 kg	45 kg / -
25 kg	30 kg	40 kg	50 kg / 42 kg
30 kg	35 kg	45 kg	55 kg / 47 kg
35 kg	40 kg	50 kg	60 kg / 53 kg
40 kg	45 kg	55 kg	65 kg / 58 kg
45 kg	50 kg	60 kg	70 kg / 64 kg
over 45 kg	55 kg	65 kg	75 kg / 70 kg
-	over 55 kg	over 65kg	over 75 kg / 70 kg

Juniors Males / Females age 16 to 17 years	Adult Females & Veterans	Adult Males 18-36 years	Adult Males & Veterans over 37 years
55 kg / 47 kg	50 kg	57 kg	63 kg
60 kg / 53 kg	56 kg	63 kg	70 kg
65 kg / 59 kg	62 kg	70 kg	77 kg
70 kg / 65 kg	68 kg	77 kg	85 kg
75 kg / 71 kg	74 kg	85 kg	93 kg
80 kg / 77 kg	80 kg	93 kg	100 kg
over 80 kg / 77 kg	over 80 kg	over 93 kg	over 100 kg

3.4. Weighing

Weighing of the competitors is intended to match the weight of the competitor to one of the weight divisions. The participant has to compete in the weight division, which was assigned to him/her as a result of the weighing.

Competitors are weighted according to the schedule indicated by the Regulations. The participant, who was late or did not attend the weighing is not allowed to compete.

Participants have the right to check their weight on the weighing equipment used for the official weighing 1 (one) hour prior to the official weighing.

Weighing is held once at the first day of the competitions or earlier.

If the weigh-in is held on the day of the competition, then it begins at least 3 hours before the start of the competition, and the control weigh-in at least 1 hour before the start of the competition.

Competitors in one weight division must be weighed on the same weight scales.

Weighing is conducted by the team of Judges appointed by the Head Judge and includes the Deputy Head Judge, representative of the competition secretariat, and two judges.

Before weighing all the participants must undergo medical examination completed by doctor assigned for the Competition.

Participants must wear swimming suite for the weighing.

When weighing the participant must present a passport or other official identification document.

All weighing results must be recorded and signed by all members of the judge's team.

3.5.The Rights and Responsibilities of Participants

3.5.1. Responsibilities of participants:

- strictly comply with Competition Rules and Regulations;
- comply with judges demands;
- immediately be on the competition area when called by judges;

- if for some reason participant cannot continue competitions, immediately report this to the judges;
- perform greetings and other rituals adopted by the Competition;
- be respectful and polite to all participants, judges, audience, competition organizer's employees and representatives, and anybody else who helps to organize and service Competition;
- nails must be short trimmed and Gi must be clean and tidy.

3.5.2. **The Rights of Participants:**

- to contact **to the chief judge of this tatami** through a representative of his team; during the individual competition can contact referee using gestures;
- 1 hour prior to the official weighting, can check his/her weight on the weight scales used for the official weighting;
- receive necessary information about the competitions in the timely manner such as competition schedule, changes in the competition schedule, participants competing the next, results of matches, etc.;
- during every match to use no more than 3 minutes for health care.

3.6. **Official uniform**

Competitor's suit - **Gi** (traditional suit for combat ju-jutsu) in white or blue, consisting of trousers and a jacket. The Gi must be produced by a manufacturer that has a license or certificate of the CJJIF for the production and sale of these products and must comply with the specifications (product passports) approved by the CJJIF. The density of the jacket must be at least 500 g/m and not more than 600 g/m. The density of pants must be at least 240 g/m and not more than 360 g/m. The sleeves of the jacket should cover the forearms so that the distance from the edge of the sleeve to the hand of the outstretched arm exceeds 5 cm, and be wide enough so that the gap between the sleeve and the arm is at least 5 cm. The skirts of the jacket should reach the middle of the thigh. The belt, wrapped twice around the hips or waist and tied with a flat knot,

should pull the jacket together so that the skirts of the jacket do not diverge. The ends of the tied belt should not hang below the knees. Pants should cover the shins so that the distance to the foot does not exceed 5 cm, and be wide enough so that the gap between the pants and the leg is at least 5 cm.

Competitor's costume must be branded as follows:

- The bottom of the jacket on the left side - a rectangular chevron measuring 28 cm long, 8 cm wide with the inscription Combat Ju-Jutsu in two rows in gold on black;
- The floor of the jacket on the right side - a round chevron 9 cm in diameter with the logo of the CJJIF or the Combat Ju-Jutsu national federation ;
- The left shoulder (from the collar) must be branded with a white stripe measuring 22 cm in length and 5 cm in width, with the vertical Olympic abbreviation of the black color country that the athlete represents;
- The right shoulder (from the collar) must be branded with a white stripe measuring 22 cm in length and 5 cm in width with a vertical inscription CJJ in black;
- On the left sleeve, under a white stripe, there is a coat of arms or a flag of the country represented by the athlete, 6 * 4 cm in size;
- On the right sleeve, it is allowed to place the logo of the national federation Combat Ju-Jutsu or the club that the athlete represents.



On the back of the competitor there must be a rectangular patch measuring 35 cm in length and 25 cm in height with the logos and the name of the CJJIF, the Olympic abbreviation of the country of the competitor, the inscription National Team and the sponsors of the competitions approved by the CJJIF.



It is forbidden to use a gi with symbols of other sports.

3.6.1. Competitor that was called first before entering the competition area must wear red belt, and his opponent - white or blue.

3.6.2. Competitors must be barefoot or wear soft shoes (with the permission of the referee).

3.6.3. Participants should not wear anything that can lead to injury, such as rings, necklaces, watches, chains and etc.

3.6.4. Mandatory protective equipment:

- **Full-Combat section:** Groin Guard, special Mitts weighing no less than 8 ounces, gum stilette mouth shield (for the **Full-Combat** competitions), soft cloth style shin-instep guards. Groin Guard should be worn under trousers. Only approved

gloves with open fingers to grip can be used and they must not be damaged.

Gloves must comply with safety rules for the duration of their use.



- **Close-Combat section:** bandage (protection on the groin), soft protection on the shin.

3.6.5. Additional protective equipment must be used for the youth, cadets and juniors age categories (for the **Full-Combat** competitions):

Cadetes **10-15** years old and juniors - bandage (protection on the groin), special impact-grabbing gloves weighing at least 8 ounces, soft protection on the shin, a helmet with an open face, a cap in the **Full-Combat** section, optional soft body protection for girls;

3.6.6. Additional protective equipment that can be used at the request of a participant, if allowed by the Regulations for the competition: gum stilet mouth shield, elbow guard, leg protection equipment that protect participants from the possible damage. Leg protection must not contain any hard parts (i.e. plastic, metal, bamboo, etc.).

3.6.7. Before competition Gi and protective equipment must be checked and approved by the Center referee or side referees.

3.7. Representatives, coaches and team captains

Mediator between the panel of judges and competitors is a representative (head) of the team. If team has no special representative, coach or team captain perform its duty.

Team representative is responsible for the team members discipline and ensure their timely appearance for the competitions.

Team representative takes part in the draw, attended meetings of the panel of judges if it is held with representatives.

Team representative have the right to submit written protest to the Chief Judge (see Article Protests).

Team representative, coach and captain of the team is forbidden to interfere with the demands of judges and representatives conducting competitions.

Team representative must be located during the competitions in a place designated for representatives.

Team representative (team coach) cannot act as a judge for the competitions where his team is competing and therefore act as both coach (representative) and the judge. For misconduct representative can be removed from the team leadership.

3.8. Competition Rituals

The referee, entering or leaving his position, must stand at the edge of the competition area and bow. The referee is located in the center of the area (tatami).

Before the match (competition) after signal from the center referee, competitors perform first bow to each other, then face the table of the Chief Judge and bow to the panel of judges.

After announcement of the score, penalty or warning, competitor who has been addressed should bow towards the center referee.

In case when one of the competitors have to wait for the match to continue (example: in case when his/her partner is getting medical assistance), competitor should proceed

to the edge of his side and sit down on his knees with his back facing center of the competition area.

Once competition has been completed and winner is announced, participants must perform a bow and leave competition area.

When entering or leaving competition area, competitors perform the bow.

4. THE PANEL OF JUDGES

4.1. The Panel of Judges

4.1.1 For the refereeing of the competition, the organizer forms a panel of judges, the number of which depends on the status of the competition.

4.1.2. The main panel of judges of the competition includes: the chief referee, deputies of the chief referee (chief referee of the tatami), the chief secretary, the referee of the matches, technical secretaries (timekeepers, informants).

