WORLD MARTIAL ARTS GAMES COMMITTEE

TOURNAMENT RULES

Version 4.5 - REVISED April 2023

OFFICIAL RULES GOVERNING THE WORLD MARTIAL ARTS

GAMES COMMITTEE

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Grappling Divisions
Gi and No Gi

2025

General Competition Guidelines[1] compiled for the
WORLD MARTIAL ARTS GAMES COMMITTEE TOURNAMENT RULES

[1] International Brazilian Jiu-Jitsu Federation (IBJJF), *RULES BOOK*, *General Competition Guidelines, Competition Format Manual*, January 2021, https://ibjjf.com/books-videos. This guide is derived from on the IBJJF 2021 RULES BOOK and while it is not exactly the same, it follows the structure closely. This Rules Book was selected because IBJJF rules are followed worldwide and there are videos that athletes can use to learn the rules, thus standardizing the refereeing across the WMAGC enterprise.

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SECTION 1 – REFEREEING

1.1 Referee's Authority

1.1.1
The referee is the highest authority during a match, and their ruling on the result of each match is incontestable and can only be arbitrated under the following circumstances:

- The score on the board has been misread.

- The athlete declared winner submitted his/her opponent using an illegal hold previously unnoticed by the referee.

- The athlete had been disqualified erroneously for using a legitimate hold. In this case:
  * If the match is interrupted and the athlete was disqualified prior to the athlete under attack tapping out, the match shall be restarted at the center of the match area and the attacking athlete shall be awarded two points.
  *In the event that the athlete under attack should tap out prior to the interruption and disqualification, the athlete performing the hold shall be declared the winner.

Subjective interpretations of the referee on the awarding of points, advantages, or penalties will be final.

1.1.2
Overturning a match result:

- The referee may consult the event's director of refereeing, but the final decision as to whether to overturn or not overturn a result lies with the referee.

- The director of refereeing should consult the event's center table regarding how the bracket has progressed and may only authorize the overturning of a result if the bracket has not progressed to the next stage.

1.2 Refereeing Format

1.2.1
Referee Number, Placement, and Powers

Tournament organizers may opt to appoint three referees for a single match when they deem it necessary. If there are three referees, corner referees bear the same powers as the central referee – and all or any points, advantage points, or penalty points awarded must be confirmed by at least two of the three referees.

- Corner referees shall be seated in chairs at opposing corners of the match area.
- Should there be a consensus between the corner referees and the central referee, the corner referees shall remain seated in the chairs at the corners of the match area.

- Should there be a conflict of opinion with the central referee, the corner referees should stand up and signal for points, advantage points, or penalty points to be awarded or subtracted, using the gestures defined by the Rule Book.[2]

- Should there be a discrepancy between all three referees on points awarded for the same move, the intermediary decision shall count.

  Example: One referee awards a guard pass, the second referee awards an advantage point, and the referee third requests points be subtracted. The advantage point shall be awarded and recorded on the scoreboard.

- If the referee decides to disqualify an athlete due to the athlete's accumulation of four penalties (serious foul or lack of combativeness), the referee will make the serious penalty gesture before stopping the fight. If at least one of the side referees repeats the gesture, the referee's decision is confirmed and they are authorized to stop the fight.

- If the referee decides to disqualify an athlete due to the athlete committing a severe foul, he will make the gesture before stopping the fight. If at least one of the side referees repeats the gesture, the referee's decision is confirmed and he or she is authorized to stop the fight.

- When a match ends with a draw in points, advantages, and penalties, the central referee will place the two athletes in their starting position (one to the referee's left and one to the referee's right). The referee will take two steps back and gesture for the side referees to stand up. After the side referees are standing, the central referee will take a step forward with their right leg. After they do so, all three referees raise either their right or left arm in the air. This will signify the athlete each referee believes to be the winner. The central referee will then declare the winner chosen by a majority of the referees.

1.3 Video Playback Arbitration

If and when deemed necessary, and if possible, the WMAGC will use two additional referees with access to official video replay to correct points, advantages, or penalties on the scoreboard. The correction of any points, advantages, or penalties originally awarded by the central referee will only happen in the event of an agreement between the two additional referees with access to the video replay. After the two referees with access to the video replay, have reached an agreement on how to correctly adjust the current score, they will communicate the decision via the scoreboard system. The central and side referees cannot contest the decision reached by the two referees with access to the video replay.

1.4 Referee Duties

[2] International Brazilian Jiu-Jitsu Federation (IBJJF), *RULES BOOK*, *General Competition Guidelines, Competition Format Manual*, January 2021, https://ibjjf.com/books-videos.

Athletes will be staged before the matches. The referee will summon the competing athletes into the match area. It is the referee's duty to do a final athlete inspection and ensure that athletes meet the WMAGC basic requirements of uniform, hygiene, and protective gear. Should an athlete not meet any of the uniform or protective gear requirements, it is the referee's duty to notify the athlete and allow the athlete to request a Coach or representative from the athlete's national team to procure the required items. The athlete must be able to procure the required item within one minute or suffer a one-point penalty for every extra minute. The referee determines whether the requirement can be met within a determined amount of time. The referee reserves the right to disqualify the athlete if the athlete does not meet hygiene or health requirements. It is a referee's duty to summon medical staff to the match area.
It is a referee's duty to call the beginning and the end of the match upon reaching regulation time as well as announce the result of the match by raising the arm of the winner. The referee will raise only the arm of the winner of the match even in the event of two athletes from the same team coming to an agreement designating the match result.

1.4.1
Positioning Prior to the Match

It is the referee's duty to position the athletes in the match area prior to the match and to call the start of the match. One athlete shall be positioned on the referee's right and be provided an additional tie or belt for identification that will be fastened around the athlete's waist or tied to the athlete's belt. Points awarded to the athlete on the referee's right shall be signaled using the referee's right arm, distinguished from the left arm by a green and yellow armband, indicating the points should be marked on the green and yellow section of the scoreboard.

1.4.2
During the Match

It is a referee's duty to intervene in a match when they deem it necessary and ensure the athletes fulfill their obligation to compete within the combat area.

Referees overseeing youth divisions must protect the athletes by maintaining a visual line-of-sight of the athletes' spinal column. The referee will position themselves behind the athlete if the athlete is lifted off the ground by their opponent; for example, in the case of a triangle or closed guard.

When the referee stops the match for any reason, the athletes must maintain their current position to the best of their ability. The match should be stopped when:

- In a stabilized position on the ground, 2/3 of the athletes' bodies are outside the combat area. The referee should stop the match, note the position of each athlete, then restart the match at the center of the match area, positioning the athletes identically to how they were when they were stopped.

- While standing, one of the athletes steps into the safety area (unless a takedown attempt has already been initiated), or when 2/3 of the athletes' bodies are outside the combat

area during not-yet-stabilized ground fighting. The referee shall interrupt the match and stand both athletes up in the center of the combat area.

- When an athlete has a submission hold in place in the outlying safety area, the referee should not interrupt the match.

- When an athlete has a submission hold in place and the opponent defends by moving to outside the outlying safety area, the referee should stop the match and restart the match at the center of the match area with the athletes standing. In this case, when the referee deems it clearly apparent the athlete under attack initiated the movement that led to exiting the match area, he/she shall signal for 2 (two) points to be added to the score of the athlete performing the submission hold.

