

Ice Breaker Challenge Tournament Submission Grappling Rules (Grappling from Kneeling Position)

General Rules

- 1) No unsportsmanlike conduct will be allowed. You may be disqualified or ejected for unsportsmanlike conduct. **The referees will be shown maximum respect at all times. Their decisions are final and will not be overturned.**
- 2) No striking, biting, eye gouging (includes chin to eye), head butting, small joint manipulation (finger or toe locks), hair pulling, grabbing the windpipe, or ear pulling will be permitted.
- 3) **No slamming allowed.** Illegal slamming will be defined as slamming your opponent to escape submissions and/or to pass the guard; or standing from the guard and/or jumping from a top position to slam your opponent. **Slamming will result in an automatic DQ.** There are no exceptions to this rule. Takedowns are NOT considered slams, but you must deliver your opponent safely to the mat.
- 4) No infectious skin diseases (such as ringworm, staph, and MRSA) or open wounds will be permitted. No lubricants, oils, or lotions of any kind will be permitted on any part of the body or clothing.
- 5) Competitors will be allowed to continue grappling anywhere on the matted area. If the competitors near the edge of the inner mat area, they will be restarted from the same position, unless the referee is unable to duplicate the position for any reason. In case the referee is unable to duplicate the position, the competitors will restart from a kneeling position.
- 6) If a competitor flees the ring when a submission is locked in and the competitor is obviously fleeing to avoid submission, he or she will be automatically disqualified.
- 7) Women will not be permitted to compete in Men's divisions. Men will not be permitted to compete in Women's divisions. Teens (13-14) may compete in Men's or Women's divisions with permission from their parent or coach.
- 8) For juvenile competitors (ages 4-14) the referee has the discretion to call a match if the referee believes that a submission will cause immediate damage or injury.

Ice Breaker Challenge Martial Art Tournament promoter reserves the right to expand or combine divisions to accommodate competitors

Grappling (Gi/ Dobok) Rules

- 1) Submissions below the waist such as Heel hooks, Knee-bars, Figure-four toeholds, and compression locks (AKA "slicers", "crushers") are legal in brown and black belt divisions only.
 - 2) **All chokes are illegal in all divisions**
 - 3) Divisions require a clean, martial art uniform top, properly trimmed finger and toe nails, mouthpiece and groin protection.
 - 4) **Each match will be 3 one minute rounds starting from the knees using a standard Gi/ Dobok grip**
 - 5) Opponent must be held **on their back** with clear control for 3 seconds using a side or top mount
 - a. **Side control:** (often also called side mount, cross mount or sometimes scarf-hold) is a dominant ground grappling position where the top combatant is lying perpendicularly over the face-up bottom combatant in such a way that the legs are free and he or she exerts no control over the combatant on the bottom. The top combatant is referred to as having side control, and is in a stable position, with the other combatant pinned beneath him or her.
 - b. **High-low Mount/ Technical Mount:** Position where one person is sat on top of the other, legs straddling the torso. There are several variations, such as a high mount, where your knees move up into their armpit, a low mount, where you GRAPEVINE your legs, and TECHNICAL MOUNT, ideal for when they are attempting to roll free
 - 6) Competitor must have at least one knee or upper body contact with the ground during course of the match
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Scoring

- 1) **To gain points for a position win- best of 3 rounds, the competitor must show clear control from a side or mount for 3 seconds.**
- 2) Advantages/ dominance are used as a tiebreaker. The referee will score advantages/ dominance in the event of a near submission
- 3) No Stalling: Referee will issue warnings for the offense of stalling- 1 point deduction to offending competitor after first warning
- 4) If a competitor flees the ring to avoid a takedown and it is obvious that the competitor is going to be taken down, his or her opponent will be awarded two points.
- 5) There are no points for reversals. It is a person's obligation to escape a bad position (mount, rear mount, or side control). No points are awarded for these escapes.

2 Points

- Turnover to back

3 Points

- Pass opponent's guard

4 Points

- Side or Mounted position

Win- best of 3 rounds

- Control from a side or mount for 3 seconds
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