4.1.3. Service personnel - commentators, doctors, security guards, the commandant and others.

4.1.4. The match is judged by a judging team consisting of: the chief referee of the tatami, the referee of the match, the technical secretary (timekeeper, informant). 2 referees of matches must be attached to each tatami, who replace each other in the refereeing of matches at the command of the chief referee of the tatami.

4.1.5. The actions of the participants in the match are evaluated by the referee of the match. The actions of the central referee are constantly monitored by the chief referee of the tatami.

4.1.6. The judge must have a certificate of a sports judge in Combat Ju-Jutsu, know the requirements of these Rules, pass certifications and exams on the Rules of the competition.

4.1.7. The referee's uniform consists of a dark suit, tie, white shirt, sports shoes. With the permission of the chief judge, the referee and side judges may be without

jackets with a bow tie instead of a tie. In the summer, the use of dark trousers and polo shirts with the Federation logos and the referee's badge is allowed.

4.2. The Head Judge

The Head Judge manages the competition and is responsible before the organizing authority for the compliance with the rules and regulations.

Duties of the Head Justice:

- Ensure the readiness for the competition including facilities, equipment, tools, and the necessary documentation;
- To appoint the judges to weigh the competitors;
- to conduct the draw of participants;
- approve the schedule for the competition;
- allocate judge panels to competition areas
- to hold the judge panel meetings with the teams' representatives before the competition is held.
- Announce the competition schedule and the rotation of judges.
- To organize a Daily Result meeting in order to discuss the competition progress. Alternatively, schedule results meeting according to circumstances.
- Take measures to prevent, and if necessary, correct the judging mistakes;
- In accordance with the rules of the competition, the Head Judge must announce decisions regarding disputes and complains from the teams' representatives.
- To approve the composition of the pairs of finalists and appoint the panel of judges to hold and assess them.
- To evaluate each judge in the panel according to a five-point scale system.
- To provide a report within a specified time frame to the organizing authority

4.2.1. The Rights of the Head Judge:

- To cancel the competition whenever the venue, equipment or inventory do not meet the requirements outlined in the Rules.

- Interrupt or stop the match or competition if the conditions become unfavourable or prevent the normal course of the competition.
- To make changes to the schedule or program of the competition.
- To change the function of certain judges performing during the competition.
- To remove judges who cannot adequately perform their duties or have otherwise committed gross mistakes or misconduct all of which should be noted in the report.
- To warn (or remove) team representatives, coaches, or team captains who exhibit rudeness or enter an unfounded argument with judges.
- To delay the announcement of technical performance or the match outcome whenever the judges are in dispute as well as whenever the Head Judge disagrees with the panel's decision until a final decision can be made.
- To restrict access of the participants who do not meet age, qualification, or equipment requirements outlined in the Rules and Regulations of the competition.

The Head Judge does not have a right to change or alter the competition Regulations nor can they remove or change the judges during a match.

Competitors, judges, team representatives, and coaches have to abide by the Head Judge's decisions.

The functions of the Head Judge can be transferred to one of the Deputy Chief Judges or Heads of the Competing Area when the Head Judge needs to transfer his duties.

4.3. The Head Secretary

The Head Secretary manages the secretariat and competition.

The Head Secretary:

- Is part of the panel of judges during weighing.
- Partakes in the competition draw
- Develops the competition program and scheduling.
- Supervises the formatting of competition reports.
- Prepares the orders and decisions of the Head Judge.

- Presents the competition results to the Head Judge for approval and the development of the final report.
- With the permission of the Head Judge, provides information to representatives, commentators, and reporters.
- Before the start of the competition, ensures that all participants of the day are present and meet the Rules requirements.
- Introduces participants to the Program and schedule of the competition.
- Lets the participants know their order of entering the competition area.
- Notifies the Head Judge regarding no-shows and disqualifications.
- A Deputy Head Secretary may be appointed when necessary.

4.4. Chief Referee of the Tatami

1. The Chief Referee of the tatami, when refereeing a match, is located at the referee's table and manages the work of the refereeing team and:

- 1) appoints a referee for a match on the tatami of his area of responsibility and replaces the referee of the match according to the schedule or if necessary during rest;
- 2) controls the actions and decisions of the referee of the match. If the referee of the match makes a mistake in assessing the actions of the participants or makes decisions that are not justified by the requirements of the Rules, the Chief Referee of the tatami has the right to intervene and change the decision of the referee of the match or return the course of the match to its previous position;
- 3) may give the command to the technical secretary to start the countdown when performing a painful, suffocating hold or hold;
- 4) at the end of the match, the chief referee of the tatami evaluates the actions of the match referee in the refereeing evaluation journal on a 5-point scale;
- 5) has the right to delay the announcement of the assessment of a technical action or the result of the fight, if he does not agree with the decision of the match referee, for additional discussion and making a final decision;

- 6) may call the participants of the match to the tatami and introduce them, as well as announce the result;
- 7) records the warnings and assessments that are shown to the match referee.

4.5. Match Referee

- 4.5.1. While at the Competing Area, directs the course of the fight, evaluates the actions of the contestants, and ensures that the Rules are followed.
- 4.5.2. The Referee directs the fight either in English, Japanese, or a national majority language.
- 4.5.3. The Referee:
 - 4.5.3.1. Takes part in the introduction of the contestants.
 - 4.5.3.2. Prior to the commencement of the fight, ensures the contestants meet all the necessary equipment standards.
 - 4.5.3.3. Prior to the commencement of the fight, the Referee gives out the command “Take your Places” for the contestants to enter the Competing Area.
 - 4.5.3.4. Right before the commencement of the fight and at its conclusion, commands “Bow” (“Ray”) for the contestants to take the bow.
 - 4.5.3.5. Commands “Fight” (“Hajime”) to commence the fight or to resume the fight following a break or a hold.
 - 4.5.3.6. Holds or stops the fight by commanding “Stop” (“Yame”)
- 4.5.4. A fight is put on hold in the following situations:
 - 4.5.4.1. If the contestants find themselves outside of the Competing Area
 - 4.5.4.2. If the contestants are not active enough and do not appear to attempt any real technical actions.
 - 4.5.4.3. If one of the contestants needs medical assistance. In this case a gesture “Stop the Time” is required.
 - 4.5.4.4. If any irregularities are found in the uniform or equipment of a contestant.
 - 4.5.4.5. If a participant broke the Rules or is attempting a banned move that requires a warning.

- 4.5.4.6. Whenever the timer runs out of time dedicated to a specific fight.
- 4.5.4.7. Whenever the Head of the Competing Area requires to do so.
- 4.5.4.8. Whenever a Scorekeeper requires and if the Referee agrees.
- 4.5.4.9. If a contestant asks to put the fight on hold, and the Referee agrees.
- 4.5.4.10. Whenever the Referee need a consult, in situations not prescribed by the Rules.
- 4.5.4.11. When a contestant yields during a hold or a choking move.
- 4.5.4.12. When a contestant is knocked out.
- 4.5.4.13. Whenever a clear dominance of one of the contestants is evident.
- 4.5.4.14. If a decision is made to remove a contestant or disqualify them.
- 4.5.4.15. Whenever the results of the fight are being announced, the Referee stand in the middle of the Competing Area and points to the winner with an upward arm gesture.
- 4.5.5. If during the fight one of the contestants is found outside of the Competing Area, the Referee holds the fight and orders the contestants to return to the middle of the Competing Area, commands “Exit” (“Dzohai”) followed by a warning to the participant in question.
- 4.5.6. When a contestant executed a banned move while in defense, the Referee does not stop the fight, rather requires the contestant in question to cease the execution of the move in question and makes a verbal warning.
- 4.5.7. If one of the parties as a result of strike, throw or other technical actions was unable to continue the fight for some time, the referee must stop the match and start loudly and clearly by-second countdown, alternately straighten fingers of his right hand lifted up. The referee should carry on counting from one to five, carefully watching the state of the party:
before counting, the referee should send the party who attacked, to his original location in the center of the site and start the countdown;
if the party managed to recover to the "four", the referee gives the command to continue the fight. Upon receipt of the second knockdown, the referee gives a victory to the opponent;

if the party did not have time to recover to the "five", referee announces the victory of his rival.

