



**WORLD SERIES OF GRAPPLING  
RULES AND REGULATIONS 2018**

## **WHAT IS THE WORLD SERIES OF GRAPPLING?**

In 2012, Mike Ciprianni, a philanthropist/entrepreneur involved in various businesses from ownership to fundraising for youth baseball teams and youth scholarships, came up with the faint idea of the WORLD SERIES OF GRAPPLING. Shortly after Ciprianni and his son began training Brazilian Jiu Jitsu and competing in various events, he began to play with the idea a bit more with various people. The idea was pushed to side trying to align the proper people to make it come to fruition. Early in 2013, Ciprianni met Shawn Fowler, the owner of FIVE GRAPPLING. After kicking around the idea a bit, they once again derailed the idea based on timing.

In late 2017, Ciprianni and Fowler collaborated on a Kids Jiu Jitsu Pro Series that was a huge success. The two philanthropist/entrepreneurs dedication to developing programs to keep kids off the streets and give back to the community basically created a match made in heaven. This immediately triggered talk about the WORLD SERIES OF GRAPPLING again.

THE WORLD SERIES OF GRAPPLING is the result of a 6 year investment to develop a Brazilian Jiu Jitsu (BJJ)/Submission Grappling League for North America and eventually worldwide. A large investment of both time and money has been made to test and gain knowledge about the current competitive landscape and how to strategically position a tournament series to provide an outstanding competition format filled with monetary rewards and ran by industry leading professionals.

Currently FIVE GRAPPLING has earned a reputation as a promotion obsessed with creating great tournament experiences for competitors and spectators along with being a creative and media savvy business. WSOG has implemented progressive rules based on extensive research in an effort to promote action and improve the sport for educated and uneducated spectators and participants. Based on this and other initiatives implemented during the proof of concept stage, many see FIVE as a company willing to test new ideas for growing BJJ/Submission Grappling.

In addition to adding additional markets and growing current markets, WSOG endeavors to establish a professional league absolute that allows Blue to Black Belts to compete for substantial cash prizes. This will serve to enhance the tournament series as well as bringing new competitors and spectators to the sport of grappling almost overnight. In the USA, there are more than 9000 martial arts academies teaching Jiu Jitsu. Assuming an average size school is 200 students, we can estimate that at least 1 million individuals in the USA are training Jiu Jitsu. In an effort to service this rapidly expanding demographic, WSOG is working to achieve a synergistic business plan wherein the athletes of all belt levels can compete in a professional environment and earn as a professional athlete. Who will be the first to win the World Series of Grappling?

## **THE WORLD SERIES OF GRAPPLING RULESET**

The WORLD SERIES OF GRAPPLING rule set is specifically designed for athletes to showcase their skills in various grappling arts, while encouraging fast-paced action designed to bring excitement and energy to spectators, both live and televised. The pace of these matches is intended to end with a submission, however, the rule set is also designed to determine a winner where there is not a submission victory. A "DRAW" is not possible.

## **DIVISIONS & MATCH DURATIONS**

1. ALL MATCHES are 5 MINS
2. ALL FINALS MATCHES are 3 ROUNDS X 5 MINS (5 JUDGES ON PANEL). ATHLETE MUST WIN 2 OUT 3 TO BE DECLARED WINNER. IF ATHLETE SUBMITS IN ANY ONE OF THE 3 ROUNDS, THE MATCH IS AUTOMATICALLY FINISHED DECLARING THE WINNER BY SUBMISSION.
3. TEAM MATES MAY NOT CLOSE DIVISIONS OUT AND NOT FIGHT. ATHLETES MUST FIGHT TEAM MATES IF MATCHED OR WILL BE DISQUALIFIED.
4. MATCHES WILL BE DETERMINED VIA NAMES BEING DRAWN FROM A BOWL DURING LIVE TV AFTER REGISTRATION CLOSES. MATCH UPS ARE NEVER PRE-DETERMINED.

### **AGE & GENDER DIVISIONS WITH MATCH DURATIONS:**

<b>DIVISION</b>	<b>GENDER</b>	<b>AGE</b>	<b>MATCH DURATION</b>
ADULT REGULAR DIVISION	M/F	16+ YEARS	5 MINUTES
ADULT FINALS MATCHES	M/F	16+ YEARS	3 ROUNDS X 5 MINUTES

### **EXPERIENCE LEVELS – GI & NOGI:**

<b>DIVISION</b>	<b>GI DIVISIONS</b>	<b>NOGI DIVISIONS</b>	<b>YEAR OF BIRTH</b>
ADULT REGULAR DIVISION	Blue Belt Purple Belt Brown Belt Black Belt	Blue Belt Purple Belt Brown Belt Black Belt	All Blue Belts must be 16+ to compete in the Adult Division and must have a parent's consent.

