



OFFICIAL RULES



**GRAPPLING
INDUSTRIES**

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CODE OF CONDUCT

By attending a Grappling Industries event, you agree to adhere to the following code of conduct:

It is required that all competitors wear footwear off the mat. Failure to do so may lead to disqualification.

Threats and/or actions of violence of any kind will result in removal from the event and a potential ban from future Grappling Industries events.

Harassment of competitors, referees, and event staff will not be tolerated in any form and may result in removal from the event.

Offensive language including but not limited to racist, and sexist remarks may result in removal from the event and a potential ban from future Grappling Industries events.

Harassment, acts of intimidation, and stalking of any opponent by a competitor in our events whether digitally or physically will result in removal from the event.

Unsportsmanlike conduct by a competitor may result in disqualification from the event.

Unsportsmanlike conduct by a coach may result in the competitor they are coaching being disqualified from the event and revoking of coaching privileges.

Grappling Industries strictly prohibits competitors from competing while under the influence of any illegal drugs, or any other substance that may impair their judgment or physical abilities during the competition.

SANDBAGGING POLICY

Grappling Industries strives to offer fair competition. To ensure the integrity of competition at our events, we will strictly enforce the following Sandbagging Policy. This policy aims to discourage sandbagging practices and establish strict punishments.

Sandbagging refers to the deliberate act of competing at a lower skill level than one's actual ability.

Sandbagging can occur but is not exclusive to the following practices:

- For all adult Gi competitors, competing at a lower belt level than you are ranked.
- For all adult NoGi competitors, competing at a lower skill level than you are categorized into whether by rank or experience.
- For all kids competitors, competing at a belt/skill level lower than they are ranked unless competitors from a lower skill level are merged into their division.
- Competitors with significant wrestling experience (at least collegiate level in the United States or international level elsewhere) competing in White Belt/Beginner divisions.
- Competitors with a black belt in Judo or a Luta Livre rank of blue and above competing in White Belt/Beginner divisions.
- Catch Wrestlers with significant competition experience competing at a level lower than they would in a Catch Wrestling tournament.
- Professional Mixed Martial Arts (MMA) fighters competing in Beginner/White Belt divisions.

Any adult competitor found to be sandbagging will face strict consequences, including disqualification from the current event and suspension from future Grappling Industries events.

Upon identification of sandbagging, the competitor's rank and skill level will be reassessed by the tournament organizers, and appropriate action will be taken to ensure fair competition.



Repeated offenses of sandbagging by an adult competitor may result in an extended suspension or a complete ban from all Grappling Industries tournaments.

Sandbagging by kids competitors will also be addressed, but with a more educational approach.

If a kids competitor is found to be sandbagging, the tournament organizers will work closely with the competitor, their coach, and parents/guardians to address the issue.

The emphasis will be on ensuring that kids competitors compete at their appropriate skill level by educating those responsible for registering them (parents/guardians/coaches).

Kids found to be sandbagging whether intentional or not, will not be able to compete in the lower skill level division.

In severe cases or repeated offenses, appropriate disciplinary actions will still be taken with kids competitors, such as temporary suspension from Grappling Industries events.

All complaints related to sandbagging that arise prior to event day should be submitted via email to Grappling Industries for review as soon as they are realized.

Any sandbagging complaints on event day should be submitted to the event's Head Table and not to referees. Only the Head Table will have the power to take action.



OFFICIATING REVIEW

Grappling Industries strives to provide a fair competition environment for all competitors and therefore will review officiating at events under the following conditions:

All requests for review MUST be made at the Head Table and NOT with the referee.

Only submissions and potentially incorrect enforcement of the Allowable Techniques chart will be reviewed. Any situation that involves a competitor "tapping" will be considered a submission for review purposes.

Requests for review must be made by the competitor or the competitor's coach.

Requests for review must be made immediately upon conclusion of the match in question and not longer than 10 minutes afterwards. Any requests made after this time window will be declined.

Requests must be supported by video evidence or they will be declined. Any prepared videos must be a clip focused on the referee call in question, reviewers will not watch video longer than 2 minutes.