- When one athlete takes his opponent to the outlying safety area while trying to stabilize a scoring position, the referee shall wait, whenever possible, for an athlete to stabilize the position for 3 seconds before stopping the fight. If this happens, the referee will give the points and then restart the fight in the center of the combat area.

- Points or advantages will be assessed for counting up until the safety area and any movements performed outside the safety area will not be eligible for counting.

- When the fight exits the combat area due to the movement of an athlete attacking a submission in hold, the referee will not mark two points after stopping the fight. Instead, the referee may give an advantage depending on the proximity of the submission, while respecting the rules of advantages.

1.5 Awarding Penalties, Advantages, and Points

The referee will signal all penalties, advantages, or points scored by each athlete. Referees also penalize and disqualify athletes. Referees also must maintain fair and equitable match conditions, for example:

- If an athlete performs an unintentional movement that puts their opponent in a penalizable position and neither athlete is in a submission hold, the referee should stop the match and replace the athletes into a regular position. The referee will then restart the match and penalize the infractor.

Image 1: Single-leg with head on the outside. Image courtesy of IBJJF

If a situation occurs (such a depicted in image 1 the right; for example, a single-leg take-down with the head on the outside), an attempt to execute a takedown, or any other move beginning from the ground with the athletes either on their knees or with a sweep motion, the referee shall act accordingly:

- For juveniles and youth divisions and white belts: the referee will stop the match, and restart the match with both athletes standing. No penalties will be awarded to either athlete.

- In other divisions, the referee shall not interfere with the match.

1.6 Referee Gestures and Verbal Commands

Referees shall use various gestures and verbal commands to communicate with the athletes and other officials during the match. The following gestures and verbal commands are courtesy of the *International Brazilian Jiu Jitsu Federation Rules Book* and will be used for the World Martial Arts Games:

MATCH CIRCUMSTANCES:
Summon athletes to match area.

GESTURE:
Arms raised to shoulder height and bent at 90-degree angle with palms of hands facing inwards, motioning by extending arms and returning to initial position.

VERBAL COMMAND:
—

MATCH CIRCUMSTANCES:
Start of match.

GESTURE:
Arm extended forward and then lowered to point vertically toward the ground.

VERBAL COMMAND:
COMBATE! (com-ba-tchee)

MATCH CIRCUMSTANCES:
Interruption of the fight, stopwatch and time out.

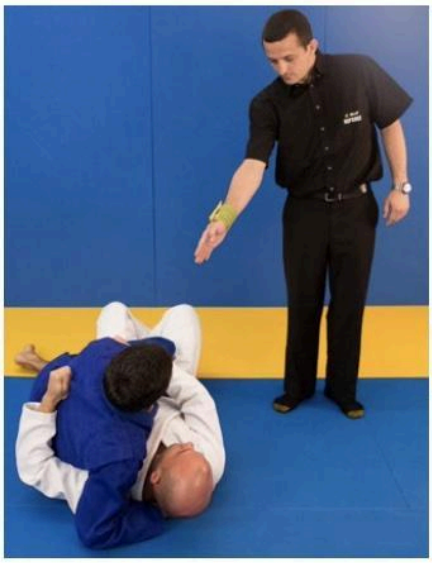
GESTURE:
Arms open and raised at shoulder height.

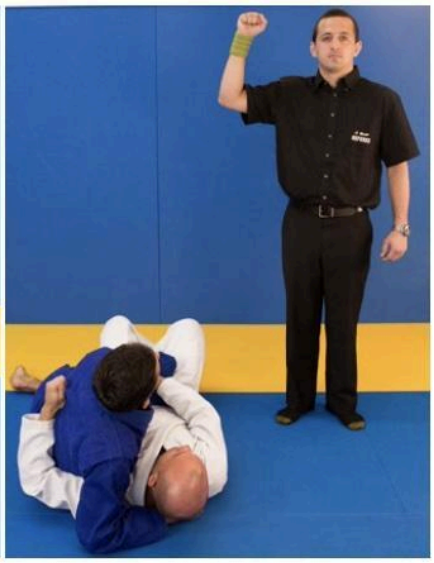
VERBAL COMMAND:
PAROU! (pa-row)

MATCH CIRCUMSTANCES:
Penalty for lack of combativeness (stalling) or serious foul.

GESTURE:
Arm corresponding to the penalized athlete points to the center of his chest followed by raising a clenched fist to shoulder height.

VERBAL COMMAND:
LUTE! (lu-tchee) – at the same time point to the chest when there is a lack of combativeness situation. or FALTA! (fal-tah) – at the same time point to the chest when there is a serious foul.

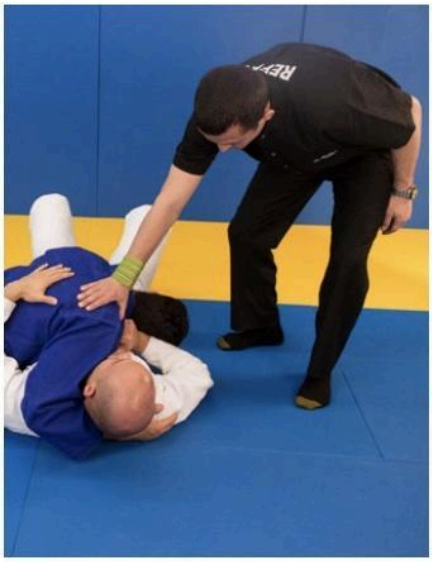


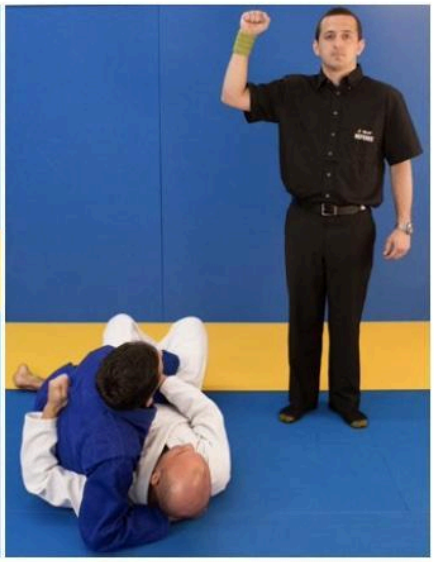


MATCH CIRCUMSTANCES:
Penalty for lack of combativeness (stalling) or serious foul when it is not possible for the referee to clearly point at the athlete to be punished.

GESTURE:
The referee should lightly touch one of the shoulders of the athlete to be punished followed by raising a clenched fist to shoulder height.

VERBAL COMMAND:
LUTE! (lu-tchee) – at the same time touching the shoulder when there is a lack of combativeness situation. or FALTA! (fal-tah) – at the same time touching the shoulder when there is a serious foul situation.