## **WEIGHT CLASSES**

**\*\*\*PLEASE NOTE: ATHLETES DO NOT have to weigh in with a GI on.**

**ALL COMPETITORS MUST PRESENT A VALID IDENTIFICATION AT THE TIME OF WEIGH IN.**

<b>CATEGORY</b>	<b>ADULT MALE</b>
<b>DIVISIONS</b>	<b>16+</b>
LIGHT	UP TO 180.0
HEAVY	180.1 +

## **SCORING & PENALTIES**

### **CRITERIA TO WIN A MATCH**

Matches will never result in a draw. Matches will be decided by (Order of Precedence):

1. SUBMISSION
2. REFEREE STOPPAGE / DECISION
3. FORFEITURE OF THE MATCH
4. DISQUALIFICATION BY FOULS
5. MEDICAL / INJURY

## **SUBMISSION**

Victory from a Submission technique happens when a competitor forces an opponent into admitting defeat by:

1. Tapping with their hand against their opponent or the floor in a visible manner.
2. Tapping with their feet on the ground (if he or she does not have the use of their hands).
3. Verbally requesting to the referee that the match be stopped.
4. If a competitor yells in pain due to the technique being applied.
5. If the referee cannot confirm a 'tap' by a competitor, action will continue. Competitors are encouraged to use good sportsmanship in acknowledging that they have both 'tapped' or that their opponent has 'tapped'. Upon recognizing an opponent's submission, releasing pressure of the submission is encouraged; but exiting submission positions without referee verification is not.

## **REFEREE STOPPAGE/DECISION**

The referee has the authority to stop a match when either of the competitors are in danger of serious bodily harm as a result of a submission and award the victory to the competitor applying the submission.

One referees/judges (Normal Matches)/ five referees/judges (Finals Matches) will be on the mat at all times and will decide the winner of the match if the match does not end in a submission. The referees/judges will decide the winner based on the corresponding quantity of the following criteria in this order of priority:

1. Who was the closest to attaining compelling submissions?
2. Who attempted to achieve more dominant positions and actions?
3. Who more aggressively pressed the action and demonstrated greater ring control?
4. Who had fewest penalties?

If the first criteria is not considered even, then the winner is decided on that criteria alone (compelling submission attempts). If the quantity of compelling submissions is equal, then the next criteria is considered, and so on.

Items that can negatively impact the decision are set as follows:

1. Athletes that stall and are passive
2. Athletes not capitalizing on good positions
3. Athletes constantly evading their opponent and the competition area
4. Athletes not taking risks and being overly defensive

Note: Penalties are the last criteria used to decide a match, not the first. In the event of a tie, do not assume a penalty on the board will necessarily be the deciding factor.

## **FOULS**

- UNSPORTSMANLIKE FOULS – May result in immediate DQ.
- SPORT FOULS – Will result in a warning and associated penalties.

## **WARNINGS**

- A warning will be given on the first penalty where a competitor is committing a foul or stalling.
- If the competitor commits additional fouls of any type, the referee will issue corresponding penalty points in favor of his opponent.

## **PENALTIES**

Penalties are given to the competitor after committing a foul. Each Penalty is denoted with an 'X' under the competitor's color on the FIVE Grappling Scoreboard.

- 1st Penalty: Verbal Warning
- 2nd Penalty: Disqualified

On the second offense, the referee will stop the match and disqualify the offender, causing the opponent to automatically be declared the winner.

## **STALLING**

- When an athlete from any position does not attempt to progress for 20 seconds or more or finish the match when he clearly has the ability to do so.
- When two athletes are stuck in a neutral position and do not commit to advancing or attacking each other once on the ground. (50/50, Double Guard Pull).

## **OVERTIME**

There are NO OVERTIMES.

## **FORFEITURE OF A MATCH**

A competitor may forfeit a match by:

- Verbal request from the competitor or competitor's coach to the referee.
- Not showing up for their bracket or match when called.
- Medical/Injury (see Medical/Injury stoppage).
- Equipment or uniform malfunction (see Rules – Uniform Guidelines).
- Medical - cramps that stop the match are an auto-forfeit
- Medical - vomiting or losing control of bowels is automatic-forfeit

\* In any of the above cases, entry fees will not be refunded.

## **UNSPORTSMANLIKE FOULS**

Unsportsmanlike fouls may result in a competitor's immediate disqualification. The Referee's decision will be based on interpretation of malicious intent. If the foul is not judged a disqualifying foul, it will be handled as a penalty.