No rematches will occur regardless of result of review.

All requests must be made in a manner that is respectful of event staff and referees. Insults towards or questioning of referee abilities will not be tolerated.

Competitors are only eligible for one request for review per division.

Results of reviews are at the discretion of the event's Head Table staff.

A successful review may result in the changing of a match result to a submission victory/disqualification or another solution deemed appropriate by the Head Table staff.

The result of a review can not be contested further.

COMPETITOR OBLIGATIONS

1 – Registration

- 1.1)** All Grappling Industries events are pre-registration only and will close 4 days prior to the event at 11:59pm at night (Example: An event on a Saturday will close registration the Tuesday prior at 11:59pm.).
- 1.2)** In order to register, you must fill out the registration form and complete the PayPal payment.
- 1.3)** Completing the registration form will not get you registered for the event if you do not complete the payment with PayPal. There will be no payment accepted after registration closes, except from spectators.
- 1.4)** You must read the information section of our event pages to familiarize yourself with important dates and information particular to that tournament.
- 1.5)** Competitors must pre-register and pay an additional fee for entry into absolute divisions.
- 1.6)** Adult competitors are responsible for ensuring their registration does not violate the Sandbagging Policy. Parents/Guardians/Coaches are responsible for ensuring kids are registered in the correct division.
- 1.7)** Competitors may register in a higher NoGi division skill level than they are ranked but may not register at a higher belt level in Gi divisions.
- 1.8)** Competitors must sign up for age divisions based on their age on the day of the event. Masters competitors may compete at Adult if they choose. Senior competitors may compete at either Masters or Adult. Kids competitors over 15 years old may request to compete in adult divisions.

1.9) Kids and Teens competitors MUST be registered and signed for by their legal parent/guardian.

2 - Uniform

2.1) Gis and belts will not be checked or measured before the tournament, but the Grappling Industries officials have the right to ask a competitor to change their Gi if they judge it is inappropriate. This situation can happen if:

- The Gi or belt is obviously too short or too long
- There are too many patches on the Gi preventing the opponent from gripping it.
- The Gi shows visible tears, is wet or dirty, or emanates unpleasant odors.

2.2) Competitors may choose to wear a rash guard which clings to the body under their Gi. Competitors may not wear a t-shirt or loose rash guard under their Gi.

2.3) Competitors may choose to wear Gi and NoGi uniforms of any colour.

2.4) For No Gi divisions, competitors must wear board shorts without pockets or metal and plastic of any kind and they must reach at least halfway down the thigh and at most to the knee. Women may choose to wear lycra elastic pants. Spats can be worn under the shorts. Competitors also must wear a rash guard or a shirt of elastic fabric (clings to body) of any color. Competitors cannot compete shirtless or wearing a loose shirt of any kind.

2.5) Competitors must wear undergarments underneath their uniform.

2.6) Competitors may choose to wear soft pads on their joints. Pads that contain plastic, velcro, or metal of any kind will not be permitted.

2.7) Competitors may choose to wear headgear only if it is for religious reasons.

2.8) Competitors may not wear groin protectors, jewelry, hairpins, or compression socks of any kind.

2.9) Competitors may tape joints in a thin layer of sports tape. Referees reserve the ability to ask a competitor to remove any tape if they deem it to be an unfair advantage.

3 - Hygiene

3.1) Competitor's fingernails and toenails must be trimmed and short.

3.2) Long hair must be tied up.

3.3) Competitors will be disqualified if they are wearing hair dye or makeup that stains their opponent's Gi or the mat surface during a match.

3.4) Competitors presenting skin lesions, or any other skin condition shall be directed to the tournament medical staff. Under any circumstances, the medical staff has the final say on whether to allow a competitor to compete or not.

4 - Weigh-Ins

4.1) Competitors may check-in and weigh-in anytime up to at least 60 minutes before the scheduled division start time. Competitors must also be present in the venue at least 60 minutes prior to division start time as well in case the division starts early.

