

Gi Rules (BJJ Rules)

These rules are based on the rules used by the International Brazilian Jiu-Jitsu Federation (IBJJF)

Gi Division Points are awarded for the following:

Takedowns	2 Points
Sweeps	2 Points
Knee on Stomach	2 Points
Passing the Guard	3 Points
Mount	4 Points
Back Grab	4 Points

Gi Division Advantages are awarded for techniques applied that almost achieve points or almost submit an opponent. **Note:** Advantages do not equal points. One point is worth more than an infinite number of Advantages.

*See below for a more detailed explanation of how Gi points and advantages are awarded.

Gi Division Legal / Illegal Techniques

Children (ages 13 & under) and Teen (ages 14 – 17) Gi Competitors

- No attacks below the waist are permitted (ankle locks, knee bars, toe holds, heel hooks etc.).
- No wrist locks are permitted.
- No neck cranks or cervical locks are permitted.
- No scissors takedowns are permitted.
- No bicep or calf crunches are permitted.
- No slamming from the guard or to escape submission.
- No squeezing the legs around an opponent's torso (from guard) as a submission.
- No "Boston Crab" techniques are permitted.

Note: Pulling the head down on triangle chokes and guillotines is permitted.

White Belt Adult, Masters, Directors & Executive Gi Competitors

- Straight ankle locks to the outside are permitted (cannot turn the ankle lock towards the other leg). The inside leg is permitted to cross over the opponents leg. **Example** – 50 / 50 guard is a legal position to execute a straight ankle lock. However, if the outside leg crosses over the opponent's leg in any manner, the result will be an immediate **Disqualification** (even if the opponent does not “tap” due to the ankle lock).
- No knee bars, toe holds, heel hooks, etc. are permitted.
- No wrist locks are permitted.
- No neck cranks or cervical locks are permitted.
- No scissors takedowns are permitted.
- No bicep or calf crunches are permitted.
- No slamming from the guard or to escape submission.

Blue Belt Adult, Masters, Directors & Executive Gi Competitors

- The same rules apply to Blue Belts as the White Belts with one exception: Blue Belts are permitted to apply wrist locks.

Purple, Brown & Black Belts Adult, Masters, Directors & Executive Gi Competitors

- Straight ankle locks to the outside, toe holds and knee bars are permitted (No heel hooks are permitted).
- Wrist locks are permitted.
- Biceps and calf crunches are permitted.
- No neck cranks or cervical locks are permitted.
- No scissors takedowns are permitted.
- No slamming from the guard or to escape submission.

***There are No overtimes in any BJJ Gi match. In the event of a tie, the match will be decided by the Referee based on which competitor most aggressively attempted to win the match.**

NAGA BJJ Gi rules that differ from that of the IBJJF

1. The Gi colors do not have to be solid. For instance, a black top can be worn with red bottoms (or any possible color combination desired).
2. You do not have to weigh-in with your gi on.
3. Rash guards and t-shirts are permitted under the Gi for all competitors.
4. Match duration and times are subject to change at NAGA's discretion.
5. Adult Purple belt rules are the same as Brown and Black belt rules.
6. Groin protectors are permitted (and encouraged) for male competitors.

Point Descriptions - Takedowns receive an immediate **2 Points** (see below for a detailed description of takedowns). All other point situations require a full 3 second count to receive points. **Example** – The Referee will non-verbally count “One,” “Two,” “Three.” When the Referee is about to count “Four” to himself, Points will be awarded for that particular situation. **Advantages** will be awarded in situations where the full 3 second counts are not achieved.

Take Downs:

Any kind of knocking an opponent to their back or side will result in an immediate **2 Points**. This is the only way to receive immediate points in BJJ. All other point situations need a full 3 second control counted to receive points.

Observation 1 – If a competitor has one knee on the ground and is taken down, the competitor who applied the takedown will receive **2 Points** as long as he had both feet on the ground.