- 4.5.8. Whenever one of the participants leaves the Competing Area to seek medical attention, the Referee must send the second contestant to the starting position in the centre of the mat, seated on the knees with the back facing the centre.
- 4.5.9. **Records the active actions of athletes in regular time to determine the victory of one of the athletes by the decision of the judges. Such active actions are considered:**
- an amplitude throw with tearing off both legs from the floor (yukka score);
 - a rollover throw with subsequent fixation on the back for 3 seconds (jukka score);
 - a blow that led to the opponent's knockdown (Wazaaari score);
 - clear attempts to make a painful or suffocating technique within 20 seconds (when the time is being counted) (jukka score);
 - a double warning (jukka score to the opponent);
 - one warning for passive fighting (jukka score to the opponent).
- 4.5.10. **When one of the athletes goes for a clear painful or suffocating technique, he gives the command to record the time of its execution (no more than 30 seconds).**
- 4.5.11. In cases of gross unsportsmanlike behavior of athletes or team representatives, as well as for violation of the rules for filing protests in the form of an oral emotional appeal to referee decisions, it may show a simultaneous warning of the athlete and the representative of the violator's team, and in case of a repeated violation, disqualify both.
- 4.5.12. In cases where the referee mistakenly stopped the fight during the execution of a painful or suffocating hold, thereby preventing one of the athletes from completing the fight with a victory by this technical action, by decision of the entire panel of judges or by decision of the chief referee of the competition, he is obliged to cancel his decision and return the athletes to the same position (Sonna Mana), giving them the opportunity to work out the remaining time to complete this technical action.

4.6. Technical Secretary (Timekeeper, Informant)

- 4.6.1. The Technical Secretary is at the table of the Chief Referee of the venue and:
- manages the computer program and records the scores of the match referee and warnings to athletes in it;
 - records the beginning and end of the match, starts the stopwatch and controls the time of the match at the command of the match referee, informs the match referee about the passage of time;
 - gives a signal about the end of the time required for recording;
 - stops the time on the scoreboard during stops during the match, stops the stopwatch at the referee's gesture "Stop time" and starts it again at the command "Fight";
 - controls the time of providing medical assistance and the athlete's late arrival at the venue after the first call;
 - controls the time of performing a painful or suffocating technique at the command of the match referee or the Chief Referee of the venue;
 - after the end of the match, records the winner;
 - when keeping protocols in paper form, writes down the information about the match in the appropriate columns of the referee's protocol;
 - if necessary, makes an announcement and calls the athletes to the site.

4.6.2. The withdrawal of a participant from the match for another violation of these Rules is noted in the protocol with a sign (X); in the event of a participant's withdrawal from the competition during the match, a sign (X) is used with the explanation "injury" or "violation of the Rules".

4.6.3. In the event of a participant's failure to appear for the match, he is removed from the competition. Either "n/a" (absent) or "med" (removed by a doctor) is written against his surname.

4.6.4. Technical secretaries or chief referees of the sites may represent the judging team of the site, call for the match and introduce the next pair of participants, announce the evaluations of techniques during the match, and after its end - the result. They can announce the program and procedure for conducting competitions,

introduce the participants of the next match, explain individual provisions and announce the result of the match.

4.7. The Competition Doctor.

- 4.7.1. The Competition Doctor (hereafter Doctor) is part of the panel of judges as a Deputy Head Judge for medical issues.
- 4.7.2. The Doctor is part of the Arena Supervisory Committee.
- 4.7.3. The Doctor ensures the correctness of the forms, and clears the participants to partake in the competition.
- 4.7.4. The Doctor is present during weighing of the participants, and conducts medical clearances (medical examination etc.)
- 4.7.5. The Doctor ensures the sanitary requirements are met in the areas where the competition takes place.
- 4.7.6. Conducts medical evaluation and supervises the contestants during the competition.
- 4.7.7. Provides medical assistance at the competing area, holds the decision-making power regarding whether the fight can continue, and informs the Head Judge of their decision (providing the Head Judge with a medical note).
- 4.7.8. Following the completion of the competition presents a report on medical and sanitary conditions of the competition and marks any instances of illness and injuries.

4.8. The commandant of competitions

The commandant of competitions is responsible for the timely preparation and decoration of places of competition, safety and maintenance of participants and spectators, radio installation space, maintaining order during the competition, and provides all the necessary measures as directed by the Chief Justice.

The commandant of competitions is responsible for the preparation and suitability for the use of special equipment and equipment for the competition.

4.9. Gestures and voice commands of judges.

№	Gesture	Description of gestures
1	Introduction of participants	Standing face to the judges table and symmetrically with respect to the participants. While presenting the participant, extends his straight hand in his direction.
2	"Participants in places"	With straight arms and vertically open palms, he points to the places in the center of the area designated for the start of the fight.
3	Greeting with a bow "Ray"	Points to the participants and then, bending his arms at the elbows, points his fingers towards each other (palms facing down, forearms parallel to the floor) and announces: "Bow" ("Ray")
4	Ready to fight or take over	Stands in a left-handed stance, raises his arms with clenched fists at chest level (left hand in front)
5	The beginning of the fight	Raises the open palm of his right hand to his temple, makes a vertical chopping gesture with the palm forward between the athletes, announcing "Fight" or "Hajime"
6	Stops or interrupts the of match ("Yame")	Raises hand at the person, palm forward, fingers straight up, declaring: "Stop" ("Yame").
7	Off-site exit	Depicting the index finger in the air two perpendicular lines that present off-site exit, announces "Dzogay" or "Exit."
8	Warning and disqualification	Put participants at their places, turning towards blamable, shows the sequence with index finger: 1. towards his feet and announces "Shido" or "first warning"; 2. towards the middle of the trunk and declares "Chui" or "second warning"; 3. towards the head and announced, "Hansoku Make" or "Disqualification", then pointing to the direction off- site with the requirement to leave it.

9	Stop time	Place the fingers of one hand on the wrist of the other hand, located in front of the chest, palm down.
10	Start of the countdown when performing an active technical action on the ground	Raises a straight arm clenched into a fist parallel to the ground with fingers down. With the fingers of the other hand, he successively shows the number of seconds that have passed since the start of the technical action
11	5-second countdown when athletes stop on the ground	Opening the fingers of his hand clenched into a fist, he sequentially shows the number of seconds that have passed since the athletes stopped their action on the ground, after which he returns the athletes to the initial position of the fight.
12	Return of athletes to the initial position of the fight	If the fight was stopped in a standing position, he shows with both palms to the center of the tatami with the gesture "participants in places", if in a position on the ground, he shows with two palms open upwards the movement from the bottom up and then to the center "participants in places", after that he makes the gestures "ready for fight" and "beginning of the fight"
13	If no winner is found in regular or extra time or if an active technical action is not counted	Crosses straight arms from below with palms facing you, then spreads them to the sides
14	Signals from the referee of the fight about recording an active technical action	In case the referee of the match or the chief referee of the tatami sees an active technical action (the latter can signal the referee of the match about it), they show the following gestures towards the athlete who performed the active action; The score "Ippon" raises the hand up; The score "Waza-ari" - the hand to the side at 90 degrees; The score "Yukka" - the hand below at an angle of 45 degrees.
15	Announcement of the winner	Putting both parties at their places and announcing the winner, to lift the nearest to the winner hand from a chest to the direction of the winner's head.

Remark: All gestures should be displayed for about 3 seconds. First showing an action, and appropriate evaluation, observation or warning.

5. COMPETITION EQUIPMENT

5.5. The Competing Area.

5.5.1. The competition area is divided into two zones: the competition zone and the technical zone. The competition zone consists of a soft covering of a certain standard - Tatami. Tatami is a soft covering consisting of individual sheets tightly wrapped with a vinyl surface, or it can be made of soft vinyl material that is joined together. The dimensions of 1 sheet of tatami should be 2x1 meter or 1x1 meter with a thickness of 0.04 or 0.05 meters.

5.5.2. Combat Ju-Jutsu competitions can be held on a mat consisting of a working zone and a safety zone. The working area must be no less than 6x6 meters and no more than 8x8 meters. The safety zone is laid out around the perimeter of the working area and must be of a different color. The size of the safety zone should be at least 1 meter, at international competitions - at least 2 meters around the working area of the mats.

5.5.3. The competition area must be surrounded by a technical area of the site with



a width of at least 1 meter, at international competitions - at least 2 meters.

5.6. The Competition Inventory.

5.6.1. A sound signal (usually a gong) can be played on any sound system but has to be loud enough.

5.6.2. The scales for weighing have to be accurate.

5.6.3. Stopwatch must have a device to stop and turn on without resetting the testimony until the end of the fight.

5.6.4. For the information of the participants and their representatives and information table has to be present. The size and materials used for this table have to be communicated to the Secretary.