4.2) There will be a 1.0LB/0.45KG allowance for all adult divisions and a 2.0LB/0.91KG allowance for all under 18 divisions. Any increment over this amount will be considered a failure to make weight.

4.3) Competitors may check their weight throughout the day on the provided test scale but excessive use of the scale will not be permitted.



4.4) Competitors who fail to make weight during the designated period will be disqualified and will not be moved up to another weight division. Competitors who are disqualified will not be eligible for a refund. It is the competitor's responsibility to make the weight class they signed up for, or have changed to a higher weight class by that event's change deadline.

4.5) All competitors competing in Gi divisions weigh-in WITHOUT their Gi on.

4.6) A competitor who competes in both their Gi and NoGi divisions only has to weigh-in ONCE.

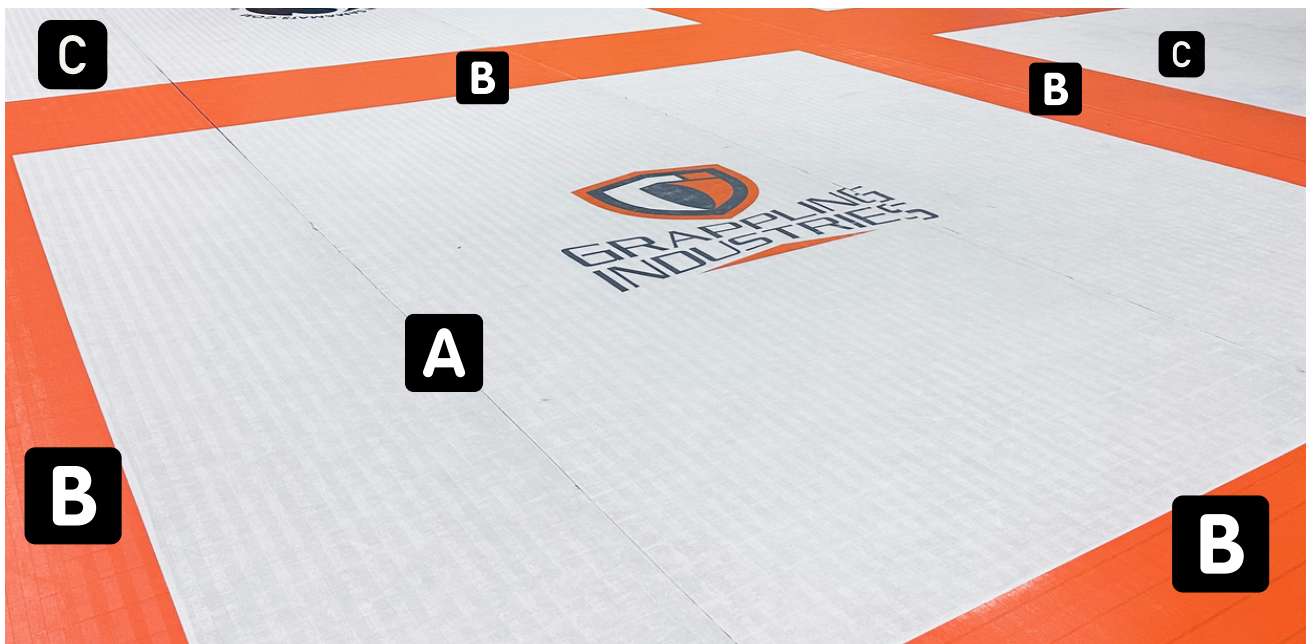
4.7) Absolute division competitors must still complete the weigh-in process to finalize their check-in.