Observation 2 – If a competitor has two knees on the ground and is taken down, the competitor who applied the takedown will receive an **Advantage**, only if the side mount is achieved and maintained for 3 full seconds.

Observation 3 – When a competitor attempts a double / single leg takedown and the opponent sits on the floor and executes a sweep, the competitor executing the sweep receives **2 Points** while the takedown receives **No Points**.

Observation 4 – If a competitor attempts any takedown (other than a double / single leg takedown) and the opponent sits on the floor and executes a sweep, both competitors will receive **2 Points** (both the takedown and sweep receive the **2 Points**).

Observation 5 – In a situation where two competitors start from the ground, scramble, stand up with their grips unchanged, a takedown is executed by one competitor, **No Points** will be awarded. **Note:** A takedown can never start from the ground under BJJ Rules.

Sweeps:

When a competitor on the bottom of any guard is able to reverse the position and end up on top of his opponent, **2 Points** are awarded. **Note:** Points are not awarded if the competitor is not facing his opponent. **Example** - A competitor executes an Omoplata Sweep from the bottom of guard, the competitor must face his opponent to begin the full 3 second count for **2 Points**. If a competitor is facing his opponent's legs, the sweep count will not begin until he faces the direction of the body or head of his opponent and establishes control.

Observation 1 – A sweep is by definition only applicable if started in a guard position. A reversal is executed from positions other than the guard and receives **No Points**.

Observation 2 – When a competitor advances from a guard to the back of his opponent (opponent is still on knees), the competitor will receive **2 Points** for the sweep.

Observation 3 – When a competitor attempts a sweep, both athletes stand up, the grips do not change and the competitor executes a takedown, **2 Points** will be awarded for the sweep once 3 seconds of control have been established.

Knee on Stomach:

When a competitor establishes his knee across an opponent's stomach, with the other foot on the ground, he will receive **2 Points**.

Observation 1 – The competitor must have one knee on the stomach, the other knee off the ground (foot on the ground) and must be facing his opponents head to receive points.

Observation 2 – If an opponent is turned away from the competitor applying the knee on stomach, there will be **No Points** awarded (an **Advantage** would be awarded).

Passing the Guard:

When a competitor can successfully pass an opponents guard, control a new position (mount, side mount, knee on stomach, north/south) for 3 seconds, the competitor will receive **3 Points**.

Observation 1 – If while attempting to pass the guard a competitor goes directly to his opponents back, **No Points** are awarded for the guard pass. In some situations, an **Advantage** may be awarded for the guard pass. If the back grab is controlled for the full 3 second count, **4 Points** will be awarded for the back grab.

Mount:

When a competitor successfully “sits” on top of his opponent’s torso for a full 3 second count, he will be awarded **4 Points**.

Observation 1 – The opponent can be lying on his back, side or stomach to receive **4 Points** for the mount position.

Observation 2 – A triangle choke attempt from the guard that ends in a sweep to the mount position will receive **No Points** (for the mount). However, **Sweep Points** and a possible **Advantage** (for the triangle choke) may be awarded for this situation.

Observation 3 – One knee and one foot on the ground will still be considered the mount position. Two feet on the ground is not considered the mount.

Observation 4 – The mount must face the opponents head to receive **4 points**.

Observation 5 – The competitor in the mounted position can have one knee over his opponents arm, but never both to receive mount points.

Back Grab:

When a competitor can control an opponent’s back, with both feet positioned on the inner thighs, the competitor will receive **4 Points**.

Observation 1 – A body triangle from the back and crossing the legs around the waist will not receive points for the back grab. An **Advantage** may be awarded for this situation if the back grab position is never properly established.

Observation 2 – A competitor may have one leg over an opponents arm (while still maintaining both feet on the inner thigh) and receive **4 Points** for the back grab.

