

LEGAL TECHNIQUES:

* Any techniques not mentioned in the ILLEGAL TECHNIQUES section are allowed for all ages and belt levels in competition.

ILLEGAL TECHNIQUES:

The following technical fouls result in a major penalty and a DQ:

Technical Fouls – Illegal Techniques:	Ages 4 - 9 All Belts	Ages 10 - 15 All Belts	Ages 16 - 17 All Belts	White Belt	Blue Belt	Purple Belt	Brown Belt	Black Belt
1 - Straight foot lock.	■							
2 - Submission techniques stretching legs apart.	■							
3 - Forearm choke / Ezequiel choke - Attacking the windpipe.	■	■						
4 - Wrist lock.	■	■	■					
5 - Compressing the torso from closed guard.	■	■	■					
6 - Knee bars.	■	■	■	■	■	■		
7 - Bicep slicer.	■	■	■	■	■	■		
8 - Calf slicer.	■	■	■	■	■	■		
9 - Toe hold.	■	■	■	■	■	■		
10 - Choke with spinal lock - Frontal Lion Killer / Mata Leao.	■	■	■	■	■	■	■	■
11 - Grab the windpipe.	■	■	■	■	■	■	■	■
12 - Hands, knees or elbows in the face.	■	■	■	■	■	■	■	■
13 - Heel hook.	■	■	■	■	■	■	■	■
14 - Knee reaping / Placing the foot across the body.	■	■	■	■	■	■	■	■
15 - Locks that twist the knee.	■	■	■	■	■	■	■	■
16 - Locks twisting or stretching the spine without choke.	■	■	■	■	■	■	■	■
17 - Neck cranks.	■	■	■	■	■	■	■	■
18 - Pressure points.	■	■	■	■	■	■	■	■
19 - Scissor takedowns (kani basami).	■	■	■	■	■	■	■	■
20 - Slams.	■	■	■	■	■	■	■	■
21 - Small joint manipulation - bending the fingers / toes.	■	■	■	■	■	■	■	■
22 - Smothering the mouth/nose with the hands.	■	■	■	■	■	■	■	■
23 - Spiking the head.	■	■	■	■	■	■	■	■
24 - Striking, biting, head butting, hair/ear pulling, fish hooking, eye gouging.	■	■	■	■	■	■	■	■
25 - Toe holds applying outward pressure.	■	■	■	■	■	■	■	■
26 - With the foot trapped, turning towards the leg not under attack.	■	■	■	■	■	■	■	■

If you have any questions or concerns about the rules above, please feel free to contact us at (209) 832-9996 or by email at cginvitational@charlesgracie.com

SCORING SYSTEM:

In order to receive the points the competitor must have control of your opponent for 3 seconds. Once you have the opponent controlled you will receive points. It is very important that the competitors keep an eye on the score board and the time so that the competitors can keep track of the fight.

- THROWS AND TAKEDOWNS ----- 2 points
- KNEE ON THE STOMACH ----- 2 points
- SWEEP & REVERSE FROM THE GUARD ----- 2 points
- PASSING THE GUARD ----- 3 points
- FRONT MOUNT POSITION ----- 4 points
- BACK MOUNT POSITION ----- 4 points
- TAP-OUT – END OF MATCH. The competitor is declared the immediate winner.
- ** SUDDEN DEATH applies if score is tied at the end of match (see below for Sudden Death definition).

Sudden Death overtime is 2 minutes for White, Blue, and Purple Belts, and 3 minutes for Brown and Black Belts. During the Sudden Death overtime, the fighter to score the FIRST POINT of any type is declared the immediate winner and the match is over. If no score is made by either fighter during the Sudden Death Overtime, then the referee will then determine and declare the winner of the match.

** Sudden Death rule applies to all juvenile and adult male and female divisions, and belt ranks in the tournament.

MATCH DURATIONS:

<p>Youth</p> <ul style="list-style-type: none"> • 4 to 9 years old - All Belts - 3 minutes • 10 to 15 years old - All Belts - 4 minutes 	<p>Master 1 – Male & Female (30 to 39 years old) Master 2 – Male & Female (40 to 47 years old)</p> <ul style="list-style-type: none"> • White Belt.....5 minutes • Blue Belt.....5 minutes • Purple Belt.....6 minutes • Brown Belt.....6 minutes • Black Belt.....6 minutes
<p>Juvenile – Male & Female (16 & 17 years old)</p> <ul style="list-style-type: none"> • White & Blue Belt.....5 minutes 	
<p>Adult – Male & Female (18 to 29 years old)</p> <ul style="list-style-type: none"> • White Belt.....5 minutes • Blue Belt.....6 minutes • Purple Belt.....7 minutes • Brown Belt.....8 minutes • Black Belt.....10minutes 	<p>Master 3 – Male & Female (48 to 55 years old) Master 4 – Male & Female (56 years & older)</p> <ul style="list-style-type: none"> • White Belt.....5 minutes • Blue Belt.....5 minutes • Purple Belt.....5 minutes • Brown Belt.....5 minutes • Black Belt.....5 minutes

MATCH QUEUING CARD:

After you pass the check-in table you will receive a Match Queuing Card with your name, mat number to report to, and match number for your first fight. If you are the winner of your match the scoring table will issue you another card with NEW information for your next match. Keep your card with you at all times as you will not be allowed in the competition area without it.

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