4.8) Competitors may weigh in at any weight as long as it does not exceed their weight class limit. *EXAMPLE. A competitor competing in the -155LB division can weigh in 147LBS because this is less than the limit.*

COMPETITION GUIDELINES

5 - Match Area

- 5.1)** The referee will call out of bounds at their discretion based on factors such as competitor safety and the ability to properly pause the action in a replicable position.
- 5.2)** Action occurring in Area A is considered in bounds and is eligible for point scoring.
- 5.3)** Action beginning in Area A and ending in Area B is eligible for point scoring and will be reset in the center of the mat by the referee at the first opportunity for a pause in the action.
- 5.4)** Action beginning in Area A or B that carries over to Area C will immediately be paused and reset in the middle of the mat.
- 5.5)** Any action beginning in Area B or C is not eligible for point scoring.
- 5.6)** If the referee can not replicate the position when resetting the action in the center of the mat, both competitors will be restarted standing.



6 – Match Duration

6.1) The time limit for every Adult fight in the tournament, including the round robin & the finals, will be 5 minutes.

6.2) The time limit for Kids aged 14–17 years old in the tournament, including the round robin & the finals, will be 4 minutes.

6.3) The time limit for every other Kids fight in the tournament, including the round robin & the finals, will be 3 minutes.

7 – Match Scoring and Officiating

7.1) The referee is the highest authority in a match. The referee's ruling on the result of each match can not be contested with the referee. The referee oversees all match scoring and enforcement of rules.

7.2) Grappling Industries matches follow traditional BJJ point scoring: 4 for the mount, 4 for the back, 3 for a guard pass, 2 for a sweep, 2 for a take down, 2 for knee on stomach, and 2 for a solid submission attempt that was stopped out of bounds.

POSITION	POINTS AWARDED
Takedown Sweep Knee On Belly	2
Guard Pass	3
Mount Back Control	4



7.3) Points will be awarded for the mount position when the competitor on top is sitting on the opponent's torso (whether the opponent is belly up or belly down) and with two knees or one foot and one knee on the ground, facing the opponent and are clear of any trap on the heel.

7.4) Points will be awarded for the back control position when while behind the opponent, the competitor places their heels between the opponent's thighs without crossing their feet and creates any form of lock on the upper body with their arms. Achieving back body triangle position will not award back control points.

7.5) Points will be awarded for a guard pass when the competitor clears the opponent's lower body and has pinned the opponent's shoulders to the mat or the opponent is laying on their side with no further attempt to improve position.

7.6) Points will be awarded for a sweep when a competitor initiates an attack from a bottom guard position that results in them assuming the top position. Points will also be awarded if the top competitor assumes the bottom position in pursuit of an attack. In both cases, the sweeping competitor must be clear of any submission to achieve points. *EXAMPLE: Sweep points would be awarded if competitor on top dropped back for a straight foot lock and competitor on bottom assumed top position and cleared the submission attack.*

7.7) Points will be awarded for a takedown when a competitor causes the opponent to land in bottom position on their back, side, or seated with an attack from the standing position. In the case of the opponent landing in a turtle position, points will only be awarded if the opponent is on all fours and the top competitor is behind them.

7.8) Two points will be awarded for a strong submission attempt that was stopped out of bounds as long as the referee does not deem that the defending competitor was attempting to force the action off of the mat as an escape.

7.9) Points will be awarded for the knee on belly position when a competitor, clear of any guard, places their knee or shin closest to the opponent, on the opponent's upper body with their opposite knee fully off the ground, while the opponent is on their back.

7.10) All positions must be held and controlled for 3 seconds in order for points to be awarded.

7.11) There is no "Advantage" scoring.

7.12) A competitor that is rendered unconscious in a match will be removed from their remaining matches at the event.

7.13) Referees will bestow penalty points as a consequence for fouls and lack of combativeness/stalling.

7.14) In the case of a minor foul, the first penalty will result in a warning, a second penalty will result in the opponent being given 2 points, a third penalty will result in disqualification. Major fouls will result in immediate disqualification.

PENALTY	CONSEQUENCE
First	Warning
Second	Opponent Awarded 2 Points
Third/Major Foul	DQ

7.15) A match will be deemed over immediately if a competitor taps out, screams, loses consciousness, cries, loses control of bodily functions, vomits, or verbally gives up during the match.

7.16) The referee may end Kids division matches at their discretion due to potential for risk of injury.