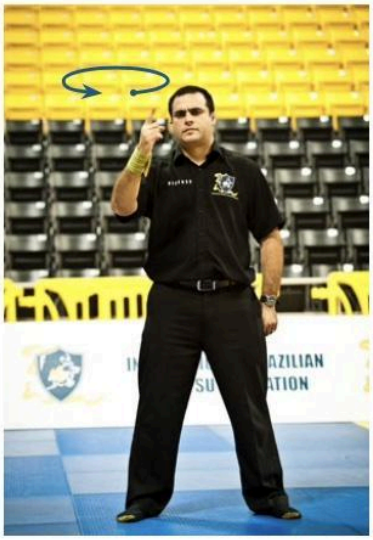




MATCH CIRCUMSTANCES:
Instruct athlete to remain within match area.

GESTURE:
After pointing to the athlete with arms extended towards his/her waist, hand at shoulder height with open palms making a circlular motion.

VERBAL COMMAND:
–



MATCH CIRCUMSTANCES:
Instruct athlete to stand up.

GESTURE:
Indicate with extended arm the athlete who must stand up, followed by raising arm to shoulder height.

VERBAL COMMAND:
–

MATCH CIRCUMSTANCES:
Instruct athlete to return to ground in position appointed by referee.

GESTURE:
Arm corresponding with athlete extended to shoulder height, followed by arm pointing diagonally across body toward ground.

VERBAL COMMAND:
–

MATCH CIRCUMSTANCES:
When an athlete grabs the opponent's sleeves or pant legs with one or more fingers placed inside the garment.

GESTURE:
One hand placed on top of the opposite arm, holding the wristband.

VERBAL COMMAND:
–

MATCH CIRCUMSTANCES:
When a change in point, advantage or penalty-count has been communicated to the central referee by the referee(s) with access to video replay.

GESTURE:
Touch the ear with the fingertips twice, pausing between touches.

VERBAL COMMAND:
–

SECTION TWO – DECISIONS

Match decisions shall be issued in the following forms:

- Submission
- Stoppage
- Disqualification
- Loss of consciousness
- Score
- Referee decision
- Random pick

2.1 Submission

Submission is indicated by an athlete doing any one of the following:

- Tapping twice with their hand on either their opponent, the ground, or themselves in a clear and apparent manner with either hand.
- If an athlete's arms are trapped by their opponent, the athlete taps the ground twice with their foot.
- Verbally withdrawing, requesting the match be stopped.
- Screaming or emitting a noise that expresses pain while trapped in a submission hold.

2.2 Stoppage

The referee shall stop the match if or when:

- One of the athletes alleges to be suffering from cramps, in which case the opponent shall be declared the winner of the match.
- The referee perceives that an athlete's hold upon their opponent may expose the athlete in the hold to serious physical injury.
- The doctor or medic deems one of the athletes to be unable to continue a match due to injury rendered by the opponent using a legal hold.
- An athlete presents bleeding that cannot be contained after being treated by the doctor or medic on 2 (two) occasions. Note: each athlete has the right for each injury to be treated on 2 (two) occasions and that treatment shall be provided upon the referee's request.
- An athlete vomits or loses control of basic bodily functions, with involuntary urination or bowel incontinence.

2.3 Disqualification

When one or both athletes commit a foul, as addressed in SECTION SIX, the referee shall apply the penalties addressed in SECTION SEVEN.

2.4 Loss of Consciousness

The athlete shall be declared to have lost the match upon losing consciousness due to a legal hold applied by the opponent or due to an accident not stemming from an illegal maneuver by the opponent.

Note: Athletes who lose consciousness because of head trauma should not be allowed to compete again in the same tournament and should be directed to undergo treatment from medical staff.

2.5 Scoring

A winner will be declared by either:

- Submission
- Achieving the most points when the match has reached the regulation time
- In the event of the match being stopped due to one or both athletes suffering injuries

2.5.1 Awarding points

The referee shall award athletes points according to positions achieved, as shown in the table below.

*Table SEQ Table * ARABIC 1 Courtesy of the IBJJF Rules Book*

04 POINTS	03 POINTS	02 POINTS
Mount Back mount Back control	Guard pass	Takedown Sweep Knee on belly

2.5.2 Advantages

If there is a draw in the number of points at the end of the match, the athlete with the highest number of advantage points shall be declared the winner.

2.5.3 Penalties

If there is a draw in the number of points and advantage points, the athlete with the lowest amount of penalty points levied against them shall be declared the winner.

2.5.4 Referee Decisions

If, at the end of a match, both athletes have an equal number of points, advantage points, and penalties, it is the duty of the referee or referees (when there are three referees overseeing a match) to declare a winner. To determine the winner, the referee should take note of which athlete displayed greater offense during the match and came closest to achieving possible point, advantage, or submission-scoring positions.

2.5.5 Random Pick

In the event that both athletes suffer accidental injury in a final match where the score is tied at the moment of the accident and neither athlete is able to continue in the contest, the result shall be determined by random pick.

SECTION THREE – SCORING

3.1 Scoring Points

Points shall be awarded by the central referee of a match whenever an athlete stabilizes a position for 3 (three) seconds. Points are awarded for the following:

- When the proper defensive counter for a submission hold results in exiting the match area, the referee shall signal 2 (two) points be awarded to the athlete applying the submission hold (as addressed in Article 1.4.2).
- Athletes shall be awarded cumulative points when they progress through a number of point-scoring positions, as long as the three-second positional control from the final point-scoring position is a continuation of the positional control from the point-scoring positions from earlier in the sequence. In this case, the referee shall count only 3 (three) seconds of control at the end of the sequence before signaling the points be scored.

  Ex: Guard pass followed by mount shall add up to a total of 7 points (3 points for a Guard Pass +4 Points for a Mount).

  If both athletes pull guard at the same time, the athlete who achieves top position first is awarded an advantage point.

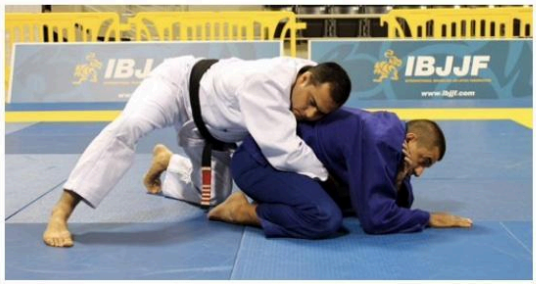
  Obs: In cases where the athlete achieves the top position by going straight to the side-mount, he will not receive points nor an advantage for the guard pass
- Matches should unfold as a progression of positions of technical control that ultimately result in a submission hold. Therefore, athletes who voluntarily relinquish a position and then return to the same position for which points have already been awarded in an attempt to score additional points, shall not be awarded additional points as a result of achieving the position again.
- Athletes who arrive at a point-scoring position while caught in a submission hold shall only be awarded points once they have freed themselves from the attack and stabilized the position for 3 (three) seconds.
- Should an athlete achieve point-scoring positions while caught in a submission hold but only escape the hold once they no longer maintain the point-scoring position, the athlete will not be awarded points or advantages for those positions.
- The 3-second stabilization count for one or several point-scoring positions will be interrupted, should the opponent achieve a lock in a submission hold during the count. When this happens, the athlete will be awarded an advantage for each of the point-scoring positions achieved, regardless of whether the opponent is no longer in the positions once the hold has been escaped from or regulation time has ended.
- An athlete who reaches one or more positions (cumulative points) but is being attacked with a submission hold by their opponent, shall only be awarded one advantage point if they do not escape the attack prior to the end of the match.

