OPEN GRAPPLING CHAMPIONSHIP DIVISIONS

Ohio Expo Center – 717 E. 17th Ave Columbus, Ohio 43211 – VOINOVICH BUILDING

Every competitor will be assigned to the ring where they will compete in each of the events that they have registered for.

To Pre-register for the 2020 Arnold Battle of Columbus Martial Arts World Games to:

www.bocworldgames.com

AMATUER GRAPPLING ONLY - ALL RANKS & DIVISIONS

Jujitsu/Grappling Competition Rules

(ABOC "AAA" RATED POINTS)

Dress Code: Gi

Single Elimination

Every time a competitor wins a match, the competitor will advance to the next round and wait for his/her name to be called for their next match. The loser will be eliminated.

This procedure will continue until there are only 2 or 4 competitors left in the division. In the last 3 matches, the competitors will be competing for 1st, 2nd, and 3rd place.

Sparring Divisions/Groups

Competitors 17 years old & under, will be divided into groups and assigned to their divisions as followed:

- 1. Gender: Girls & Boys
- 2. Rank Levels: Novice, Intermediate, & Advance
- **3. Height:** Competitors in each rank level will be divided by height to form the divisions. (See Youth Grappling Divisions below)

Competitors 18 years old & up, will be divided into groups and assigned to divisions as followed:

- 1. Gender: Women & Men
- 2. Rank Levels: Novice, Intermediate, & Advance
- 3. Weight Classes (See Adult Grappling Divisions below)

Top-5 Seed Competitors (All divisions)

The Top-5 Seeded competitors are the competitors who have accumulated the most points in their divisions over the past 12 months at tournaments that were rated by ABOC Rating System. The Top-5 points earners will be seeded in the 2nd Round of the Sparring Matches in their divisions at the Arnold BOC Martial Arts World Games.

Sparring matches will be 2 minutes in duration

Legal Techniques & Points accumulations procedures

- **2 pts: Throws & Takedowns** Any throwing or takedown technique that the competitor uses to get his/her opponent down on the mat (back, shoulders, waist/hips).
- 1 pt: Pin Side-Mounts, Full-Mounts, Side-Headlocks and other controlling techniques that the competitor uses to hold his/her opponent's "shoulder/back" down onto the mat for at least 4 seconds. An additional point will be awarded every time a competitor switches from one pinning technique to another and holds that position for at least 4 seconds.
- 1 pt: Guard/Control Positions Every time the competitor on top or bottom wraps his/her legs around his/her opponent's waist (ankles crossed and locked) and prevents the competitor from escaping and/or from executing a submission technique for at least 4 seconds.
- 1 pt: Escape Every time a competitor breaks out and/or frees him/herself from any type of mount, pin, guard, or submission attempt that was held for at least 4 seconds.
- 1 pt: Drop Guards No point will be awarded unless the competitor drops & holds the opponent in the guard or control position for at least 4 seconds, in which case, the competitor who executed the drop guard will be awarded 1 point

30 Second Ground Rule

When both competitors have been down on the mat for at least 30 seconds and neither competitor has executed a submission and were not in the process of executing a submission or an escape, the referee will stop the match, stand the competitors back up and restart the match.

Time Outs

The referee will only "Stop the match" or call "Time Out" as follows: 1) If the competitors go off the mat while sparring. The referee will have the competitors go back to the center of the mat and take the same position that they were in when "time-out" was called and restart the match. 2) To issue a warning, a penalty point, or a disqualification. 3) When the 2-minute time limit expires.

Win by Shut Out

The competitor who scores 6 points before his/her opponent scores a point.

Win by Points

(Unanimous Decision) The competitor who has the most points at the end of the 2-Minute time limit will be the winner of the match.

Win by Tie Break

If there is a TIE at the end of the 2-Minute time limit, the match will continue for an additional 1 minute, or until the first point is scored. If neither competitor scores by the end of the additional 1-Minute time limit, the referee will decide who wins based upon which competitor showed the most and/or best OFFENSIVE attempts to score.

Win by Tap-Out

The competitor who forces his/her opponent to Tap-Out with any of the following submission techniques.