7.17) The referee may declare that a competitor is demonstrating a lack of combativeness/stalling after timing 20 seconds of inactivity/lack of intention to progress position.

7.18) Point scoring can only be achieved through positional progression. *EXAMPLE: A competitor can not exit the mount back to side control by their own choice and then score mount points again.*

7.19) Grounded action will not be stood up as a consequence of a penalty unless it is for lack of combativeness during a double guard exchange.

7.20) At the conclusion of the match's allotted time period, the competitor with the most points will be awarded the victory. If there is a tie on points, the competitor with the least penalties will be declared the victor. If a tie still remains, the referee will decide the match result via Referee Decision.

7.21) Referee Decision's will be decided at the referee's discretion based on threat of submission and positional dominance. If neither of these criteria are met, the competitor who most aggressively pursued these criteria will win.

Referee Decision Criteria

- 1. Submission Threat**
- 2. Positional Dominance**
- 3. Aggression**



8 – Referee Commands

8.1) To summon competitors to the match area, the referee will raise arms to shoulder height and call competitors forward.



8.2) To start the match, the referee will perform a single arm chopping motion toward the ground and declare "FIGHT!"



8.3) To pause the match or declare time out, the referee will raise both arms to shoulder height and straighten them in a horizontal chopping motion while declaring "STOP!".



8.4) To bestow a penalty for stalling to a competitor, the referee will touch the competitor and raise a closed fist to shoulder height while declaring "ACTION!"



8.5) To bestow a penalty to a competitor for a foul, the referee will touch the competitor and raise a closed fist to shoulder height while declaring "PENALTY!"



8.6) To disqualify a competitor, the referee will cross their arms in an X shape and then perform a chopping motion towards the side of the competitor.



8.7) To award 2 points to a competitor, the referee will raise the hand corresponding to the competitor's side with their pointer and middle finger extended.



8.8) To award 3 points to a competitor, the referee will raise the hand corresponding to the competitor's side with their pointer, middle, and ring fingers extended.



8.9) To award 4 points to a competitor, the referee will raise the hand corresponding to the competitor's side with their pointer, middle, ring, and pinkie fingers extended.



8.10) To deduct mistakenly awarded points, the referee will raise an open hand corresponding to the side of the competitor to shoulder height and perform a waving motion.



8.11) To announce the match result, the referee will raise the arm of the winning competitor.



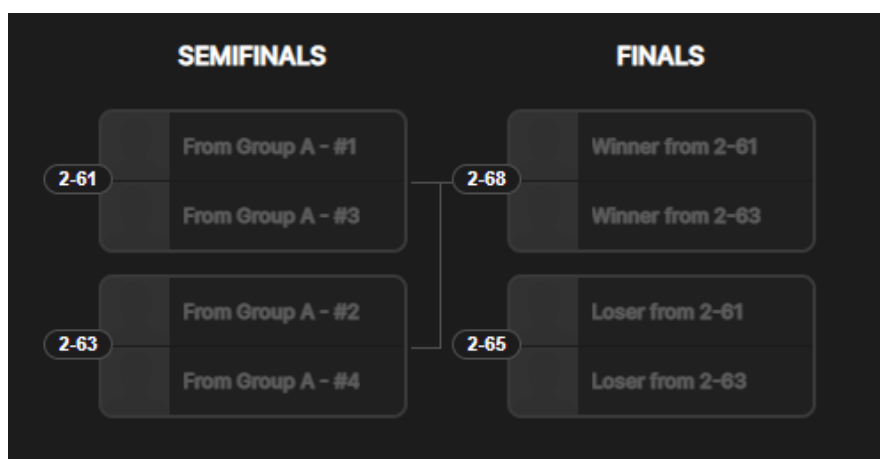
FORMAT

9 - Grappling Industries Round Robin

9.1) Competitors from every division will be RANDOMLY pooled with opponents within their own division for an opportunity of getting up to 4 matches.