SECTION FOUR – SCORING POSITIONS

4.1 Takedowns (2 points)

4.1 Takedown (2 points)

4.1.1 When one of the athletes, starting the movement with 2 feet on the ground, causes the opponent to land on his/her back, sideways or seated, establishing top position for 3 (three) seconds.



4.1.2 When an athlete forces his/her opponent to the ground on all fours or belly-down, points shall only be awarded once the athlete performing the takedown controls the opponent's back without the requirement of placing hooks and keeping at least one of the opponent's knees on the ground for 3 (three) seconds.

4.1.3 If an athlete forces his or her opponent to the ground in the outlying safety area, the athlete performing the takedown should have both feet within the match area when the movement begins. In this case, if the athletes land in a stabilized position, the referee will only stop the match after 3 seconds of stabilization in the position. Then the referee will score the points and restart the match at the center of the match area. The athletes will be placed in the same position they were in when the match was stopped.

4.1.4 In a sweep movement, when both athletes remain standing for less than 3 seconds and the athlete on defense throws the opponent to the ground on their back or sideways, or on his knees and controlling the back, shall not be awarded the two points or advantage for the takedown.

4.1.5 While in any position starting from guard, where the athletes remain on their feet for 3 seconds, the combat shall then be considered standing combat.

Note: *In order to start the 3-second countdown, one of the athletes must have two feet on the ground and the opponent at least one foot on the ground without the knee of the opposite leg touching the mat.*

4.1.6 When the opponent has one or two knees on the ground, the athlete performing the takedown will only be awarded points if he/she is standing at the moment the takedown is carried out, unless it is a sweep-defense situation, as described in this article, and meets the 3-second stabilization-count criterion.

Note: *No points shall be awarded in situations where the opponent is taken down from their knees, whether initiated in the guard or any other ground-fighting situation.*

When the athlete forces his/her opponent to the ground using a single or double-leg takedown and the opponent

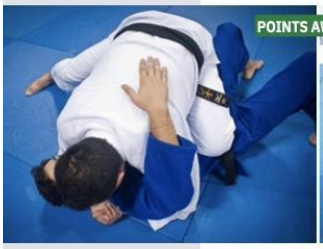
Example 1: *In half-guard with his right leg trapped, his left leg is positioned alongside the right leg of the opponent playing guard.*

Example 2: *In reverse half-guard with his right leg trapped, his left leg is positioned alongside the left leg of the athlete playing guard.*

• If while attacking from top position, such as an armbar, for example, the athlete ends up on bottom and does not use his/her legs to prevent the opponent from reaching side-control, no points or advantages shall be awarded for the guard pass, according to the definition of guard.

4.2 Guard Pass – 3 points

4.3 Knee on Belly (2 points)



• When the athlete on top and free of the opponent's guard, places the knee or shin(closest to the opponent's hip) on the opponent's belly, chest or ribs, without the opposite knee touching the ground, maintaining the position stable for 3 seconds, while the opponent is lying on his/her back or side.

the following examples:

Mount and Back Mount (4 points)

When the athlete is on top, clear of the half-guard, sitting on the opponent's torso and with two knees or one foot and one knee on the ground, facing the opponent's head and with up to one arm trapped under his/her leg – and thus remains for 3 (three) seconds.

• Should the athlete have one of the opponent's arms trapped under his/her leg, he/she shall only be awarded points for the mount if the leg trapping the arm does not extend beyond the opponent's shoulder.

• When the athlete lands on top with a triangle fastened around the opponent on bottom, no points shall be awarded for the mount.

• In the case of the mount, when there is a transition straight from back mount to mount or vice-versa —for being distinct positions— athletes shall be awarded four points for the first mount and another four points for the subsequent mount, so long as the three-second stabilization period was achieved in each position.

POINTS AWARDED:

TYPICAL MOUNTED POSITION

MOUNTED POSITION WITHOUT THE FEET TOUCHING THE MATS OR GROUND

MOUNTED POSITION OVER ONE ARM

BACK MOUNT

SIDEWAYS MOUNTED POSITION

TECHNICAL MOUNTED POSITION

ADVANTAGE

MOUNTED POSITION OVER BOTH ARMS

NO POINTS AWARDED:

BACKWARDS MOUNTED POSITION

Back Control (4 points)

4.6 Sweep (2 points)

4.6.1 When the athlete on bottom with the opponent in his/her guard or half-guard inverts the position, forcing the opponent who was on top to be on bottom – and maintains him/her in this position for 3 (three) seconds.

4.6.2 When the athlete on bottom with the opponent in his/her guard or half-guard inverts the position and the opponent turns his/her back on all fours and the athlete who initiated the reversal controls the opponent's back without the requirement of placing hooks and keeping at least one of the opponent's knees on the ground for 3 (three) seconds.

4.6.3 When the athlete on bottom with the opponent in his/her guard or half-guard gets to his/her feet , puts the opponent down and maintains the grips necessary to hold the opponent in bottom position for 3 (three) seconds.

** The examples above are merely illustrative and do not represent the full array of situations that may warrant points in each combat situation.*

BACK CONTROL WITH BOTH ARMS TRAPPED

SECTION FIVE – ADVANTAGES

5-1 Advantage Points

An advantage is characterized by the near completion of a point-scoring position. An advantage point is awarded when an athlete achieves a point-scoring pass position requiring 3 (three) seconds of control but is unable to maintain control for the entire duration. The referee should assess whether the opponent was in any real danger and if the athlete clearly came close to reaching the point-scoring pass position.

5.2 Awarding Advantages

The athlete shall be awarded an advantage point when they attempt a submission hold where the opponent is in real danger of submitting. Again, it is the referee's duty to assess how close the submission hold came to fruition. An advantage point may also be awarded by the referee after a match has run its course but before announcing the result. The referee may only award an advantage point once there is no longer a chance of the athlete reaching a point-scoring position.

5.2.1 Examples of Advantage Points:

The following examples are merely illustrative and do not represent the full array of situations that may warrant advantage points.

5.2.2. Advantage from takedown:

- When an athlete achieves a takedown and their opponent lands back-down, sideways, or in a sitting position on the ground without stabilizing the position for 3 (three) seconds.
- When an athlete applies a takedown or series of takedowns and the opponent returns to their feet before stabilization is achieved on the ground. The advantage shall only be awarded when there is no longer a possibility of completing the takedown attempt.

5.2.3 Advantage from Guard Pass:

- When the athlete passing guard stacks the opponent or allows the opponent to roll back themselves, controlling the opponent's back in a four-point-kneeling position and maintaining at least one knee on the ground, without needing to place hooks.
- When starting from guard (or from pulling guard) the athlete achieves half-guard control over the opponent but does not solidify the pass in the ensuing sequence, in accordance with Article 5.2.

5.2.4 Advantage from knee on belly:

- When an athlete places a knee on their opponent's belly but only places the knee and not the foot of their other leg on the ground.

5.2.5 Advantage from the Mount

- When the athlete on top and free of guard or half-guard tries to sit on the opponent's torso and keeps two knees or one foot and one knee on the ground while facing the opponent's head but with both the opponent's arms trapped under their legs.