- 1. Rear Naked Choke 3. Triangle 5. Guillotine 7. Ankle Lock 9. Gi Choke
- 2. Side Armbar 4. Kimura 6. Headlock 8. Crucifix 10. or Other legal Tech

Illegal Techniques

The use of any of the following techniques may result in a warning, penalty point and/or disqualification.

- 1. Body Slam 3. Hand Choke Hold 5. Scissor Takedown 7. Knee Reaping 9. Choke with Spinal Lock
- 2. Gouging 4. Knee Joint Locks 6. Heel Hook 8. Strikes (kicking/punching/elbow/knees/etc.)

Automatic Disqualification

Unsportsmanlike Conduct of any kind toward the referee, opponent, staff members, guest, spectators, fans, etc. Competitors will also be disqualified if he/she is not on deck when his/her name is called a third time for his/her match. His/her opponent will be declared the winner of the match.

YOUTH DIVISIONS

(17 Years old & Under)

The following Youth Divisions will be sub-divided by Height & Rank Level divisions with more than 10 competitors.

To prevent excessive height differences competitors in some divisions may be subdivided into height groups

- 1. All Divisions for Boys & Girls 9 years old and under may be divided into 2 separate Rank Levels: 1)

 Novice, and 2) Intermediate/Advanced. Each rank level may also be divided into 4 separate Height

 Groups: 1) 3'8" & Under, 2) 3'8"-4'2", 3) 4'2" 4'11", 4) 4'11' 5'6'.
- All Divisions for Girls 10 13 years old may be divided into 2 separate Rank Levels: 1) Novice,
 Intermediate/Advanced. Each rank level may also be divided into 3 separate Height Groups: 1)
 4'2' 4'11', 2) 4'11 5'6', 3) 5'6" 6'0".
- 3. All Divisions for Boys 10 13 years old may be divided into 2 separate Rank Levels: 1) Novice, 2) Intermediate/Advanced. Each rank level may also be divided into 3 separate Height Groups: 1) 4'2' 4'11', 2) 4'11 5'6', 3) 5'6" 6'0".
- 4. All Divisions for Girls 14 17 years old may be divided into 3 sperate Rank Levels: 1) Novice, 2) Intermediate, 3) Advanced. Each rank level may also be divided into 3 separate Height Levels: 1) 4'2' 4'11', 2) 4'11 5'6', 3) 5'6" & Up.
- 5. All Divisions for Boys 14 17 years old may be divided into 3 sperate Rank Levels: 1) Novice, 2) Intermediate, 3) Advanced. Each rank level may also be divided into 3 separate Height Levels: 1) 4'2' 4'11', 2) 4'11 5'6', 3) 5'6" & Up.
- 6. All Divisions for Women 18 35 years old may be divided into 3 sperate Rank Levels: 1) Novice, 2) Intermediate, 3) Advanced. Each rank level may also be divided into 3 separate Weight Levels: 1) Light Weight, 2) Middle Weight, 3) Heavy Weight.
- 7. All Divisions for Men 18 35 years old may be divided into 3 sperate Rank Levels: 1) Novice, 2) Intermediate, 3) Advanced. Each rank level may also be divided into 3 separate Weight Levels: 1) Light Weight, 2) Middle Weight, 3) Heavy Weight.
- 8. All Divisions for Men 18 35 years old may be divided into 3 sperate Rank Levels: 1) Novice, 2) Intermediate, 3) Advanced. Each rank level also be divided into 3 separate Weight Levels: 1) Light Weight, 2) Middle Weight, 3) Heavy Weight.
- 9. All Divisions for Men 36 years old and Up may be divided into 3 sperate Rank Levels: 1) Novice, 2) Intermediate, 3) Advanced. Each rank level may also be divided into 3 separate Weight Levels: 1) Light Weight, 2) Middle Weight, 3) Heavy Weight.

Rank Levels

Novice Less than 1 year of Grappling experience Intermediate 1 – 3 years of Grappling experience

Advanced More than 3 years of Grappling experience

Complete coverage of this event will be provided by MTC Video Promotions