ROUND 1	ROUND 2	ROUND 3	ROUND 4
<p>35</p> <p>Jordan Chwalk Grapplers Elite</p> <p>Will Romano Montana Mixed Martial ...</p>	<p>1-42</p> <p>Clint McInnes Unified Brazilian Jiu-Jitsu</p> <p>Justin Hribar Factum MMA</p>	<p>1-47</p> <p>Jordan Chwalk Grapplers Elite</p> <p>Bronson Newell Vaqueuro BJJ</p>	<p>1-52</p> <p>Clint McInnes Unified Brazilian Jiu-Jitsu</p> <p>Victor Romero</p>
<p>37</p> <p>Bronson Newell Vaqueuro BJJ</p> <p>Daniel Estrada Gracie Barra Caldwell</p>	<p>1-43</p> <p>Victor Romero</p> <p>Tyson Wilkey Deep Half BJJ</p>	<p>1-48</p> <p>Will Romano Montana Mixed Martial ...</p> <p>Daniel Estrada Gracie Barra Caldwell</p>	<p>1-53</p> <p>Justin Hribar Factum MMA</p> <p>Tyson Wilkey Deep Half BJJ</p>
<p>39</p> <p>Danylo Lora Blackfoot Jiu Jitsu</p> <p>Clint McInnes Unified Brazilian Jiu-Jitsu</p>	<p>1-44</p> <p>Jordan Chwalk Grapplers Elite</p> <p>Jed Butler Montana Mixed Martial ...</p>	<p>1-49</p> <p>Bronson Newell Vaqueuro BJJ</p> <p>Danylo Lora Blackfoot Jiu Jitsu</p>	<p>1-54</p> <p>Victor Romero</p> <p>Jed Butler Montana Mixed Martial ...</p>
<p>40</p> <p>Will Romano Montana Mixed Martial ...</p> <p>Bronson Newell Vaqueuro BJJ</p>	<p>1-45</p> <p>Justin Hribar Factum MMA</p> <p>Victor Romero</p>	<p>1-50</p> <p>Daniel Estrada Gracie Barra Caldwell</p> <p>Clint McInnes Unified Brazilian Jiu-Jitsu</p>	<p>1-55</p> <p>Jordan Chwalk Grapplers Elite</p> <p>Tyson Wilkey Deep Half BJJ</p>
<p>41</p> <p>Daniel Estrada Gracie Barra Caldwell</p> <p>Danylo Lora Blackfoot Jiu Jitsu</p>	<p>1-46</p> <p>Tyson Wilkey Deep Half BJJ</p> <p>Jed Butler Montana Mixed Martial ...</p>	<p>1-51</p> <p>Danylo Lora Blackfoot Jiu Jitsu</p> <p>Justin Hribar Factum MMA</p>	<p>1-56</p> <p>Will Romano Montana Mixed Martial ...</p> <p>Jed Butler Montana Mixed Martial ...</p>

9.2) Following the round robin format in divisions with over 5 competitors, the best grapplers from the pools will compete in a single-elimination Playoff format to crown a winner. Depending on the number of competitors in each division and depending on the results, we might hold quarterfinals, semi-finals, or just finals. In the case where Playoffs are not needed afterwards, we will declare the top 3 competitors.



9.3) If a competitor has to forfeit some of their matches, due to injury, their opponent will be declared the winner via "Walkover".

9.4) Because of the round robin format, teammates might end up being matched against one another. A winner must be decided.

9.5) In the case of tiebreakers, the following algorithm will be utilized in order:

- Most Wins >**
- Most Submissions >**
- Head To Head Match >**
- Most Points Scored >**
- Least Points Scored Against**

10 – Absolute Division

10.1) Absolute Divisions are single-elimination format.

10.2) Gi Absolute Divisions are divided by belt level and use that belt's respective Allowable Techniques. NoGi Absolute divisions are combined skill level and use Expert/Brown/Black Allowable Techniques during their matches.

11 – Rankings

11.1) Medals won can earn you individual and team ranking points: 100 points for a Gold, 50 points for a Silver, and 20 points for a Bronze.

11.2) Matches won can earn you individual and team ranking points: 10 points for a match won by Submission, 7 points for a match won by Points, and 5 points for a match won by Referee Decision or Disqualification.