5.2.6 Advantage from Back Control

- When an athlete mounts their opponent's back and places their heels between the opponent's thighs but traps both the opponent's arms.
- When an athlete mounts their opponent's back but crosses their legs, fastens a figure-four around the waist, or only places one heel between the opponent's thighs.

5.2.7 Advantage from Sweep

- When the athlete unbalances the opponent through a sweep attempt and reaches top position, but is unable to stabilize the position for 3 seconds.

There are specific cases in which advantages are no longer awarded.

- The half-guard position shall no longer count as an advantage for the athlete on top if they complete the guard pass sequence, according to article 5.2.
- The half-guard position shall not count as an advantage for the athlete on top if it did not originate from a guard-pass attempt.
- Athletes who suffer a takedown from the opponent and manage to roll to the top position shall no longer be awarded an advantage point.
- An athlete who initiates a sweep movement, but deliberately gives up the top position in order to preserve a defensive position, shall not be awarded an advantage for the sweep.
- No advantages will be awarded for sweeps that start and end in a 50/50 guard situation.
- No advantage shall be awarded when an athlete attempting a single-leg takedown traps the opponent's leg and drags the opponent to outside the combat area, obliging the referee to interrupt the combat.
- No advantage shall be awarded when an athlete attempting to complete a sweep movement leads the opponent to fall outside the match area without ever landing on top at any moment during the movement.

SECTION SIX – FOULS

Fouls penalties that are awarded to athletes for disciplinary or technical infractions committed by athletes before, during, or after a match.

6.1 Disciplinary Penalties

Disciplinary penalties for all divisions are awarded to athletes when:

- An athlete directs profane language or obscene gestures at their opponent, the center table, table officials, the referees, or the public, prior to, before, or after a match.
- When an athlete exhibits hostile behavior towards an opponent, referees, or any other member of the organizing committee or public, prior to, before, or after a match.
- When an athlete bites, pulls hair, strikes or applies pressure to the genitals or eyes, or intentionally uses a traumatic blow of any kind (such as punches, elbows, knees, head butts, kicks, etc).
- When an athlete exhibits offensive or disrespectful behavior towards an opponent or the public through words or gestures during a match or in celebrating victory.
- When one or both of the athletes disregard the seriousness of the competition or perform actions simulating fake combat.
- When the athlete exhibits attitudes considered incompatible with the competition environment or commits any other misconduct, even if it is carried out prior to or following the match.

6.6.1 No-Gi Specific Prohibited Actions

- Grabbing the opponent's clothing is not allowed in No-Gi.
- Heel hooks and knee reaping are only allowed in Adult Brown and Black Belt No-Gi divisions.
- Slamming to escape a submission is still prohibited in No-Gi.
- Athletes in No-Gi divisions must obey submission legality by belt level, consistent with Gi rules except where noted (see heel hooks/reaping).

6.2 Technical Penalties

Technical penalties are divided into:

- Lack of Combativeness
- Serious Penalties
- Severe Penalties

6.3 Lack of Combativeness

Classified similarly to serious penalties, lack of combativeness entails:

Lack of combativeness (stalling) is defined by one athlete clearly not pursuing positional progression in a match and also when an athlete impedes his/her opponent from carrying out said progression.

- When neither athlete demonstrates combativeness simultaneously during a combat situation.
- When both athletes pull guard at the same time, the referee will start a 20-second countdown. If at the end of the 20-second countdown, even if the athletes are moving, one of the athletes does not reach the top position, does not have a submission hold, or is not imminently completing a point-scoring move, the referee will stop the fight and award a penalty to both athletes. In this situation, the referee will restart the combat in a standing position.
- Lack of combativeness (stalling) is not declared when an athlete is defending his/herself from an opponent's attacks from mount, back-control, side-control or north-south positions.
- Will not be considered a lack of combativeness when an athlete is in a mount or back position, as long as the characteristics of the technical position are respected.

The following are some illustrative examples of situations constituting a lack of combativeness (stalling). These examples do not represent all the situations that may be deemed lack of combativeness (stalling):

- When an athlete, upon achieving side-control or north-south positions over an opponent, does not seek positional progression.
- When an athlete in an opponent's closed guard does not seek to pass guard and at the same time prevents the opponent from seeking positional progression from guard.
- When the bottom athlete playing closed guard wraps their arms around the opponent's back or performs any other controlling movement clutching the opponent to them without intending to achieve a submission or score.
- When an athlete on foot grabs and maintains their hand on the opponent's belt, preventing the opponent from completing a takedown movement and without attempting an attack of any kind.

6.4 Serious Fouls

A) When the athlete kneels or sits (remaining in the position) or pulls guard, without the establishment of a grip.

B) When a standing athlete flees the bounds of the match area, avoiding combat with the opponent.

C) When a standing athlete pushes his/her opponent to outside the match area without clear intent of attempting a submission or scoring.

D) When an athlete on the ground evades combat by sliding his/herself outside the match area.

E) When an athlete on the ground stands to escape combat and does not return to combat on the ground.

F) When an athlete breaks the grip of the opponent pulling guard and does not return to combat on the ground.

G) When an athlete intentionally removes his/her own Gi or belt, causing the match to be stopped.

H) When an athlete grabs the opening of the opponent's sleeve or pant leg with the fingers placed inside the garment, even if performing a sweep or any other maneuver.

I) When an athlete grabs the inside of the opponent's Gi top or pants, when he steps inside the Gi jacket and when an athlete passes a hand through the inside of the opponent's Gi to grip the external part of the gi.

J) When an athlete communicates with someone, orally or through gestures, in a manner that contradicts a decision made by the referee.

K) When an athlete disobeys a referee order.

L) When an athlete exits the mat area after a match but before the referee has announced the result.

M) When the athlete deliberately runs away from the fight area to avoid an inferior position or consolidation of the opponent's score.*

** Exclusively in this case, the referee must mark the athlete who fled the match area with a penalty and award their opponent with 2 points on the scoreboard. The marked penalty must follow the sequence of penalties.*

N) For Jiu-Jitsu No-Gi, when an athlete grabs hold of his/her uniform or that of his/her opponent in any way.

O) When an athlete places a hand or foot on his/her opponent's face.

P) When an athlete intentionally places his/her foot in his/her opponent's belt.

Q) When the athlete purposely places his/her foot on the lapel of his/her opponent's Gi without having a hand grip to provide traction for his/her foot.

R) When an athlete places a foot in the lapel behind the opponent's neck, with or without gripping it.

S) When an athlete uses his/her own belt or the opponent's belt to assist in a choke or any other circumstance in a match while the belt is untied.

T) When an athlete takes more than 20 seconds to re-adjust their(his/her) uniform, they shall be penalized in a consecutive manner (20 seconds for Gi top and belt, 20 seconds for identification belt, and 20 seconds for tying the drawstring of the pants, when necessary).

U) When an athlete runs around the match area and does not engage in the combat.

V) When an athlete unintentionally reacts in a way that places his/her opponent in an illegal position.

W) When, in the under-15-year-old-division (for all belts) and in all white belt age groups, an athlete jumps for closed guard on a standing opponent, including any and all attacks initiated by jumping guard, such as but not limited to Flying Triangles and Flying Armbars. When such moves occur, the referee will stand both athletes up again.

