

American Jujitsu Institute

Since 1939



Official Sport Jujitsu Rules

July 1st 1998

Preface

This booklet details the official Sport Jujitsu Rules as established by the board of directors of the American Jujitsu Institute. The Institute is a non-profit organization and a registered corporation in the State of Hawaii.

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Make your check payable to "AJI."

Purpose

The purpose of a Sport Jujitsu competition is to promote a competitive spirit amongst the various martial arts within the American Jujitsu Institute. These guidelines are intended to further an atmosphere of sportsmanship and competitiveness as well as to develop a safe and competitive environment for our students.

General Guidelines

We intend that each student will compete against students of equal skill and age. Our basic philosophy and guidelines are similar to that contained in our jujitsu, grappling and kata rules. Please use these as reference guides.

Competitors shall exhibit skills in a variety of disciplines such as punching, striking, throwing, sweeping, grappling and submissions. The intent of this competition is to ensure that all competitors participate in each of these skill sets and not solely in one discipline. This contest is a combination of Karate, Judo, Jujitsu and Grappling and each competitor should exhibit skills in all aspects.

Judges

There shall be one head referee (judge) and two or three confirming judges. These officials are stationed on the contest floor within the designated contest area, or at the scorer's table.

Definitions

Superior Position is any position that one competitor assumes in which he has control over the movement of his opponent such as the mount position. In an instance of Osaekomi, the Superior Position is considered a controlling the position. The Superior Position is only considered when both competitors are on the ground. There is no Superior Position while one, or both competitors are standing.

Inferior Position is the participant who is NOT in the Superior Position.

Close Contact is when the competitors have come together by one, or both grabbing on to the opponents gi. At that point, the

kumite portion of striking and kicking have been deemed to have ended and the grappling/judo portion has begun. There shall be no points awarded for any striking or kicking once a grab has been made and is maintained.

Scoring

3 Points	Full throw – both opponent’s feet must leave ground. The opponent may or may not, land on his/her back.
2 Point	All other takedowns. Does not include Dho Shime (Jump Guard.)
1 Point	Mount Position
1 Point	Escape from mount or guard positions.
1 Point	Reversal (Ground positions only.) Reversals are all movements or escapes from an inferior position. The escape must be maintained to count. Switching from one position to another in rapid succession by one competitor, or both, shall not count as a point. See “Point Hoarding”
2 Points	Escape from opponent’s superior position to a standing position. Must have two feet on ground in a standing position and immediately ready to continue match, or continues the match.
2 Points	Passivity (Opponent earns 2 points.) When a competitor elects to allow his opponent up to a standing position, the competitor has been deemed to be passive and suffers a 2 point penalty. Once on the ground, both competitors must continue the match. The opponent is awarded 2 points. Any competitor who fails to engage, or intentionally moves out of bounds more than once to escape engagement, shall be deemed passive. 2 points are awarded to the opponent. The first instance shall be a warning with no points deducted or awarded. Any competitor who has been deemed passive three times (exclusive of the warning) shall be deemed to have forfeited/lost the match. The match shall be stopped and the opponent awarded the victory regardless of score.
1 Point	(Position of Control – Superior Position) 1 point is awarded at 10 seconds
2 Points	An additional 2 points are awarded at 20 seconds and is considered a “pin.” At that point, the official shall stop the match and bring both competitors to a standing position, then continue the match.
3 Points	Violations as noted in rules below.
1 Point	All strikes and kicks
Submission	Absolute Victory (No points are considered.)

Point Hoarding:

- A superior competitor is deemed to be point hoarding when moving from position to position in “Osaekomi”, he goes for one - 10 second point position to the next 10 second point position, without attempting a pin at 20 seconds.
- At the third instance of this practice (*the competitor will have earned 3 points*), whether intentional or not, the official shall stop the match, bring the competitors to a standing position and shall continue the match if there is still time on the clock.
- A superior competitor is deemed to be point hoarding when moving from position to position such as side mount to Full Mount, back and forth to gain the points for the full mount.
- At the third instance of this, the official will stop the match. The Superior Competitor will only be awarded 2 points, for the first two Superior Positions. The official shall stop the match, bring the competitors to a standing position and shall continue the match if there is still time on the clock.
- In instances for this Point Hoarding rule, no time will run off the clock. The Timer shall stop the countdown and will resume only when the match resumes.

Scoring Scoring Areas: (Strikes and Kicks)

For ages 11 and under, the front torso area is considered the target area where points shall be awarded. There shall be no head or face shots for any competitor eleven (11) years of age and under. No points shall be awarded for controlled facial techniques in this age group.

