



Divisions

*divisions will be combined if deemed necessary by tournament coordinators

Children (12 yrs. and younger) 4 minute matches

Beginner No-Gi (Less than 12 months)

- Children Beginner No-Gi Bantamweight (49.9 lbs. and below)
- Children Beginner No-Gi Flyweight (50-59.9 lbs.)
- Children Beginner No-Gi Featherweight (60-69.9 lbs.)
- Children Beginner No-Gi Lightweight (70-79.9 lbs.)
- Children Beginner No-Gi Welterweight (80-89.9 lbs.)
- Children Beginner No-Gi Middleweight (90-99.9 lbs.)
- Children Beginner No-Gi Cruiserweight (100-114.9 lbs.)
- Children Beginner No-Gi Heavyweight (115-129.9 lbs. and over)
- Children Beginner No-Gi Superweight (130 lbs. and over)

Advanced No-Gi (12 months and over)

- Children Advanced No-Gi Bantamweight (49.9 lbs. and below)
- Children Advanced No-Gi Flyweight (50-59.9 lbs.)
- Children Advanced No-Gi Featherweight (60-69.9 lbs.)
- Children Advanced No-Gi Lightweight (70-79.9 lbs.)
- Children Advanced No-Gi Welterweight (80-89.9 lbs.)
- Children Advanced No-Gi Middleweight (90-99.9 lbs.)
- Children Advanced No-Gi Cruiserweight (100-114.9 lbs.)
- Children Advanced No-Gi Heavyweight (115-129.9 lbs. and over)
- Children Advanced No-Gi Superweight (130 lbs. and over)

Beginner BJJ /with gi

- Children Beginner No-Gi Bantamweight (49.9 lbs. and below)
- Children Beginner No-Gi Flyweight (50-59.9 lbs.)
- Children Beginner No-Gi Featherweight (60-69.9 lbs.)
- Children Beginner No-Gi Lightweight (70-79.9 lbs.)
- Children Beginner No-Gi Welterweight (80-89.9 lbs.)
- Children Beginner No-Gi Middleweight (90-99.9 lbs.)
- Children Beginner No-Gi Cruiserweight (100-114.9 lbs.)
- Children Beginner No-Gi Heavyweight (115-129.9 lbs. and over)
- Children Beginner No-Gi Superweight (130 lbs. and over)

Advanced BJJ/with gi

- Children Advanced No-Gi Bantamweight (49.9 lbs. and below)
- Children Advanced No-Gi Flyweight (50-59.9 lbs.)
- Children Advanced No-Gi Featherweight (60-69.9 lbs.)
- Children Advanced No-Gi Lightweight (70-79.9 lbs.)
- Children Advanced No-Gi Welterweight (80-89.9 lbs.)
- Children Advanced No-Gi Middleweight (90-99.9 lbs.)



Children Advanced No-Gi Cruiserweight (100-114.9 lbs.)
Children Advanced No-Gi Heavyweight (115-129.9 lbs. and over)
Children Advanced No-Gi Superweight (130 lbs. and over)

Teens (13-18 years old) 5 minute matches

Beginner No-Gi (Less than 12 months)

Featherweight: 99.9 lbs. and below

Lightweight (100-109.9 lbs.)

Welterweight (110-124.9 lbs.)

Middleweight (125-139.9 lbs.)

Cruiserweight (140-154.9 lbs.)

Heavyweight (155-169.9 lbs.)

Superweight (170 lbs. and over)

Advanced No-Gi

Featherweight: 99.9 lbs. and below

Lightweight (100-109.9 lbs.)

Welterweight (110-124.9 lbs.)

Middleweight (125-139.9 lbs.)

Cruiserweight (140-154.9 lbs.)

Heavyweight (155-169.9 lbs.)

Superweight (170 lbs. and over)

Beginner BJJ/w gi (Less than 12 months)

Featherweight: 99.9 lbs. and below

Lightweight (100-109.9 lbs.)

Welterweight (110-124.9 lbs.)

Middleweight (125-139.9 lbs.)

Cruiserweight (140-154.9 lbs.)

Heavyweight (155-169.9 lbs.)

