

# RMBJJF Super Grappling Bout

## RMBJJF sponsorship to the Worlds

### Qualifying

Competitor must have competed in tournaments in the past, and have placed 1st or 2nd. Any tournament will count if the tournament has an online record of your placement.

Note: In house tournaments do not count or tournaments with under 100 competitors in no gi or gi division.

If you haven't competed in a RMBJJF tournament, you will need to do one in the future. [www.rmbjjf.com](http://www.rmbjjf.com)

### Divisions

This may change in the future but these are the divisions for 2010

Light Middle Weight ( 155 lbs - 170 lbs) Final bout weight will be (155 lbs - 165 lbs)

Intermediate ( 18 - 27 months)

Intermediate ( 27- 36 months)

### Prizes

Each competitor will receive a free tournament towards a RMBJJF tournaments. Open credit for a year, may also sell your free tournament to a friend. Winner of the bout will also receive a RMBJJF rash guard and shorts, along with a prize from Rocky Mountain Bad Boyz.

Each competitor will have a second chance if they lose the first bout to come back and try again. There will be a final match towards the end of the year in which the winner will receive a RMBJJF sponsorship to the Worlds. This will include flight, hotel and registration fees. Also included is our RMBJJF gi, or rash guard and shorts. We would like you to wear our clothing at the worlds. You can add your academy patch to the fight wear and add other sponsors that you may have.

### About The Grappling Bout

1. The competitors will demonstrate a couple of grappling moves to help educate the public on what is going on during the grappling part of a MMA fight.
2. There will be two 2 1/2 - 3 minutes bouts. The rules and point system is different from our normal tournament rules as this is not just a grappling bout, but also entertainment for the public. These rules may change down the road to as we improve the grappling bouts. All opinions are welcomed.
3. We have added a near submission points to the grappling bouts to make it more interesting for the public. Because of this there will be 2 refs to validate the near submissions calls. We do not want to see coaches, fans, etc, arguing on ref calls. All ref calls are final.

### RMBJJF Contact Information

Janet Zingano 303-803-6522 [jz@rmbjjf.com](mailto:jz@rmbjjf.com)

Annette Byrnes 801-809-4860

Website - [www.rmbjjf.com](http://www.rmbjjf.com) RMBJJF

Facebook - <http://www.facebook.com/janet.zingano>

# RMBJJF Grappling Super Bout Rules.

## No GI Rules and Regulations.

- 1) No Shows can lead to not only being barred from future Grappling Super Bouts, but also any future RMBJJF tournaments.
- 2) NO aggressive behaviour such as fighting, throwing objects or attacking in any way members of the staff, competitors or spectators will result in instant disqualification of the athlete! Let's show good sportsmanship and keep or gain the respect that our art deserves.
- 3) Competitors must wear a clean uniform with no tears, holes or offensive odors. Rash Guard and fight shorts ONLY!
- 4) Nails must be trimmed and long hair must be tight securely in to a pony tail. Offensive odors are not appreciated by anyone so please be considerate and shower before competing.

## Winning the match

1. Opponent taps the mat, your body.
2. Opponent verbally submits to the Ref
3. The Ref official feels that if your opponent is unable to continue
4. By points

## Time Limits

1. Each match consists of two rounds with a :30 second break. Each round will be 2 1/2 or 3 minutes.
2. Over Time (sudden death) First to receive points or submission will win the match.

## Points.

- 1) 1 point - Take downs: takedown (knees, stomach or back on the mat for 1 second)
- 2) 1 points - Knee In the belly: When the athlete on top puts his knee on his adversary's stomach, holding his collar or sleeve and belt with his other leg towards his adversary's head:
- 3) 1 point - mount held for 3 seconds Mount: is when the athlete sits on his opponent's torso; the opponent can be lying on his stomach, side or back. The one mounted can be on top of one of his opponent's arms, but never on both. It will also be considered a mount if he has one knee and one foot on the ground, OBS: no points will be awarded if his feet or knees are on his opponent's leg.

Note: if an athlete applies a triangle while in the guard and in so doing lands mounted on his opponent, it will be considered a sweep, not a mount.

- 4) 1 point - back mount held for 3 seconds Back mount: Is when the athlete grabs his adversary's back, taking hold of his neck and wrapping his legs around his opponent's waist, with his heels leaning on the inner side of his opponent's thighs, not allowing him to leave the position.

NOTE: the points will not be awarded if both heels are not properly positioned on the inner part of the adversary's thighs.

- 5) 2 points - Sweep: is when the athlete that is underneath has his opponent in his guard (in between his legs) or the half guard (having one of his adversary's legs between his) and is able to get on top of his adversary by inverting his position.

Note: If a competitor sits back to attempt a leg lock or any other submission and gets reversed from the top to the bottom position, no points will be given for a sweep.

2) 3 points - Passing the Guard

NOTE: if the athlete that is underneath avoids the move by getting to his knees or standing up, the initiative will not be awarded 3 points.

3 points - catch (near submission) Only Applies when working with 2 refs. Both refs have to agree on the danger of the near submission points to count.

### **Negative Points.( 1 warning, the second minus a point, 3rd time disqualification)**

- 1) - 1 point - Stalling - If a competitor who is ahead on points stops trying to advance positions or look for submissions within a reasonable amount of time he will be warned
- 2) - disqualified If a competitor tries to avoid a submission by going out of fighting area
- 3) - 1 point - Running out of the fighting area to avoid a takedown
- 4) - 1 points - Following a takedown or throw the competitor must engage on ground combat. If the competitor executes a takedown and walks away from his opponent after doing so without continuing to fight on the ground Note: Exceptions will be made if the opponent on the bottom position has “pulled guard” to avoid engaging in the fight during stand up portion of the fight.
- 5) - 1 point - Grabbing fingers and toes.
- 6) - 1 point - Taunting your opponent.

### **Illegal Techniques - Disqualifications!!!**

- 1) Slamming: The referee will make a judgment call and disqualify the competitor if he purposely tries to injure his opponent with a slam.
- 2) Biting or hair pulling or Spiting.
- 3) chin in opponents face
- 4) Small joint manipulation
- 5) Squeezing the throat
- 6) Punching and kicking of any kind.
- 7) grease or oil on the body
- 8) Eye gauging fish hooking.
- 9) Attacking the groin in any manner.
- 10) Heel hooks and neck cranks.
- 11) Cervical locks of any kind. ex: wrestlers guillotine.
- 12) Scratching thumbing, pinching,.
- 13) No covering of the mouth or “muffler” techniques to smother your opponent
- 14) no striking of any kind
- 15) spiking opponents head on the mat
- 16) Knee bars of any kind.
- 3) Bicep locks, calf locks