Note: *Should one athlete be defending an attempted takedown or sweep and jump guard, the punishment shall include 2 points being awarded to the opponent.*

X) When an athlete during a match or celebrating victory before being announced as the winner exhibits attitudes not appropriate for the competition environment, but does not qualify as a disciplinary penalty as described in item 6.1.

Ex: *Gestures or exercises meant to suggest physical superiority, dances or attitudes meant to ridicule within a sporting context.*

6.5 Severe Fouls

A) When an athlete's Gi is rendered unusable and he/she is unable to exchange it for a new one within a period of time stipulated by the referee.

B) When an athlete deliberately flees the match area to avoid submitting to a submission hold applied by his/her opponent.

C) When being attacked by a submission hold an athlete commits a penalty that obliges the referee to interrupt the match.

D) When an athlete intentionally attempts to get his or her opponent disqualified by reacting in a way that places his or her opponent in an illegal position.

E) When it comes to a referee's attention that an athlete is not wearing an undergarment under his or her uniform as outlined in item 8.3.10 of this Rules Book.

F) When an athlete applies creams, oils, gels or any slippery substance to any part of the body.

G) When the athlete utilizes any substance that increase the adherence in any part of his/her body.

H) When the athlete utilizes any substance that makes the kimono slippery for the grips.

I) When an athlete strangles his or her opponent ,without using the gi, with one or both hands around the opponent's neck or applies pressure to the opponent's windpipe using the thumb.

J) When an athlete blocks the passage of air to his/her opponent's nose or mouth using his/her hands.

K) When the athlete who is defending a single leg takedown, while the athlete attacking has his head outside his opponents body, intentionally projects his attacker to the ground, by grabbing his opponents belt, to make him hit the floor with the head (**picture 25**).

L) The suplex movements that will project or force the opponent's head or neck into the ground.

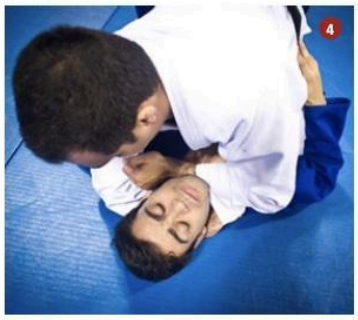
te lifting the opponent at the waist in order to take
he ground. The use of this technique is still permitted
head or neck into the ground

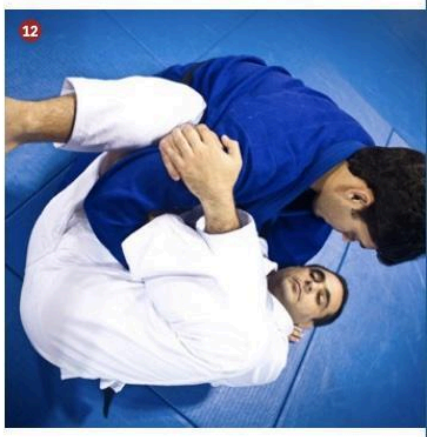
6.6 Technical Fouls and Illegal Moves

TABLE: Technical Fouls – Illegal Moves

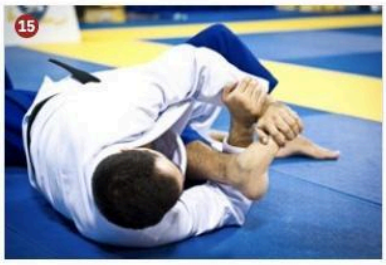
	4 to 12 years old	13 to 15 years old	16 & 17 years old (all ranks) and white belts (Adult to Master 7)	Adult to Master 7 (blue & purple belts)	Adult to Master 7 (brown & black belts) except Adult No Gi	Adult (brown & black belts) No Gi	
1	●						Submission techniques stretching legs apart
2	●	●					Choke with spinal lock
3	●	●					Straight foot lock
4	●	●					Forearm choke using the sleeve (Ezequiel choke)
5	●	●					Frontal guillotine choke
6	●	●					Omoplata
7	●	●					Triangle (pulling head)
8	●	●					Arm triangle
9	●	●	●				Lock inside the closed guard with legs compressing kidneys or ribs
10	●	●	●				Wrist lock
11	●	●	●				Single leg takedown while the attacking athlete has his head outside his opponents body. (**)
12	●	●	●	●			Bicep slicer
13	●	●	●	●			Calf slicer
14	●	●	●	●			Knee bar
15	●	●	●	●			Toe hold
16	●	●	●	●	●		Heel hook

TECHNICAL FOULS – ILLEGAL MOVES





TECHNICAL FOULS – ILLEGAL MOVES



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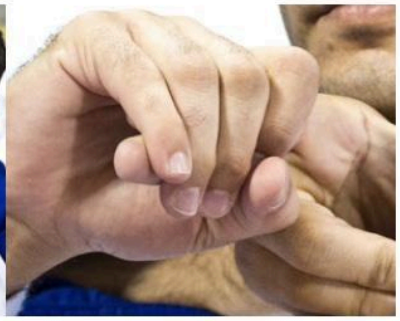
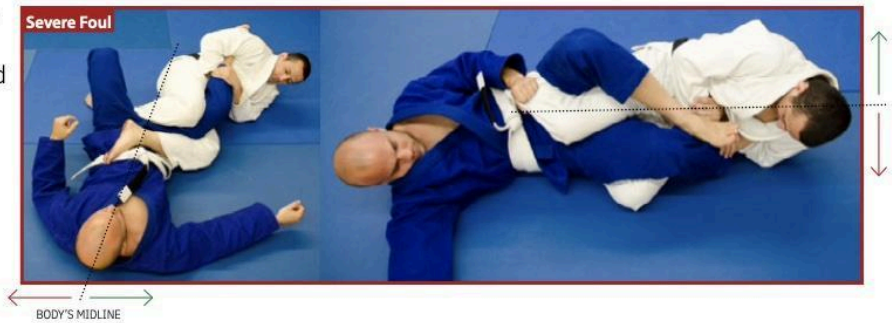


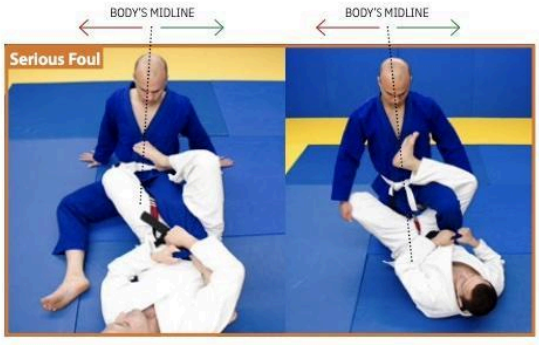
• When either of the athletes have a submission hold, it will be considered a severe foul for the athlete crossing his foot in the characteristics mentioned above.