## **TYPES OF UNSPORTSMANLIKE FOULS**

- 1. Striking of any kind**
  - Using any part of the body (fist, forearm, elbow, shoulder, head, knee, or leg) to cause a concussive blow to one's opponent.
- 2. Eye gouging of any kind**
  - Eye gouging is the act of pressing or tearing the eye using the fingers, other body parts, or instruments.
- 3. Biting or spitting**
  - Biting in any form is illegal. A referee may not be able to physically observe some actions such as biting. Please make the referee aware if you are being bit. Spitting at an opponent or on the mat in any form is illegal.
- 4. Groin attacks of any kind**
  - Any attack to the groin area including, striking, grabbing, pinching or twisting is illegal.
- 5. Hair pulling**
  - Pulling of the hair in any fashion is an illegal action. A competitor may not grab a hold of their opponent's hair to control their opponent in any way.
- 6. Fish hooking**
  - Any attempt by a competitor to use their fingers in a manner that attacks their opponent's mouth, nose or ears, stretching the skin to that area will be considered "Fish hooking". Fish hooking generally is the placing of fingers into the mouth or your opponent and pulling your hands away from the mouth.
- 7. Putting a finger or any part of the body into any orifice of an opponent**
  - A competitor may not place their fingers into an opponent's, nose, ears, mouth, or any body cavity. A competitor may not place their fingers into an open laceration in an attempt to enlarge the cut.
- 8. No Small joint manipulation**
  - Grabbing fingers & toes as single digits. Competitors must grab 3 or more digits at a time.
- 9. Slamming or spiking an opponent to the floor/mat on his head or neck (from within the guard or during a take-down)**
  - Malicious slamming is considered slamming an opponent with ill will or intent to cause injury.
  - Spiking is considered to be any take-down where you control your opponent's body directing his feet straight up and his head straight down and forcibly driving the opponent's head into floor/mat.
- 10. Scissors take-down/ Kani Basami**
- 11. Back Arch Throws (Back Suplex)**
  - Arching, straight back throw (Back Suplex) is not permitted, and all back arch throws must arch to the side to be legal.
- 12. Clawing, pinching or twisting the flesh**
  - Any attack that targets the competitor's skin by clawing at the skin or attempting to pull or twist the skin to apply pain is illegal.
- 13. Grabbing the clavicle**
  - Inserting fingers into the clavicle bone cavity.
- 14. Use of foul language, cursing, or other immoral acts of disrespect towards the referee, opponents or any of the assisting staff or public.**
- 15. Engaging in any unsportsmanlike or malicious conduct. This is not limited to activities during the match, but includes any activity during the event, either prior or after the outcome of a match. This behavior could result in being disqualified from current match, current or pending divisions, or even future events based on severity.**
- 16. Attacking an opponent on or during a break**
- 17. Attacking an opponent who is under the care of the referee or doctor**
- 18. Attacking an opponent after the end of the match**

19. **Flagrantly disregarding the instructions of the referee**
  - A competitor **MUST** follow the instructions of the referee at all times. Any deviation or non-compliance may result in the competitor's disqualification.
20. **Interference by the coach or corner**
  - Interference is defined as any action or activity aimed at disrupting the match or causing an unfair advantage to be given to one competitor. Coaches or corners are not allowed to distract the referee or influence the actions of the referee in any fashion.
21. **Falsely claiming a foul, injury, or purposely dropping or spitting out their mouthpiece or other action designed to stall the match. This includes taking off the GI or allowing the GI to be taken off with the intention of:**
  - Stopping the match.
  - To allow for rest.
  - To avoid the attacks of the opponent.
22. **Applying any submission improperly or attempting a submission that is not allowed in that specific division**
23. **Applying lateral or twisting pressure of any kind to the opponents knee, specifically identified as any variation of the knee reap position. This includes and is not limited to moving the foot across the plane of the thigh, and/or using an underhook under the ankle area to create twisting pressure. Additionally, any competitor that intentionally moves his opponents legs/feet into an illegal knee reap position is equally subject to being disqualified based on referee's discretion.**

#### **TYPES OF SPORT FOULS**

1. **Inserting fingers or toes inside the sleeves or pants, or both hands in or on opponent's belt, or foot inside the opponent's belt.**
2. **Running away from the action of the match as well as backing out of guard (more than 2 steps) and not engaging their opponent.**
3. **Stalling**
  - A competitor is considered stalling when they are:
    - Not seeking to engage while standing.
    - Holding or not looking to progress the match from standing or on the ground from either the top or bottom position.
4. **Sitting to guard without having a physical connection to the opponent**
  - If there is a stoppage of action due to a foul, the action will resume in the same exact position. No position progression can be obtained through a foul action. If position progression was obtained through the action of the foul, the referee will:
    - Restart the action in the last position before progression occurred, or
    - Restart the competitors standing if it cannot be recreated.