5.6.5. Every Competing Area has to have enough belts (red, white and blue) and open-finger gloves.

5.7. The Competition Requirements.

5.7.1. The Competing Area must be lit from above using reflective or scattered light fixtures. The Natural light coefficient must be at least 1:6.

5.7.2. Whenever the competition is held indoors, the temperature between 15 and 25 degrees Celsius must be maintained. The ventilation system must exchange the volume of air threefold per hour.

5.7.3. Whenever the competition is held outdoors the outside temperature must be between 15 and 25 degrees Celsius, and the Competing Area must be protected from direct sunlight.

6. RULES OF THE REFEREEING

6.5. Match content

It is allowed to perform throws, painful and suffocating tricks, punches and kicks, simulated punches, as well as other attacking and defensive actions in certain positions of the participants.

6.1.1. Position of the participants:

6.1.1.1. Standing - the position of the athlete in which he touches the mat only with his feet (stands on his feet)

6.1.1.2. Parterre - the position of the athlete in which he touches the mat with some other part of the body (or rests his body weight on the opponent lying on the ground on his back), except for the feet.

6.1.2. Throws:

A throw is considered the participant's action, as a result of the opponent loses balance and falls on the mat, on his back, on his side or on his stomach, with subsequent fixation and imitation of finishing. Throws are divided into amplitude throws with a separation of two legs and low throws:

- An amplitude throw with a separation of two legs from the mat is - when one of the participants transfers his opponent from a standing position to a ground position with a technical action, as a result of two legs get from the ground to the air and the opponent falls on his back or side. If the opponent falls on the stomach, the throw is counted during the subsequent fixation of the opponent in the position on the stomach for three seconds and a contactless imitation of finishing from above into the spine;

- A low throwing is considered to be a throw in which one of the participants transfers the other from a standing position to a ground position, without tearing up of two legs, as a result of the opponent falls on his back, side or stomach, with subsequent fixation and contactless imitation of finishing in the spine.

A throw is also considered an action in which the defended participant seizes the initiative and throws it himself, changing the nature or direction of the attacker's fall.

6.1.3. Painful and suffocating techniques.

6.1.3.1. A painful gripping technique is - the capture of the opponent's arm, foot, wrist, shoulder or leg, which allows for: bending (lever) or rotation in the joint (knot), infringement of tendons or muscles (infringement) and forces the opponent to recognize himself/herself defeated. The techniques include any action / technique that is not specifically mentioned in point 6.12. "Prohibited methods and actions".

6.1.3.2. Strangulation is considered to be mechanical compression of the respiratory and circulatory organs by tightening, as a result of which the opponent gives a signal about surrender or begins to lose consciousness. The

techniques include any action / technique that is not specifically mentioned in point 6.12. “Prohibited methods and actions”.

6.1.3.3. A painful or suffocating hold is carried out for 30 seconds and continues even after the end of the fight, and is counted by the judges.

6.1.3.4. The kimono and all of its material including lapels can be used to trap, guard, submit and choke / strangle the opponent.

6.1.4. Blows and imitation of blows.

6.1.4.1. Blows are carried out with hands and feet (including knees) in the places permitted for their application. Only accurate punctuated blows are assessed, resulting in a loss of balance in extra time or inability to continue the fight for more than 3 seconds.

Allowed blows:

- in the Full-Combat section with hands and feet to the head, body, legs of the opponent; knees and elbows to the body and limbs of the opponent; hammer blow is allowed in the age category over 18 years.

- in the Close-Combat section, blows can be applied, only in the grip, with legs, knees and elbows to the opponent's body and limbs.

Forbidden blows:

- knees, elbows, fingers, head and part of the hand not protected by gloves to the opponent's head;

- any blow to the spine, throat and direct blows to the opponent's joints.

6.1.4.2. 2 **Imitation of finishing blows** is assessed only if it was performed accurately, with a wide amplitude and transfer of body weight into a blow on the tatami, clearly (with the opponent completely fixed on the tatami **on the back, side or stomach**) into an unprotected surface, at least three times. If the opponent managed to cover himself with his **elbows**, the imitation is not counted. Imitation of finishing blows with a hand is assessed only if the participant attacking the opponent is in a stable dominant position standing or kneeling, and his opponent is in a lying position **on the tatami on the back, side or stomach**.

Imitation of finishing blows is performed from the following positions:

- from a position sitting on the opponent's stomach or chest from above, when the opponent is lying on his back, his head is fixed, unprotected and tightly pressed to the floor (imitation of finishing blow is performed with a fist or elbow next to the opponent's head on the tatami); - from a position sitting on the opponent's back from above, when the opponent is lying on his stomach, his spine is fixed and unprotected (the imitation of the finishing blow is performed without contact with a lek in the direction of the opponent's spine); - from a position kneeling from the side of the opponent's back or head, fixing the opponent's body with elbows from above, when the opponent is lying on his side or on his back, his spine or head is fixed and unprotected (the imitation of the finishing blow is performed without contact with a knee in the direction of the opponent's spine or head).

6.1.5. Holding the opponent on the back is:

Holding an opponent on their back for 10 seconds, when more than 50 percent of the opponent's spine is fixed to the mat, and the athlete holding is in a chest or side position to the chest of the opponent being held. A hold is not counted if the defending athlete holds any part of the opponent's body with two legs or holds the neck and head of the attacking athlete with two hands.

6.6. The Commencement and End of the Fight.

6.6.1. Prior to the fight commencement the contestants stand on the edges of the competing area.

6.6.2. A contestant that is called first (the one with the red belt) stands to the right of the Referee while his opponent (white or blue belt) to the left of the Referee. Upon entering or leaving the Competing Area, the contestants must bow.

6.6.3. Prior to the commencement of the fight, following the Referee's command, the participants take their places in the center of the Competing Area and bow to the Referee and to each other following the "Bow" or ("Ray") command.

6.6.4. The fight is over following the command of the Referee.

6.6.5. Following the end of the fight, the participants take the same positions in the Competing area as they did prior to the commencement of the fight and wait for the results announcement. After the winner had been announced, they bow to the Referee and to each other and leave the Competing Area.

6.6.6. A throw or a hit performed at the same time as the end fight signal is considered for evaluation.

6.7. The Course and Duration of the Fight.

1. The duration of the fight is established by the Regulations within the following limits:

1) for adults and juniors – **3-5 minutes + 15 seconds**. For adults and juniors, the main time of the fight is 3 minutes, an additional time of 2 minutes lasts until the first active technical action. **If it is impossible to determine the winner in the main and additional time, another 15 seconds of additional time are given - the Golden Score round. If the winner is not determined in the main, additional and Golden Score rounds - both fighters are disqualified;**

2) for cadets and kids, the time of the fight is **2-4 minutes + 15 seconds**. The main time is 2 minutes, the additional time until the first active technical action is 2 minutes. If necessary, **the second additional time is 15 seconds - the Golden Score round**. The countdown of the fight begins with the first command of the referee “Fight” (“Hajime”). The time of the referee's "Stop the time" breaks, accompanied by a gesture, is not included in the net time of the fight.

During the fight, the participants have no right to leave the area without the referee's permission. If necessary, the participant may, at the referee's instruction, leave the area to tidy up his costume (equipment).

6.8. The Number of Fights.

6.8.1. If a competition lasts for one day, the number of fights for adults may not exceed eight (8).

- 6.8.2. If the competition lasts for longer than one day, the number of fights for adults may not exceed five (5).
- 6.8.3. For juniors, the competition may last no longer than one day, and the number of fights may not exceed six (6).
- 6.8.4. There should be at least 15 minutes of rest between matches, and at least 20 minutes before semi-final or final matches.

6.9. The Results and Evaluation of the Fight

6.9.1. The result of the fight may be the victory of one of the participants and the defeat of the other, as well as the defeat of both participants.

6.9.2. The victory may be awarded in the following sequence:

- 1) a clear victory (in regular or extra time);
- 2) by warnings (penalties for prohibited actions or going outside the boundaries of the court);
- 3) by the first active action in extra time;
- 4) by the advantage in activity (scores) in the regular time of the fight;
- 5) by the result of the Golden Score round.

6.10. The Full Victory

Full victory (Ippon) is awarded:

for performing painful or suffocating action, knockout, repeated knockdown;

in cases of obvious advantages of a participant;

when removed from the match or disqualification of opponent;

if the match cannot be continued (rejection, absence, removal by physician or representative)

contactless simulation strikes to the head or spine in full control of the opponent on the ground if the opponent is not able to protect themselves from the blow inflicted.