Note on Points:

1. If a serious submission attempt is stopped by the Referee out of bounds, the athletes will start in the center of the ring standing and **2 Points** will be awarded to the competitor who had the submission attempt. A submission attempt can NEVER be recreated in the center of the ring after being stopped out of bounds.
2. A competitor has a single leg takedown attempt; the opponent turns (on one leg) and flees the match boundaries, **2 Points** will be awarded for the takedown attempt.
3. A submission attempt is made, the competitor caught in the submission flees the ring boundaries to avoid the submission (in a manner that does not coincide with the proper escape method of that particular submission), the result will be **Disqualification**. Example 1 – A straight armbar is applied from the bottom guard position. The competitor backs up and drags his opponent out of bounds to avoid the submission – **Disqualification**. Example 2 – A competitor applies a toe hold submission. The opponent rolls in the proper escape direction (and happens to roll out of bounds) to avoid submission – **2 Points** are awarded for the submission attempt and the competitors will restart standing in the center of the match boundaries.
4. **Accumulation of Points** may take place during a match. Example – A competitor passing the guard straight into the mount will receive **3 Points** for the guard pass and **4 Points** for the mount (after the position is controlled for the full 3 seconds).

Advantages: Advantages will be awarded during the following situations:

- A competitor almost completes a takedown. The other competitor has a visible loss of balance, falling to his knee or rear end.
- Anytime a competitor has dominant control of his opponent from the top of half guard.
- Anytime there is a possibility to receive points, but the position was not maintained for the full 3 second count. Example - Knee on stomach was held for 2 seconds and then removed. An **Advantage** would be awarded for the knee on stomach.
- When a competitor applies a submission and the Referee feels the submission nearly finished the match, an **Advantage** may be awarded.
- **Accumulative Advantages** may occur. Example - When a competitor passes the guard, straight to the mount position and the opponent defends the position returning the guard. One **Advantage** is awarded for the guard pass, and another **Advantage** is awarded for the mount position.

Penalties:

1. First Offense – **Verbal Warning.**
2. Second Offense – Results in opponent receiving an **Advantage.**
3. Third Offense – Results in opponent receiving **2 Points.** **Note:** If the penalty is a third offense of stalling, the match will restart in the standing position (center of the match boundaries), and **2 Points** will be awarded. If the third penalty offense is anything other than stalling, **2 Points** will be awarded and the match will continue without disruption.
4. Fourth Offense – Results in **Disqualification.**

Examples of Penalties:

- A competitor can only kneel to one knee after taking hold of his opponents Gi.
- Voluntarily removing the Gi top to avoid the opponent taking hold of the lapels while attempting takedowns.
- Stalling (every 20 seconds the competitor can receive an additional penalty if stalling continues).
- Sitting down to “pull” guard without a grip on the Gi.
- Purposely avoiding the match by fleeing to the furthest extremities of the boundaries.
- Placing fingers inside the sleeves or pant legs of the opponents Gi. **Note:** Placing your fingers inside your own sleeves and pant legs is permitted. **Example** – Ezekiel Gi Choke.
- Standing from an opponents guard and taking 2 or more steps back in an attempt to make the opponent stand. **Note:** One step can be taken back and infinite side / circle steps can be taken, but backing out of the guard (2 or more steps) is a penalty.

Observation 1 - Penalties are accumulative. **Example** – A competitor puts his fingers in his opponents sleeve and later backs out of the guard (2 or more steps). A verbal warning is issued for the first penalty and an **Advantage** is awarded to the other competitor for the second penalty.

Observation 2 – Stalling penalties are accumulated separately from the other possible penalties. Stalling penalties are accumulative with other stalling penalties. **Example** – A competitor receives penalties such as in Observation 1, and then receives a penalty for stalling; the stalling penalty is considered the first verbal penalty received for stalling. An additional stalling penalty will result in an **Advantage** for the other competitor.

Observation 3 – One of the competitors has received 2 penalties that resulted in an Advantage for his opponent. A match time duration ends and both competitors have the same Points / Advantages. The competitor that did not receive any penalties will win the match even though the scoreboard will show a tie has taken place.