Ages 12-17 shall be allowed to include controlled head shots, however, they shall confine their strikes to areas protected by headgear.

Ages 18 and over shall be permitted light facial contact.

No contact is allowed to the top and back of the head, throat, neck, back of knee, spine and groin area.

Scoring must be with a closed fist, knife-edge of hand or kick. No

points will be awarded for open palm strikes or slaps.

A person stepping out of the ring may not score a point. A person may score a point against another who is stepping out of the ring, or who is partially out of the ring, No score is awarded if the opponent is completely out of the ring

No points are awarded for a knee placed atop opponent's abdomen or chest. A "pin" is considered when one competitor has placed his opponent in an inferior ground position and maintains control of the opponent, preventing opponent from escaping or moving. In this instance, the superior position is awarded one point at 10 seconds and an additional two points at 20 seconds.. The referee will stop the match, bring the competitors to a standing position and restart the match. The match shall continue until time runs out, or there is a submission.

Violations

A warning shall be issued on the first violation of any rule or illegal strike. A second infraction shall result in 3 points being deducted from the violator's score. In instances where the violator has no score, 3 points will be awarded to the opponents score. A third infraction shall result in a disqualification.

Violations shall include:

Unsportsmanlike Conduct

Swearing

Disobedience to judges

Hard facial contact or and deliberate excessive hard contact.

Not being present for a match.

Striking opponent during a break.

Illegal Techniques:

1. Eye strikes or gouging.
2. Biting, Scratching, Hair Pilling
3. Small Joint (finger/toe locks) manipulation, poking, knuckle or finger manipulations.
4. Guard slamming or neck cranking/compression.
5. Front or rear choking using hand(s).
6. Grabbing inside the pants of sleeve cuff.
7. **All leg bars and Ankle Locks!**
8. Axe Kicks
9. No Blind techniques such as spinning heel kicks or spinning

back fists.

10. No contact is allowed to the top and back of the head, throat, neck, back of knee, spine and groin area.

Immediate Disqualification Rule:

The following violations will result in immediate disqualification. These rules apply to contestants, instructors, coaches and audience members.

1. Swearing to judges
2. Malicious injury to opponent or official
3. Continuing action of unsportsmanlike conduct.
4. The offender shall be ejected from the tournament site. There shall be no refund of fees.

There is no appeal of the judge's decision. Once the head judge makes a determination of the Immediate Disqualification Rule, there is no appeal. The tournament director may not overrule this decision.

Coaching Rules

Coaches, or 2nds must remain with the designated coaches area no closer than 12 feet from the match area. While the match is ongoing (in progress), no coaching or cheering shall be conducted from the coaching area! Coaching is strictly forbidden! Parents, fans, relatives etc.. may not be within the confines of the coaches area, unless that person is designated as the coach or attendant(2nd). Only one person per competitor can remain in this area.

There are no restrictions for anyone coaching or cheering from the spectator areas.

Violation of this rule will result in a warning for the first violation. The match will be stopped by the referee. The Timer will stop the clock. The violator will be given a warning and the match restarted.

A second violation will result in:

- Stoppage of the match
- Removal of the violator from the coaching area for the remainder of the tournament
- Immediate disqualification of the coach's competitor.
- Victory is awarded to the opponent, regardless of score.

Matches:

Matches shall be three (3) minutes in length. For ages 12 and above, (5) minute matches may be used depending on the number of competitors. The tournament director may increase the length of matches depending on the skill-level and age of the competitor. In no case shall the match exceed five (5) minutes. The time shall run continuous unless "time out" is called by the head judge. The time shall be kept by the official Timer or his designee ("Timer"). The "Timer" shall call out the time left when there are 10 seconds left in the match. Further, the timer shall notify the head judge when the match has ended by calling out "Time!" or by throwing a bean bag, or similar item into the ring. The head judge shall then check the scores and announce the winner. A match will be one round only.

In the event of a tie, the match will continue in a two (2) minute overtime sessions. In the event the match is still tied after the first overtime session, sessions will continue until a point is scored or deducted (Sudden Death.) The winner shall then be declared. Rest periods between rounds shall be for 5 minutes.

Standard bracketing formats shall apply. Competitors shall be distinguished by wearing blue, or white color strips attached to the rear belt. Colors shall be blue, or white. One competitor will be designated as blue and the other, white, regardless of the uniform color worn by the competitor.