Superweight (170 lbs. and over)

Advanced BJJ/w gi

Featherweight: 99.9 lbs. and below

Lightweight (100-109.9 lbs.)

Welterweight (110-124.9 lbs.)

Middleweight (125-139.9 lbs.)

Cruiserweight (140-154.9 lbs.)

Heavyweight (155-169.9 lbs.)

Superweight (170 lbs. and over)



Rules & Scoring

Rules borrowed from Utah Championships (some modifications were made)

Kids' Divisions: 4 minute matches

Teenage Divisions: 5 minute matches

NO SLAMMING from guard in any division (slamming from guard means picking up your opponent off his back and slamming him back to the ground, if a player jumps guard his opponent may throw him to the ground). Throwing is not considered slamming.

NO TWISTING LEG LOCKS (heel hooks, toe holds etc.) in any divisions

SUBMISSION: All holds must be applied as to induce submission, not to break the joint, or otherwise cause lasting injury. That said it is the competitors responsibility to tap before damage occurs. Referees will use their discretion to prevent injury.

NO SMALL JOINT MANIPULATION (meaning finger and toe locks etc.). No grabbing individual fingers, all four fingers must be grabbed to peel. Peeling the thumb is okay, but not twisting it or grabbing and holding it.

NO GRABBING OR RIPPING FLESH including ears, nose, lips, eyes, pinching etc. Placing fingers in the throat, groin, eyes, nose etc. is forbidden.

NO GRABBING CLOTHING IN THE NO-GI DIVISION

NO USING BELT TO CHOKE OR ENTANGLE

NO INTENTIONALLY THROWING an opponent on the **HEAD, NECK OR FACE**. Every effort must be made to plant the opponent on his side, back, front or legs. Deliberately trying to throw an opponent on their head may result in disqualification.

NO STRIKING of any kind

NO JEWELRY may be worn.

NO STALLING: A player who appears to be deliberately moving out of bounds to avoid submission, take down or any other disadvantage may be warned or even disqualified.

OUT OF BOUNDS: If the players accidentally go out of bounds or move too close to another player, the referee will return them to the center of the mat in a position as close as possible to their exiting position. If their exiting position was ambiguous, they will be returned to standing.

ATTEMPTING TO INJURE: A player who appears, in the opinion of the referee, to be attempting to injure his opponent will be warned or disqualified, according to the severity of the infraction. Un-sportsmanlike conduct will not be tolerated.

SPORTSMANSHIP: This is a friendly competition; each contestant is expected to treat all other contestants in a respectful manner. Un-sportsmanlike conduct will not be tolerated; warnings and disqualifications will be given at the referee's discretion and will not be argued. No technique with the intent to cause lasting injury will be allowed.

OTHER: Incidents not covered here will be left to the discretion of the referee and/or event managers.

NO INTENTIONAL NECK CRANKS or other Spinal Locks (the guillotine choke or other chokes that have minimal unintentional cranking will be permitted at the referee's discretion)

NO LEG LOCKS except straight ankle locks in the teenage division



SCORING

Takedown/throw= **2 points**

Guard pass= **3 points** (must hold crossbody or mount for three seconds for pass to count)

Sweep from guard= **3 points**

Mount= **4 points** (clear control must be shown; the player's legs must not be tangled in his opponent's legs.)

Back control= **4 points** (back mount with a player flat on his belly counts as control even without hooks being placed.)

WHAT TO WEAR

GI Division: FULL GI (TOP, PANTS and BELT)

NO-GI Division: rash guard (or t-shirt) and fight shorts

No bare torsos, tank tops, or Sleeve-less shirts

No shoes

Clothing with holes, cuts, or tears will not be permitted.

Finger and toenails must be trimmed.

Apparel cannot have zippers, straps, buckles, or anything else that may cause injury.

Personal cleanliness is mandatory.

Mat Schedule

Mat #1-(12 years and younger) Beginners BJJ and no-gi

Mat #2-(12 years and younger) Advanced BJJ and no-gi

Mat #3-(13-18 years old) Beginners BJJ and no-gi

Mat #4-(13-18 years old) Advanced BJJ and no-gi