• When the athlete turns inside from a 50/50 guard and at the beginning of the turn his opponent is stepping on the ground with the foot that is on the guard, it 's considered a trapped foot (as shown in the image on the right)

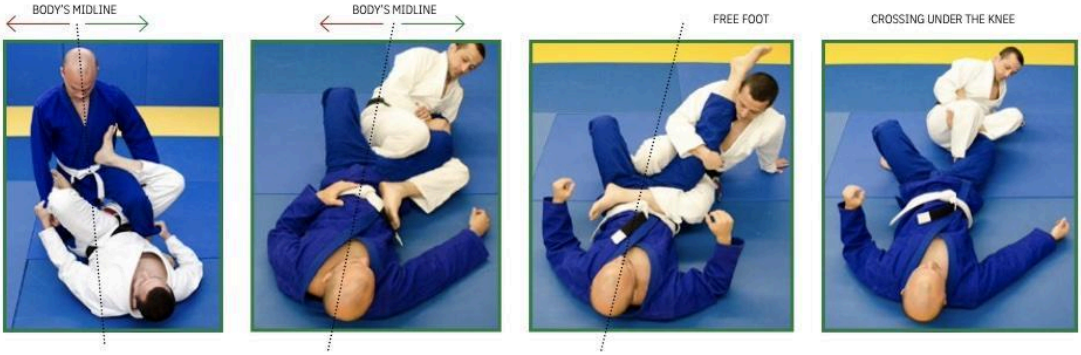
Serious Foul

• When the athlete executes the movement in the characteristics mentioned above, moving his foot across the vertical midline of the opponent's body. The referee shall stop the match, return the position if permitted and issue a penalty to the athletes before restarting the fight.



Normal Situations

Not considered fouls:



ARTICLE 7 – PENALTIES

Penalties are awarded by referees with the aim of assuring the match flows properly and that the rules of the sport and the competition are being respected.

- Severe Fouls
- Serious Fouls
- Penalties for Lack of Combativeness

7.1 Severe Penalties

- Technical Penalties: Summary disqualification from the match at the moment of the infraction.
- Disciplinary Penalties: Summary disqualification from the match and competition at the moment of the infraction.

7.2 Serious Penalties

Referees shall abide by the following series of penalties.

- 1st PENALTY – The referee will mark the first penalty for the athlete.
- 2nd PENALTY – Advantage point concession to the opponent of penalized athlete and second penalty marked on the scoreboard for perpetrating athlete.
- 3rd PENALTY –Two points concession to the opponent of penalized athlete and third penalty marked on the scoreboard for perpetrating athlete.
  Note: In situations whereby both athletes are penalized for lack of combativeness resulting in a third penalty for each, the match shall be restarted standing.
- 4th PENALTY – Disqualification of the perpetrating athlete.

Serious penalties are cumulative between them, and different fouls will bring into effect the escalating penalty sequence addressed in clause 7.2. If the athlete has already received penalties for lack of combativeness on the scoreboard, these penalties will be added to the penalties for serious fouls.

In the under-15-year-old divisions, on an athlete's fourth and fifth fouls, the referee shall award two points to the opponent and one penalty point to the perpetrating athlete for each penalty. Only on the sixth penalty shall the referee disqualify the perpetrating athlete.

7.3 Penalties for Lack of Combativeness

The penalties for lack of combativeness will follow the sequence below after the referee considers one or both athletes under the situations described in item 6.3.
The referee shall count 20 (twenty) consecutive seconds and, in accordance with 1.4.1, signal lack of combativeness with the verbal command "Lute," referring to the penalty to be applied to the athlete, in accordance with the sequence described in item 7.2.

If the athlete has already received penalties for serious fouls on the scoreboard, these penalties will be added to the penalties for lack of combativeness.

ARTICLE 8 – OBLIGATIONS, BANS, AND DEMANDS

8.1 Gis and Uniforms for Gi Divisions

For Gi Divisions:

Gis should be tailored using cotton or cotton-like fabric and adhere to the WMAGC rules for national teams. The fabric should not be so thick or hard as to impede an opponent from gripping it. For juvenile, adult, and master divisions, a Gi fashioned from woven fabric (pearl weave) is mandatory.

The Gi should be completely white, royal blue or black. Male athletes may not wear shirts beneath their Gi. In female divisions, it is mandatory for the use of a stretchy or elastic shirt that hugs the body beneath the Gi; It can be short or long sleeved, without the necessity to follow the color requirements. It is also permitted for athletes to use a one-piece swim garment (bathing suit) or gymnastics top.

Athletes should use a durable, 4-to-5 cm-wide belt colored according to the athlete's rank. The belt should be worn over the top, wrap around the waist twice, and be tied using a double knot tight enough to hold the Gi top closed. Once tied in a double knot, each end of the belt should hang 20 to 30 cm in length.

8.1.1 Uniform for No Gi Divisions

Section 8.1 – Uniforms
Add this new subsection after current Gi requirements:

8.1.1 No-Gi Uniform Requirements

For No-Gi divisions, athletes must wear a rash guard that is tight-fitting, short or long-sleeve. Shorts without pockets, buttons, or zippers. Compression pants (spats) are permitted but not required. Male athletes may not wear loose board shorts or shirts. Female athletes may wear a tight-fitting sports top or a single-piece suit in addition to the rash guard.

Prohibited Items: Gi tops/pants, T-shirts, singlets, and any grips involving clothing are strictly prohibited.

8.2 Hygiene

- Athletes' finger and toenails should be trimmed and short.
- Long hair should be tied up so as not to cause opponents any discomfort.

- Athletes will be disqualified if they are wearing hair dye that stains their opponents' Gi during a match.
- Athletes should use footwear up to the match area and wherever their use is permitted.
- Athletes presenting skin lesions noticed by the inspector shall be directed to the event's medical area.
- Athletes should present a statement from a doctor declaring the lesion not contagious and not harmful to other competitors.
- For the organizers of the event, the tournament medic has the final say on whether to allow an athlete to compete or not.

8.3 Further Requirements

Each athlete shall only mount the official scale of the event to have his/her weight taken once. Athletes are allowed to weigh in without knee or elbow braces, but they will have to be wearing them at the time of the Gi inspection.
The athlete cannot step on the scale with shoes or any item besides his/her regular uniform and equipment permitted for use during matches.

Use of any foot gear, headgear, hair pins, jewelry, cups (genital protectors), or any other protector fashioned of hard material that may cause harm to an opponent or the athlete him/herself is forbidden. Also forbidden is the use of eyes protectors, even if they are made for sports practices.
In the female divisions, the athlete will be permitted to cover their heads. The Head Cover must follow these requirements.
• Must be fixed and made with elastic fabric(or have elastics at the borders).
• Be made without any kind of plastic or hard materials.
• Be made with no strings of any kind.
• Be clear of any inscription or logo.
• Must be totally black, white, black and white, and/or the color of the rank (belt) to which the athlete belongs.
• Also permitted as part of the female uniform is a single-piece head cover, which should be made of elastic and cover the neck, ears and completely cover the hair, similar to the head cover of a wet suit, and be entirely black, white, black and white, and/or the color of the rank (belt) to which the athlete belongs
The use of joint protectors (knee, elbow braces, etc.) that increase body volume to the point of making it harder for an opponent to grip the Gi are also forbidden.