11.3) Individual ranking points will be tracked across all Grappling Industries events for the current competition year and will depreciate by 50% at the start of the next competition year.



FOULS

12 – Minor Fouls

- 12.1)** Pulling to guard without a grip on the opponent results in a penalty and the action being restarted standing.
- 12.2)** Intentionally forcing the action out of bounds while standing or while defending an attack results in a penalty.
- 12.3)** Taking 3 steps backwards away from the opponent's guard while standing over them/disengaging out of guard results in a penalty.
- 12.4)** Intentionally causing wardrobe malfunctions results in a penalty.
- 12.5)** Gripping inside the opponent's Gi sleeves or pants, or gripping NoGi attire results in a penalty.
- 12.6)** Disobeying a referee order results in a penalty.
- 12.7)** Unintentionally attempting a knee reap without a submission in Kids and White Belt division results in a penalty.
- 12.8)** Talking to coaches or spectators during the match results in a penalty.
- 12.9)** Exiting the mat prior to the referee declaring the winner results in a penalty.
- 12.10)** Lack of combativeness/stalling will result in a penalty.

13 – Major Fouls

13.1) Intentionally forcing the action out of bounds while in a submission in order to get the action stopped and reset results in a disqualification.

13.2) Exhibiting hostile behavior to officials, competitors, coaches, spectators results in a disqualification.

13.3) Striking, biting, pulling hair, applying pressure to genitals or eyes, or placing fingers and toes in the opponent's mouth results in a disqualification.

13.4) Applying any lubricant to skin to reduce friction results in a disqualification.

13.5) Disobeying the referee's order to stop while attacking a submission results in a disqualification.

13.6) If a competitor's uniform is damaged in any way during the match and they are unable to immediately exchange it, they will be disqualified.

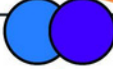








13.7) Attempting a technique not allowed at the division's skill level as per the Allowable Techniques chart results in a disqualification.

13.8) Attempting to force the opponent to attack with a technique not allowed at the division's skill level as per the Allowable Techniques chart results in a disqualification.

13.9) A third penalty of any kind results in a disqualification.

13.10) Intentionally causing an opponent to land on their head or neck as a part of a takedown results in a disqualification.



TECHNIQUES	UNDER 18			
Arm Locks				
GI Chokes				
Shoulder Locks ¹				
Rear Naked Choke				
Arm Triangle ²				
Guillotine Choke (on ground)				
Ezequiel Choke				
Triangle Choke (pulling head) ³				
North South Choke				
Head Outside Single Leg Takedown				
Single Arm Attack to Trachea				
Single Hand Attack to Trachea				
Kidney Compression (closed guard)				
Groin Stretch				
Straight/Twisting Foot Lock ⁴				
Wrist Lock				
Guillotine Choke (standing)				
Hand Smothering				
Jumping Guard/Flying Submissions				
Knee Bar				
Toe Hold (outside/inside) ⁵				
Knee Reap				
Bicep/Calf Slicer				
Cloverleaf				
Neck/Spinal Crank				
Z-Lock/Hip-Lock				
Scissor Takedown				
Heel Hook (outside/inside) ⁶				
Two-Hand Attacks to Trachea				
Slam ⁷				

NOGI ONLY
NOGI ONLY
NOGI ONLY

ALLOWABLE TECHNIQUES NOTES

1. Includes -plata attacks.
2. Includes d'arce, anaconda, and other arm in choke variants.
3. Includes no arm triangle attacks.
4. Includes "Aoki Lock".
5. Includes "Estima Lock".
6. Includes "Mikey Lock".
7. A slam is defined as any motion where a competitor lifts the other up (whether it is while in a submission, from within the guard or during a takedown), and holds them in mid-air for a brief pause before returning them to the ground in an uncontrolled fashion. Slams do not include controlled suplex style takedowns. Any form of head/neck spiking (causing an opponent to land on their head or neck as a part of a takedown) is not allowed.