A **choking action** is counted if one of the participants, when strangling him, gives a signal of surrender or gives signs of loss of consciousness

Painful action is counted if one of the participants during the seizure of the arms, feet, wrist, shoulder or legs signals surrender or the referee determines the precise performance of pain, which further implementation would risk the possibility of injury of the athlete and stops the fight before the signal of surrender. The referee can stop the fight if the participants are young men or children and the continuation of combat can lead to injury.

The signal of surrender is:

- when an athlete taps twice with his/her hand on the opponent, ground, or his/herself in a clear and apparent manner;
- when the athlete taps the ground twice with his/her foot, when arms are trapped by opponent;
- when the athlete verbally withdraws, requesting the match be stopped;
- when the athlete screams or emits noise expressing pain while trapped in a submission hold;
- when the referee perceives that a hold in place may expose the athlete to serious physical injury;
- for the age categories of younger children of 8-11 years, the performance of painful and suffocating techniques is evaluated when the opponent clearly moves to the position of a fixed stretched or twisted joint or clearly fixes the opponent's neck in a suffocating technique.

Knockout is counted if one of the participants as a result of a blow, throw or other technical actions unable to continue the fight for 5 seconds.

Repeated knockdown is counted if one of the participants as a result of a blow, throw or other technical actions is suddenly unable to continue the fight for 3 seconds.

A clear advantage - If during the fight one of the participants demonstrates a loss of desire to continue the fight or the attack is carried out unilaterally without a response from the opponent for more than 5 seconds, or one of the athletes delivers 5 or more accurate blows to the opponent's unprotected head without a response in his side, the

fight is stopped and the dominant athlete is awarded the victory in the form of a clear advantage.

Simulation of blows (finishing) - if during the fight one of the participants in the ground position was fixed to the second party, as a result of fixing is not able to protect the vital organs and to change the position of the body and makes three times a clear imitation of the blows to the head or spine (or near the head or spine in the Mat) with your hands elbows or knees. This simulation is evaluated as a full victory, strikes to the spine or knees and elbows in the head - leads to disqualification of the participant batsman. Imitation is NOT evaluated - if the second participant is actively locks the feet or hands torso or limbs of the party of the takers and the center of gravity of the party beating does not provide the locking effect on the participant of the protected object. If the center of gravity of the attacking party moved to the head of an opponent and creates a locking effect on the opponent, resulting in fixation of the feet or hands of the attacker does not result in an active protective actions that protect, the imitation of fatalities is estimated.

Withdrawal from the match or disqualification - occurs after three warnings of the party to prohibited activities or outputs off-site. After any illegal action resulting in injury of the opponent.

Members are permitted to knock an opponent outside the site of blows or shots, with the result that the opponent be penalized with a warning for an exit. Knocking out cannot be considered to be pushing the opponent out of bounds with two hands or access to mutual capture.

6.7. Victory in extra time before the first active action

After the primary and secondary time, time is given till the first active action.

In addition to all active actions that lead to a clear victory in extra time, the following are also considered active actions:

- strike that caused loss of balance;

- amplitude throw on the opponent's back or side, with separation of two legs of opponent from the mat;
- stall throw with subsequent fixation opponent on his back more than 3 seconds when recorded more than 50% of the spine;
- One Way - attack lasted more than 3 seconds and more than 5 accurate punches without response that lead to loss of balance and ability to defend the enemy;
- ousting rival hit or throw off-site;
- contactless simulation blow to the head or spine in full control of the enemy on the ground if the opponent is not able to protect against impact;
- disqualification for going beyond that area or any prohibited technical action
- for the Ground Fight section, an active technical action is also considered to be the fixation of the opponent on the back from various positions for 10 seconds, when more than 50 percent of the opponent's spine is pressed to the tatami and imitation of finishing blows off in the extra time of the fight.

6.8. Victory by advantage in activity (score) during the main time of the match

If after the end of the main and additional time the winner is not determined, the judges determine the winner objectively by the advantage in activity in the main time of the fight - by the number of active technical actions in the main time of the fight, or if the number of active actions in the main time of the fight was equal by the last performed technical action.

Active technical actions in the main time of the fight, which determine its result and are recorded by the judges, are considered:

Wadza-ari score:

- blows that led to the opponent's knockdown.

Yukka score:

- a blow that led to the opponent losing balance;

- amplitude throws with the separation of two legs;

- throws with a fall with fixation on the back for 3 seconds (provided that 50% of the spine is fixed to the tatami);
- warning the opponent for passive fighting;
- double warning the opponent;
- a clear execution of a painful or suffocating technique that did not lead to the opponent's surrender but lasted for at least 20 seconds with the referee's time count open;
- for the Ground-Combat section, an active technical action during the main time of the fight is also considered to be the fixation of the opponent on the back from various positions for 10 seconds, when more than 50 percent of the opponent's spine is pressed against the chest.

When fixing active technical actions during the main time of the fight (except for knockdown), the fight does not stop.

The winner is determined after counting active technical actions during the main time of the fight. The Wadza-ari score has precedence over all Yukka scores. In the event of an equal number of scores, the advantage is given to the athlete who performed the technical action last. If activity is not fixed, a second additional Golden Score round (15 seconds) is assigned.

6.9. Victory by advantage in the extra round Golden Score

In cases where none of the athletes made active actions during the main and additional time of the fight, the referee appoints an extra round Golden Score, which lasts 15 seconds of net time.

In the Full Combat and Close Combat sections, active actions leading to immediate victory during the 15-second extra round:

- knockout, knockdown and any blow that caused the opponent to lose balance;
- knocking out the opponent with blows outside the working area of the court;
- an attack without an answer with three accurate, accented blows in a row to the head (for Full Combat) or to the body (for Close Combat);

- the opponent falling to the tatami as a result of any throw or other active action, regardless of which part of the body (in the event of a mutual fall, the one who is on top wins. A throw or transfer to the ground does not count if the opponent performs a painful or suffocating hold from a standing position);

- imitation of a finishing blow while on the ground;

- painful or suffocating action;

- being in a dominant position from above, an active attacking series of blows or performing a painful or suffocating hold that continues at the end of the clear time of the extra round;

- any violation of the rules by the opponent.

In the Ground Combat section, active actions that lead to an immediate victory during the 15-second extra round:

- imitation of a finishing blow while on the ground;

- performing a painful or suffocating action;

- holding the opponent on his back for 10 seconds;

- being in a dominant position from above or performing a painful or suffocating action that continues at the end of the clear time of the extra round;

- any violation of the rules by the opponent.

* Athletes who did not perform any technical action during the basic and additional times of the fight and were unable to determine the winner in the extra round of Golden Score will lose both.

6.10. Removal, disqualification

Withdrawal, disqualification

The participant is removed from the fight by the decision of the chief judge with the award of a clear victory to his opponent:

Withdrawal from the fight or disqualification of the opponent - occurs after a three-time warning of the participant for prohibited actions or exits from the site (or immediately into extra time).

- following an illegal action that caused an injury to an opponent.
- For **active accented** striking the spine, knees and elbows to the head
- in the event that the participant, according to the doctor's conclusion, cannot continue the fight due to illness or because of an injury he received during the fight;
- for failure to appear on the mat for more than 2 minutes. after the first call;
- for not being prepared for the fight (lack of necessary equipment or costume, non-compliance of the costume with the standard approved by these rules) within 2 minutes. after the first call;
- after receiving two warnings, if necessary, announce a third warning to him, if the three judges are the only ones in their opinion or if the opinion of the majority of the three is supported by the chief judge;
- for rude and unethical behavior towards the opponent, participants, judges and spectators, for refusing to perform the ritual of the competition, to congratulate the opponent or for performing it incorrectly;
- for violations of the rules for filing appeals against decisions of judges in the form of rude emotional verbal claims or insults of judges by an athlete or a representative of his team (in this case, both the athlete and the representative of his team receive a warning or disqualification);
- for carrying out a prohibited technique, as a result of which the opponent was injured and, according to the doctor's conclusion, cannot continue to participate in the competition;
- for not entering the duel;
- for cheating judges.

If fighters simultaneously commit a violation of the rules and are subject to disqualification, then both are considered losers.

6.11. Evasion of the fight

Evasion from the fight is considered:

- going outside the site in a duel while standing (if two legs were outside the site) or lying (if the center of gravity has moved outside the site)
- deliberate treatment to a doctor in order to rest, recover, etc.
- using captures only for defense, without real attack attempts;
- deliberate “drag out time” - disordering a participant’s costume or equipment, long corrections of a costume or equipment, etc.
- deliberate prolonged avoidance of contact with an opponent and turning one’s back to the opponent with movement in the direction away from the opponent;

Participants withdrawn from the fight for avoiding the fight in the final, lose their medals.