Match Formalities:

The referee will call the competitors to the center of the ring. The competitors shall enter the ring, bow to the head official then bow to each other. They shall then face each other in a ready position and wait for the command to begin. The head official shall give the command "hajime" or "fight." At the same time signaling with his right hand in downward motion for the match

to begin. The match begins and the Timer begins the count-down.

Three floor judges should be equipped with mechanical or digital counters to add and/or deduct points. If there are only two floor judges, the referee may be the third judge with mechanical counters.

Once a match begins, competitors must start in the standing position as in kumite. No competitor may maneuver to immediately take his opponent to mat by any means, except a sweep. This is to ensure that both competitors have made an attempt to strike and, or kick. If one competitor is swept to the mat without both parties having striking, or kicking, the referee shall halt the match, award the two points for the sweep then restart the match in the standing position.

At the start of a match, any competitor who immediately engages in close contact with opponents and who immediately takes down, or throws his opponent, shall NOT be awarded points. Each competitor must first engage in stand-up combat before any close contact is made. The match is stopped, the offender warned and the match restarted.

Once close contact is made, all striking and kicking must cease. Any competitor who continues striking and/or kicking, shall be penalized 1 point. The match shall be stopped, point awarded then the match restarted.

The referee (head judge) may call out the points whenever a point is scored. In this instant, the head judge will call out the value of the point(s) and to who earned the point. The match does not stop except in example # 1 below.

Example 1: Referee may call out "Pin" and Judges will click or add the points in favor of the competitor. Timer will stop the clock at this point. Referee then restarts match. Time is then restarted..

Example 2: Referee calls a point for 20 second ground control. The judges should award the point to the designated competitor.

The match continues without stoppage unless the referee determines there is no progress. If this determination is made, the referee shall stop, then restart the match. The time shall stop the time at that point then continue once the match restarts.

At the end of the match, the head judge will check with the judges to determine the winner. The winner shall have accumulated more points than his/her opponent. The head judge then awards the victory.

Attire:

Required gear:

Complete martial arts uniforms shall be worn by all competitors. This shall consist of a jacket, pants and belt. No T-Shirts shall be worn in place of a jacket.

Female competitors shall wear a T-shirt under the jacket.

Uniforms shall be clean.

No jewelry shall be worn.

Grappling or sport jujitsu gloves

Safety Equipment:

Mandatory

1. Head gear – under 12 years of age
2. Mouth piece
3. Vinyl or leather gloves
4. Vinyl or leather kicking boots or shoes.
5. Groin cups for boys.

Optional Equipment:

1. Chest protector
2. Shin guards
3. Elbow pads
4. Eye protection

Gloves and kicking boots shall be constructed of vinyl or smooth leather. No canvass or cloth materials are permitted.

Age Divisions:

Juniors	5 thru 7
Juniors	8 thru 9
Juniors	10 thru 11
Seniors	12 thru 13
Seniors	14 thru 15
Seniors	16 thru 17

Adults 18 thru 25
Adults 26 and over
Black Belts

Depending on the number of competitors, there may be male and female divisions. Divisions may be further broken down to levels of experience such as novice, intermediate etc.

Children five (5) years old and under may compete. However, in no event shall they compete with anyone over 6 years of age.

Variations

Except for the Immediate Disqualification Rule, the tournament director may grant a variance to any rule at his/her discretion. A request for any variance must be made by the chief instructor on behalf of his/her student. In no case shall any variance be granted which would arbitrarily overturn the outcome of a match.

The purpose of this rule is to permit the tournament director the power to handle unforeseen problems which arise from time to time, and not to display favoritism or bias.

Grievances

Grievances must be made by the head of the grieved school. It must be in writing and addressed to the Tournament Director within fifteen (15) days after the event. The Tournament Director shall conduct an immediate investigation and present the findings to the Board of Directors of the AJI within 30 days of receipt. The board shall respond within 10 days after the decision is made, or with 20 days of receipt of the grievance. The decision of the board is final and there is no appeal.

Formalities

Formalities and awards shall be the same as for jujitsu and kata.

Awards

Awards shall be awarded from 1st to 3rd places. The Tournament director may elect to present more places. There shall be no ties for 1st thru 3rd places.

Contest directors may present participation certificates to all competitors.

Team Awards

Team awards may be presented based on the cumulative points earned by each school from the following table:

1 st Place	5 points
2 nd Place	4 points
3 rd Place	3 points
4 th Place	2 points
5 th Place	1 point

To request a judges certification test, please write or contact:

American Jujitsu Institute
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C/o 1779 Koikoi St.
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