GENERAL COMPETITION GUIDELINES

SECTION 1 – DIVISIONS AND REGULATION MATCH DURATIONS

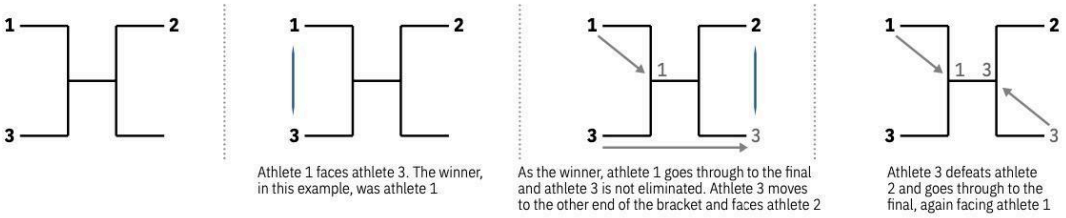
The age division to which an athlete belongs is determined by the WMAGC regulations.
There is no maximum age for the adult and master divisions, but there is a minimum age.
The divisions shall abide by the age limits and regulation match durations described in the table below.
Minimum between-match rest time is described in the table below:

WEIGHT DIVISION	AGE DIVISION	MATCH TIME PERIOD
MIGHTY MITE I	(Current Year) – (Birth Year) = 4	02 minutes
MIGHTY MITE II	(Current Year) – (Birth Year) = 5	02 minutes
MIGHTY MITE III	(Current Year) – (Birth Year) = 6	02 minutes
PEE WEE I	(Current Year) – (Birth Year) = 7	03 minutes
PEE WEE II	(Current Year) – (Birth Year) = 8	03 minutes
PEE WEE III	(Current Year) – (Birth Year) = 9	03 minutes
JUNIOR I	(Current Year) – (Birth Year) = 10	04 minutes
JUNIOR II	(Current Year) – (Birth Year) = 11	04 minutes
JUNIOR III	(Current Year) – (Birth Year) = 12	04 minutes
TEEN I	(Current Year) – (Birth Year) = 13	04 minutes
TEEN II	(Current Year) – (Birth Year) = 14	04 minutes
TEEN III	(Current Year) – (Birth Year) = 15	04 minutes
JUVENILE I	(Current Year) – (Birth Year) = 16	05 minutes
JUVENILE II	(Current Year) – (Birth Year) = 17	05 minutes
ADULT	(Current Year) – (Birth Year) ≥ 18	05 minutes – White 06 minutes – Blue 07 minutes – Purple 08 minutes – Brown 10 minutes – Black
MASTER 1	(Current Year) – (Birth Year) ≥ 30	05 minutes – White / Blue 06 minutes – Purple / Brown / Black
MASTER 2	(Current Year) – (Birth Year) ≥ 36	05 minutes
MASTER 3	(Current Year) – (Birth Year) ≥ 41	05 minutes
MASTER 4	(Current Year) – (Birth Year) ≥ 46	05 minutes
MASTER 5	(Current Year) – (Birth Year) ≥ 51	05 minutes
MASTER 6	(Current Year) – (Birth Year) ≥ 56	05 minutes
MASTER 7	(Current Year) – (Birth Year) ≥ 61	05 minutos

SECTION 2 – BRACKETS

The athletes in each division shall be sorted into brackets according to the WMAGC regulations. The tournament organizer may combine divisions in order to create fair competition, but there will not be combined divisions where weight, age, and experience levels create an unfair advantage or risk to the athlete (for example, a youth white belt moving up to the teen blue belt division). The brackets will serve as a simple elimination system, where the losing athlete from each match is eliminated and the winner goes through to the next stage of the brackets.

2.3.1 In a bracket of three, the winner of the first match goes through to the final and the losing athlete faces the third competitor in the bracket. The athlete who wins the second match – regardless of whether it is the same athlete to lose the first match – goes through to the final to face the winner of the first match.



Athlete 1 faces athlete 3. The winner, in this example, was athlete 1

As the winner, athlete 1 goes through to the final and athlete 3 is not eliminated. Athlete 3 moves to the other end of the bracket and faces athlete 2

Athlete 3 defeats athlete 2 and goes through to the final, again facing athlete 1

2.3.2 In a 3-member-bracket, if the athlete exceeds the weight limit of the division, he/she will be eliminated from the competition and he/she will have no right to fight the other semi-final.

2.3.3 When an athlete in a 4 member bracket is disqualified, the bracket will not adopt the 3 member bracket method.

2.3.4 In a 3-member-bracket semi-final, if an athlete misses his/her first fight, he/she will have no right to fight the other semi-final.

2.4 Disqualification in semifinals and final

2.4.1 Semifinals

• Should both athletes accidentally be injured in a tournament semifinal, with the score tied at the moment of the accident and neither athlete fit to continue in the match, the other semifinal will be promoted to the status of final. In this case, the injured athletes will be awarded third place.

• When both athletes in a semifinal match are disqualified via technical penalty, the other semifinal shall count as the division final. In this case, the disqualified athletes shall be proclaimed the third-place athletes.

• When both athletes in a semifinal match are disqualified via disciplinary penalty, the other semifinal shall count as the division final. In this case, the disqualified athletes shall not be proclaimed the third-place athletes, thus leaving the post vacant.

• When all four athletes in both division semifinals are disqualified via technical penalty, the four athletes who lost to them in the quarterfinals shall compete against each other in extra semifinal matches to determine the divisional finalists. In this case, all four athletes disqualified in the semifinals shall be proclaimed third-place winners – and the athletes who lost the extra semifinals shall not receive medals.

• When all four athletes in both division semifinals are disqualified via disciplinary penalty, the four athletes who lost to them in the quarterfinals shall compete against each other in extra semifinal matches to determine the divisional finalists. In this case, the disqualified semifinalists shall not receive medals – and the athletes who lost the extra semifinals shall be proclaimed third-place winners.

• When an athlete in a semi-final is disqualified before participating in a match, the quarter-final on the same side of the bracket will become the semi-final match.

• When both athletes in a semi-final match of a 3-member-bracket are disqualified by technical penalty, a random pick will take place to choose who will progress to the final. The loser of the random pick will be considered the loser of the semi-final fight.

• When a semifinal match has both athletes disqualified, one for a disciplinary penalty and the other for a technical penalty, the athlete disqualified by technical penalty will keep the third place ranking. The other semi-final will be considered the final for the division.

SECTION 3 – AWARDS

3.1 Medals
The three top-placed athletes in each division shall receive medals on the WMAG official winners' podium.

- The champion shall receive a gold medal.
- The runner-up shall receive a silver medal.
- The third-place athlete shall receive a bronze medal.

The prizes shall be awarded according to the results proclaimed by the referees.
To participate in the awards ceremony, the athlete should be wearing their National Team uniform or a Gi permitted for use in the Gi tournament.

Accessories foreign to the practice of the sport are prohibited.
For team contests, the top three teams shall be awarded medals on the championship's official winners' podium.

3.2 No Shows
Athletes disqualified by WO (no-show) shall not be awarded a medal and their names will not appear on the championship's final placement list.

The only exception to the stipulation in item 3.2 is when an athlete has competed in at least one match in the division in question.

Athletes disqualified via disciplinary penalty shall not receive a medal and their names shall not appear on the championship's final placement list.

Athletes alone in a division will need to undergo the uniform inspection, weigh in and be approved, in order to receive a medal and have his/her name appear on the championship' final placement list.

In the ultra-heavyweight and absolute divisions, athletes alone in a division will need to undergo the uniform inspection and be approved, in order to receive a medal and have his/her name appear on the championship's final placement list.