6.12. Duel inside and outside the site

An off-site position is considered if:

in a duel, one of the participants stepped out of the court with two legs

in a lying fight, one of the participants turned out to be his whole body outside the site.

During the bout, the offside position is determined by the **match referee or tatami chief referee**.

If the participants are in the "off-site" position, then they will return to the middle of the court at the command of the referee and restore the fight in the rack. Without a referee team, a competitor must not stop the match near the site border.

Any technical action initiated in the off-site position is not evaluated. A throw started on the court is also assessed if it ends “off the court”.

Maintenance, hazardous positions, painful and suffocating techniques started on the site are allowed to be carried out until one of the participants touches the working area of the site with any part of his body area of the site.

6.13 Prohibited methods and actions

In competitions it is prohibited:

- throw the opponent on the head and neck;

- throw with a head grab with both hands (without grabbing the opponent's hand or suit);
- intentionally pinch the opponent's mouth and nose, preventing breathing;
- scratch, bite, pinch, gouge out eyes or hit an opponent in the eyes;
- twist or bend the opponent's neck or spine back;
- using your body weight, use your elbows and knees to press on the throat, temples, and face of the opponent between the eyebrows and the line of the mouth;
- grab, press or push your hands or feet into the groin;
- grab the hair, ears, strangle the throat with your fingers;
- break out, twist fingers against the natural bend of their joints (contact with fingers and toes when performing a painful hold on the hand or foot, without performing a painful hold on the fingers, is not prohibited);
- carry out a "lever" of the knee, bending the leg not in the plane of its natural bend (bending or excessive extension of the knee to the side, twisting or rotation is prohibited; performing a direct impact on the knee, in which the leg is grabbed and secured between the legs and arms, while the kneecap the opponent is directed towards the body - allowed);
- carry out painful and suffocating techniques with a jerk;
- perform a choke hold using a belt;
- intentionally crawl away, leave the site;
- apply any blows to the groin, spine, back of the head, parietal surface of the head, to the joints against their natural bend, direct kicks below the knee and to the feet;
- perform kicks and strikes with fingers, palm, edge of the palm, open glove, head to the face;
- apply active knee and elbow strikes to the head;
- perform a heel twist while the opponent's knee joint is fixed;
- deliver kicks from a standing position against an opponent who is in a prone position;
- go out or crawl out of the site;

- in the youth category it is prohibited to lift an opponent lying on his back or hit his body on the tatami;
- in the age categories up to 18 years old, in the Full-Combat section, it is forbidden to hit with a hammer;
- intends to injure an opponent.

If the judges do not notice that one of the participants is performing a prohibited technique, the victim is allowed to give a signal by voice or gesture. Giving a false signal is considered and punished as an illegal technique or a surrender signal.

The following actions are also prohibited:

- gripping the edge or surface of the court;
- deliberately bringing your costume into disarray, removing or throwing away any part of the equipment, tying the belt or adjusting the costume without the permission of the referee;
- in the Ground Fight section it is prohibited to stand on your feet for more than 3 seconds;
- disputes with judges, insult of judges by an athlete or team representative, rude emotional verbal appeal to judges' decisions, violation of the protest procedure;
- delay and deliberate prolongation of the beginning, progress, or end of the match through lateness, non-compliance of equipment with the standard, refusal to leave the site;
- in the categories of junior boys 8-11 years old, it is prohibited to perform choking techniques with two hands (without grabbing the opponent's hand or suit of the attacked person) while simultaneously twisting the opponent's cervical vertebrae;
- conversation **with referee or** between participants.

6.14 Notes and warnings

Depending on the degree of violation, the referee announces the volume of the offender sequentially: the first remark (oral) or immediately the first warning, the second warning and disqualification.

The referee has the right to make the participant “oral remark” for actions that may lead to a violation of the rules.

An oral comment is not recorded anywhere and does not affect the outcome of the match.

Warning - announced to the participant for a significant violation of the rules or for repeated violation after receiving an “oral comment”.

Violations of the Rules for which a participant may be warned or for which he may be removed from one match or from a competition (see Art. 12) are considered:

- to be late to the site;
- all types of evasion from the fight (subject to these Rules) and other prohibited actions;
- violation of discipline;
- conversations on the site;
- going out of the site;
- tips accompanied by unethical behavior of the representative, coach or other members of his team located near the site;
- for unpreparedness or being late for a duel for more than 30 seconds after the first call, a comment is announced to the participant, more than 1 min. - warning, more than 2 minutes. - disqualification;
- if a participant, captured in painful, suffocating reception or maintenance, crawled out of the site boundary, he immediately receives a warning for intentionally leaving the site - the first, second warning or withdrawal from the match;
- violation of the rules for filing an appeal against judges' decisions in the form of rude and unethical verbal demands to change judges' decisions or insulting judges.

6.15. Announcement of the result of the match

Announcement of the result of a duel during a victory by knockout, pain or asphyxiation, in view of a clear advantage, is declared as follows: in this duel, a fighter with a red (white or blue) belt (name and team of the winner) won.

Upon withdrawal, disqualification, refusal or non-appearance of the opponent, the result of a duel is declared as follows: in this duel, a fighter with a red (white or blue) belt (name and team of the winner) won an early victory.

When winning according active actions during the main time: in this match, according active actions during the main time, the fighter with a red (white or blue) belt (name and team of the winner) won.

6.15 Protests

1. A protest may be filed in connection with a gross violation of the Rules or the presence of an unusual situation in writing by official language. .

2. Protest Procedure:

- the protest is submitted to the chief judge of the competition by the representative (coach, captain) of the team;
- in a protest in one of the official languages, the reason for its appearance is formulated and the article and paragraph of the Rules that were violated must be indicated;
- a protest on the result of the fight is filed after the fight and before the end of the circle in this weight category;
- a protest from an unusual situation (violation of the Regulation, the procedure for weighing and drawing lots of participants, pairing, misinformation coming from officials, etc.) is filed immediately after its occurrence so that the panel of judges can quickly make a decision with minimal damage to the course and results of the competition;
- when submitting a protest, a sum of money equal to the double value of the contribution of one athlete for participation in these competitions is attached.

3. Consideration of the protest:

- 1) if the protest is accepted for consideration, it is considered by an appeal commission of **three** judges (**who do not represent the countries or territories of the interested parties**), who must make a decision by vote. The commission is formed by the chief judge with the involvement of judges who may have violated the Rules, as witnesses to the

situation that gave rise to the protest, as well as representatives of the interested parties (without the right to participate in the discussion of the protest). The chief judge reads the content of the protest to the members of the commission, offers to watch the provided videos of the moment at which the protest is being considered, and offers to vote FOR or AGAINST the satisfaction of the protest (without the members of the commission expressing their positions);

- 2) the time of the protest consideration procedure should not exceed 5 minutes;
 - 3) decisions on submitted protests are made on the day of their submission: according to the results of the match in individual competitions - before the start of the matches of the next round, in team meetings - before the start of the next match;
 - 4) in other cases - within the time limits that ensure the possibility of correcting the mistakes made with minimal damage to the course of the competition;
 - 5) the chief judge may, if necessary, review the video recording during the consideration of the protest;
 - 6) the decision on the protest is made by the chief judge, about which the interested parties are informed in writing;
 - 7) Disputes, long discussions and explanations of the rules to the parties by the judges are strictly prohibited.
4. In the event of the protest being granted, the previously paid amount of money is returned.
 5. Rude insistence on one's opinion by a team representative or athlete is considered an insult to the entire judging panel and leads (in exceptional cases) to the athlete or the entire team being disqualified from the competition. The chief judge makes the final decision, which he informs the interested parties in writing.

In case of satisfaction of the protest, the previously paid amount of money is returned.

Rude insists on his opinion from the representative of the team or athlete is assessed as an insult to the entire panel of judges and leads (in exceptional cases) to the removal of the athlete or the whole team from the competition.

To the chief judge of the _____
(name of the competition)

Mr/ms _____
(name of chief judge)

From the representative of _____ team
Mr/ms _____

Protest

I ask you to consider the protest of the fight between athletes
_____ and _____ weight category _____
in section _____ due to the fact that paragraph No. _____ p/p
_____ of the Combat Ju-Jutsu competition rules was violated.

Formulation _____ of _____ the
protest _____

Date _____

Team representative signature _____

6. THE RULES OF REFEREEING IN THE FULL-COMBAT SECTION

7.1. Match content

1. Actions allowed:

It is allowed to perform all throws, painful and suffocating tricks, blows with the hands and feet to the head, trunk and legs, to the extent permitted by these Rules, imitation of blows, as well as other attacking and defensive actions in certain positions of the participants.

2. Prohibited actions according to these competition rules.

3. Equipment:

Competitors are equipped in accordance with these Rules (gi, Protective gloves 8 ounces, inguinal bandage, protective bandage on the shins, soft protective helmet according to the age category)

7.2. The beginning and end of the match

Before the start of the fight, the participants, after their challenge, stand at the edges of the site. At the command of the referee:

participants approach the center of the site and stand apart at a distance of two meters; the participant called first (with a red belt) becomes to the right of the referee, and his opponent (with a white belt or blue) - to the left;

Before the start of the match, the participants on the referee's team perform the competition ritual described above;

The match begins and ends at the command of the referee.

After the match, the participants take the same places on the site as before the start of the match to announce the winner. After the announcement of the winner, the participants bow to each other, then the referee and leave the site.

7.3. Features of matches and refereeing for youth age 10-13 years.

Prohibited technical actions in the age category 10-11 years:

In addition to all prohibited technical actions described in these rules for the adult age category, also prohibited are strangling techniques with two hands and two feet (without grabbing the opponent's hand or suit) with simultaneous twisting of the opponent's cervical vertebrae, sharp execution of painful or strangling techniques (compliance with these rules is monitored by the refereeing team, which is obliged to record only a clear exit of a painful or strangling technique, without waiting for the opponent to surrender). The fight is stopped - when recording the assessment of technical actions, when one of the participants violates the rules, if there is no change in position within 10 seconds.

For younger boys 10-11 years old, the main time of the fight is 2 minutes, additional time - 1 minute.

Prohibited technical actions of the age category 12-13 years:

Similar to the rules for the adult age category, imitation of finishing with a knee to the head and spine is additionally prohibited.

For boys 12-13 years old, the main time of the fight is 2 minutes, additional time - 2 minutes.

Additional time lasts until the first active evaluated technical action according to the rules of the competition for the adult age category.

For the age categories of younger boys 10-11 years old, the execution of painful and suffocating techniques is evaluated when the opponent clearly enters the position of a fixed stretched or twisted joint or clearly fixes the opponent's neck in a suffocating technique.

For the age categories of boys 12-13 years old and older, the execution of painful and suffocating techniques is evaluated when the opponent's submission signal is given by a double clap of the hand, foot or voice signal.

The features of the participants' equipment are described above (Article 6, Chapter III).

7. THE RULES OF REFEREEING IN THE CLOSE-COMBAT SECTION

8.1. Match content

8.1.1. Actions allowed:

It is allowed to perform throws, painful and suffocating tricks, elbow, knees and kicks to the body and hips, simulated blows, as well as other attacking and defensive actions in certain positions of the participants. The blows are carried out by the elbows and legs (including the knees) in the places permitted for their application (trunk and hips) only in delight. Only accurate punctuated blows are assessed, resulting in a loss of balance in extra time or inability to continue the fight for more than 3 seconds.

Impact simulation is evaluated only if it was performed accurately, with a wide amplitude and transfer of body weight to the tatami (carpet) strike, clearly (with full fixation of the opponent in a dominant position) to an unprotected surface, at least three times. If the enemy managed to close, the imitation does not count.

8.1.2. Prohibited actions

In addition to the prohibited actions described above, any kicks and hands to the opponent's head are also prohibited.

8.1.3. Equipment:

Competition participants are outfitted according to these rules as part of (gi, inguinal bandage).

8.1.3.1. The beginning and end of the match

Before the start of the fight, the participants, after their challenge, stand at the edges of the site. At the command of the referee:

participants approach the center of the site and stand apart at a distance of two meters;

the participant called first (with a red belt) becomes to the right of the referee, and his opponent (with a white belt or blue) - to the left;

Before the start of the match, the participants, at the command of the referee, perform, as described above (chapter III, Article 8), the ritual of the competitions;

at the command of the referee, the participants take mutual admiration of the opponent's right hand for the lapel, left hand for the sleeve. The position of the housing should be straight;

The match begins and ends at the command of the referee.

After the match, the participants take the same places on the site as before the start of the match to announce the winner. After the announcement of the winner, the participants bow to each other, then the referee and leave the site.

When the enthusiasm is dissolved and the participants are placed at a distance of more than 1 meter, the referee stops the match and returns the fighters to their original position.

8.1.4. Features of the fights and refereeing for different age categories, kids 8-11 years old and cadets 12-13 years old

Competitions for these age categories are conducted similarly to competitions in the adult age category, starting from a standing position in the mutual capture. The features of the equipment of the participants are described above.

1. Permitted actions:

For younger kids 8-11 years of age, wrestling technique is allowed, including throws and grappling on the floor before performing an authorized technical action.

For 12-13-year-old cadets, striking and wrestling techniques (kicks, knees and elbows to the body and hips of the opponent in a standing position) are allowed, including throws and wrestling on the ground before performing a permitted technical action. It is allowed to carry out any technical actions aimed at changing the position of the opponent in order to carry out actions that are evaluated.

2. Prohibited technical actions in the age category of 8-11 years:

In addition to all prohibited technical actions described in these rules for the adult age category, it is also prohibited - any blows with any part of the body, choking techniques with two hands and two feet (without grabbing the opponent's arm or suit) with simultaneous twisting of the opponent's cervical vertebrae, sharp execution of painful or suffocating techniques (observance of these rules is monitored by the judging team, which is obliged to record only a clear outcome of a painful or suffocating technique, without waiting for the opponent to surrender). The fight is stopped - when the evaluation of technical actions is fixed, when the rules are violated by one of the participants, in the absence of a change of position within 10 seconds.

For younger boys 8-11 years old, the main time of the match is 2 minutes, the additional time is 1 minute.

3. Prohibited technical actions for the age category of 12-13 years:

Similar to the rules for the adult age category, imitation of finishing with a knee to the head and spine is additionally prohibited.

For 12-13-year-old cadets, the main time of the match is 2 minutes, the additional time is 2 minutes.

Additional time lasts until the first active evaluated technical action according to the competition rules for the adult age category.

For the age categories of younger kids of 8-11 years, the performance of painful and suffocating techniques is evaluated when the opponent clearly moves to the position of a

fixed stretched or twisted joint or clearly fixes the opponent's neck in a suffocating technique.

For the age categories of cadets 12-13 years old and older, the execution of painful and suffocating techniques is evaluated at the signal of surrender of the opponent with a double clap of the hand, foot or voice signal.

8. THE RULES OF REFEREEING IN THE SELF-DEFENSE SECTION

9.1. Systems and methods of conducting competitions

When transferring the competition, the participants appear in the same general group. In the "self-defense" section, weight categories are not provided. The order of the participants' performances is determined by drawing lots and the selected system and method of conducting competitions.

Only athletes who have passed technical certification for belts in the relevant National Combat Ju-Jutsu Federation are allowed to compete:

- World Championship:
 - Athlete performing - not lower than 2nd kyu (blue belt), assistants - not lower than 3rd kyu (green belt);
- Continental Championship:
 - Athlete performing - not lower than 3rd kyu (green belt), assistants - not lower than 4th kyu (orange belt);
- National Championship:
 - Athlete performing - not lower than 4th kyu (orange belt), assistants - not lower than 5th kyu (yellow belt).

Appropriate certificates are provided by the teams upon registration of participants.

9.2. Composition of the panel of judges

The speeches of the participants are judged by a panel of judges consisting of: the head of the court, the referee, 2 side judges, a timekeeper, a technical secretary and an informant, and a trio of judges evaluating the actions of the participants.

The team of judges evaluates the actions of the participants and the scoring in the speech. The three should be neutral and represent different teams. Each of them makes a decision on evaluating the actions of participants independently and, when analyzing protests and disputed issues, is obliged to justify their actions with the relevant provisions of the Rules.

The referee, being on the court, directs the progress of the performance, controls the pace of attacks and the actions of assistants, gives instructions to the assistants to attack and change the nature of the attacks, makes sure that the fight takes place in strict accordance with the Rules.

9.3. Competitors and assistants in the Self-defense

A competitor - a competitor conducts performance, reflects attacks and demonstrates the technique of action is evaluated judge;

Assistants - perform different actions in attacking the referee teams, consisting of four people from different teams.

9.4. The content of speeches

In a combat ju-jutsu battalion, assistants are allowed to carry out attacks with imitators of a knife, stick, hobbies and throws, punches and kicks. The athlete that performs must neutralize the attacks of the opponents by any of the following permitted actions: push, wedging, strike, throw, painful technique - and must meet the time allotted for the next attack 2.5-3 seconds.

9.4.1. Position of the participants:

The athlete becomes in the middle of the tatami with a size of 6x6 m. Four assistants become in the corners of the tatami and, at the signal of the referee, alternately attack the

athlete in 2.5-3 seconds. (The same for all participants). Two more assistants are next to the tatami, preparing to replace an assistant who has been injured or who is unscrupulously performing his duties.

9.4.2. Attacks:

Types of attacks are used for 1 minute or 45 seconds for each type:

- Attack with a knife simulator;
- Stick attack;
- Attack by blows of hands and feet;
- Attack captures.

Each attack should be neutralized. The concept of neutralizing an attack includes:

leaving the line of attack (the attack should not fall into the athlete);

the striker is unbalanced by jerking, pushing, throwing or striking;

weapon selection during an attack with a knife and a stick or counterattack with blows, throws, painful techniques during an attack with blows and grabs.

It is allowed a single escape from the attack without neutralizing it. Repeated care is punishable by penalty points.

9.5. The beginning and end of the speech

1. Before the show, the assistants, after their call up in the corners of the platform, the athlete who plays in the center of the site;

2. When entering the site and leaving the site, participants must complete the bow;

3. Before beginning performances at the referee's command took their places in the center and at the corners of the platform and on the command "Fight" ("ray") performs a bow to referee and then to each other;

4. The performance ends at the referee's command.

9.6. The course and duration of the performance

Time each attack takes 45-60 seconds. or 15-20 attacks each with a quantum of 2.5-3 seconds. (Only 60-80 attacks in 4 minutes Net time).

The attack is carried out in one tempo, with one attack move without the use of technology transfer at work with weapons and change capture.

The performance starts at the referee's command.

Assistants follow the gestures of the referee and attack only at his command every 2.5-3 seconds.

The referee is considered a gesture of the assistant, which should make the next attack. Assistants attack in a random order. The attack should be realistic and should be aimed at the athlete or pass through the place where he was supposed to be. Assistants, who in good faith perform their roles should be replaced when changing the type of attack. Only two such possible replacements. The assistant has the right to limit the attack power in the end phase, if he sees that the athlete he saw the attack heading into the vital organs, in order to avoid damage to the athlete. In this case, the attack must reach the goal, but with the restriction efforts. If the athlete is not able to free himself from capture, command "Stop", the attack is terminated and is resumed after a referee.

9.7. The result and performance evaluation

First of all, the practicality of the technique is evaluated by the athlete. The judges evaluate the actions of the athlete by the presence of penalty points by subtracting the penalty points from 100 points that each athlete has at the beginning of the performance. Each of the three judges calculates the penalty points separately. After the performance, the three judges submit their results to the head judge, who concludes the athlete's points from each judge remaining after deduction of penalty points, determines the overall result of each athlete.

Penalty points are awarded for:

- Double passive care from attacks - 2 points;
- Loss of balance and rhythm - 1 point;
- Not leaving the line of attack - 1 point;
- Do not unbalance the assistant attacker - 1 point;
- Lack of selection of weapons or counterattacks - 1 point;

- If a participant misses a knife blow into the body, head or neck cut - 25 points;
 - If a participant misses a knife blow in an extremity or a cut of the body and limbs - 15 points;
 - If a participant misses a stick in the head - 10 points;
 - Unrealistic attack by the assistant, stopping the pace of the attack in the middle of the attack, feigning an attack or grab, playing along with the athlete - 10 points;
 - If a participant misses a stick strike into the body or limbs - 5 points;
 - If a participant misses a blow with his hands or feet - 5 points;
 - Untimely release from capture - 5 points;
 - Departure from the working zone - 5 points;
- If the number of penalty points exceeds 100 points, the athlete will be disqualified.

9.7.1. Prohibited Tricks and Actions

In competitions in the Self-Defense section, in addition to the main provisions, it is prohibited: to use a counter strike without leaving the line of attack; strike in Full-Combat, perform throws and painful moves with damage to assistants; the assistant must not imitate the actions of the move or throw; the attack should not continue after the Stop command. Assistants constantly use the serial technique or the technique of transferring the emphasis of the attack and regularly carry out attacks too hard to be replaced with the next change in the nature of the attacks.

9.8. Announcement of the result of the performance

Announcement of the result of the performance occurs after the performances of all participants, the calculation of the penalty points of each participant and the distribution of participants in places by each of the 3 judges. The position of the participants in the final table is determined by the sum of the places of this participant for each judge.

9.9. Conducting fights and refereeing for different age categories of participants.

1. Cadets 14-15 years old:

For this age category, the following features apply:

The rhythm of attacks is 3.5-4 seconds, No more than 12 attacks in each type of attack and no more than 30-40 seconds for each type of attack.

Equipment of participants:

A helmet with front protection, soft protection of the lower leg, protection of the groin, mouth guard, for assistants soft protection of the body is allowed.

2. Juniors 16-17 years old and veterans over 36 years old:

For this age category, the following features apply:

The rhythm of attacks is 3.5 seconds, No more than 15 attacks in each type of attack and no more than 45 seconds for each type of attack.

Equipment of participants:

A helmet with an open front, soft protection of the lower leg, protection of the groin, mouth guard, for assistants soft protection of the body is allowed.

9. THE RULES OF REFEREEING IN THE GROUND-COMBAT SECTION

1. Content of the match

1.1. Permitted actions:

Fighting on the floor, painful and suffocating techniques, holding on the back, as well as other offensive and defensive actions in certain positions of the participants.

1.2. Prohibited actions:

in addition to the prohibited actions described above (Article 12, Chapter VI), any throws or other actions in a standing position and any blows of the opponent are also prohibited;

It is also forbidden to be in a standing position on two legs for more than 3 seconds at a time.

1.3. Equipment:

the participants of the competition are equipped in accordance with these Rules as part of a certified gi with the symbols of the federation, no other protection is provided.

1.4. Duration of the match:

Regular time – 3 minutes, extra time – 2 minutes, extra round Golden Score – 15 seconds. The total time of the fight cannot exceed 5 minutes 15 seconds in this section of the competition.

For age categories 8-13 years: regular time – 2 minutes, extra time – 2 minutes, extra round Golden Score – 15 seconds. The total time of the fight cannot exceed 4 minutes 15 seconds in this section of the competition.

2. Beginning and end of the match

Before the start of the match, the participants, after being called, line up at the edges of the court and at the command of the referee:

- 1) approach the center of the playground and stand two meters apart from each other;
- 2) the participant called first (with a red belt) stands to the right of the referee, and his opponent (with a white or blue belt) stands on the left;
- 3) before the start of the match, perform the competition ritual described above (Chapter III, Article 8);
- 4) get down on one knee in front of the opponent at a distance of up to 1 (one) meter. The position of the body should be straight;
- 5) the match starts and ends on the command of the referee.

2. After the end of the match, participants take the same places on the court as before the start of the match to announce the winner. After the announcement of the winner, the participants bow to each other, then the referee and leave the court.

3. Identification of the winner

1. **In the main time of the fight**, the athlete who performed a painful or suffocating technique before the opponent's submission, or if the referee counts the technique in the age category of young men, wins. Also, in the main time, holding the opponent on his back for 10 seconds and **clearly performing a painful or suffocating technique for at least 20 seconds when the referee gives the command to count the time**, is considered an **active action** and affects the determination of the winner after the end of the main and additional time.

2. **If during the main time of the fight neither athlete performed a technical action that gives him victory, additional time of the fight is declared until the first active action.** Such active actions, in addition to painful and suffocating techniques, can be considered:

- holding the opponent on his back for 10 seconds, when more than 50 percent of the opponent's spine is fixed to the tatami, and the athletes are in the position of the chest or side to the opponent's chest;
- imitation of finishing the opponent with blows in the positions specified by the current rules;
- each violation of the rules during this time is punishable by disqualification of the athlete.

3. If the main and additional time did not determine the winner, the judges count the active actions in the main time of the fight. With an equal number of active actions, the last performed active action is counted. If no athlete has gained an advantage in these indicators, the judges assign another 15 seconds of additional time - **Extra Round Golden Score**.

Active actions leading to immediate victory during the 15-second extra round:

- imitation of finishing in the ground position;
- holding the opponent on his back for 10 seconds;
- performing a painful or suffocating technique;
- being in a dominant position on top or performing a painful or suffocating technique that continues at the end of the clear time of the extra round;
- any violation of the rules by the opponent.

4. Athletes who did not perform any technical action during the entire fight and could not determine the winner in the extra round Golden Score, mutually lose.