#### **MEDICAL/INJURY**

**A competitor is defeated after losing consciousness by any of these valid moves:**

- **Chokes**
- **Take-downs**
- **Accidents in which the opponent has not committed any foul**
- **Stopping a match due to cramping is an automatic forfeiture of the match by the competitor who required the match to be stopped.**
- **Any vomiting or bowel movements during the match is an immediate forfeit of the match by the offending competitor.**
- **Unless fouled, a competitor that is unable to continue due to an injury after being assessed by medical staff**

will be considered to have forfeited the match.

- A competitor that is bleeding will be allowed a maximum of 5 minutes to have medical staff address the injury. If a cut or laceration does not stop bleeding or is deemed to interfere with the match, the injured competitor will be considered to have forfeited the match.
- If an injury occurs such that a competitor is unable to continue from incidental or accidental contact, the injured competitor will be considered to have forfeited the match.
- An injury that is caused by a foul that is deemed malicious will result in disqualification of the fouling competitor.
- In case the two competitors are accidentally injured and unable to continue during the final match the result will be determined by:
  - The match will be decided by coin toss in front of the competitors or in their absence in front of their coaches.

### **COMPETITOR IDENTIFICATION**

#### **REFEREE & COMPETITOR IDENTIFICATION – GI & NOGI**

<b>GI</b>	<b>ACCESSORIES</b>	<b>NOGI</b>	<b>ACCESSORIES</b>
<b>REFERREE</b>	<b>Green Wristband on Right Wrist</b>	<b>REFEREE</b>	<b>Green Wristband on Right Wrist</b>
<b>COMPETITORS</b>	<b>Green Band on Right Ankle</b>	<b>COMPETITORS</b>	<b>Green Belt on Right Ankle</b>

The referee will make specific gestures (indicated below) corresponding to specific actions.

For all gestures made the referee will use the hand corresponding to competitor's ankle band color or red belt.

## REFEREE GESTURES, ACTIONS, & VERBAL COMMANDS

	REFEREE DUTIES		COMPETITOR DUTIES
	GESTURE/ACTION	VERBAL COMMAND	OUTCOME
<b>MATCH START</b>	The referee will check both competitors to see that they are ready. If ready, the referee will signal the beginning of the match by moving his right arm with open hand in vertical motion pointing towards the timekeeper's table.	<b>"FIGHT"</b>	The match has begun.
<b>MATCH INTERRUPTION</b>	The referee opens both arms in an horizontal motion.	<b>"STOP"</b>	Competitors will stop all movement and hold the position until the referee commands them to move.
<b>"TIME OUT" DURING THE MATCH</b>	The referee forms a "T" with both hands.	<b>"TIME"</b>	Timekeeper stops the time clock. Competitors will follow referees direction.
<b>RESUMING MATCH FROM A "TIME OUT"</b>	From either standing or on the ground the referee will signal the resuming of the match by moving his right arm with open hand in vertical motion pointing towards the time-keeper's table.	<b>"FIGHT"</b>	Timekeeper resumes the time clock.  Competitors resume match.
<b>FOULS</b>	The referee will raise his fist palm-out and hold his elbow to a right angle with the hand indicating the color of the offending competitor, and if applicable, in the opposite hand signal any points awarded to the opponent of the offending competitor.	<b>"GREEN or SKIN PENALTY"</b> – Then detail of penalty.  <b>"FIRST"</b> = Warning.  <b>"SECOND PLUS"</b> = Disqualified.	Action may be stopped or continue during the signaling of a penalty.

## **REFEREEING FORMAT**

For all WORLD SERIES events, the World Series of Grappling will appoint one referee (regular matches) or five referees (finals matches) per match supervised by a head referee.

- A one-referee-configuration includes a center referee, and a supervising head referee. All referees have the same duty to referee the match. The head referee serves as an escalation path to resolve unforeseeable circumstances (THIS IS FOR ALL REGULAR MATCHES). For one referee matches, the referee has the final decision.
- If the five referees are in agreement for finals matches, the corner referees will remain seated. This includes scoring, penalties, and disqualification.
- If there is an immediate discrepancy in scoring, penalty, or disqualification, the corner referees will stand with appropriate gesture and a two-thirds majority shall determine the appropriate outcome.
- If all five referees cannot agree, the central referee's call will stand as correct.
- The central referee or the head referee can choose to utilize video replay at any point during the match. It is required that the action be paused at the earliest neutral position for video review. The review will be conducted by the head referee and the central referee for determination if a change or clarification needs to be made.

## **HYGIENE & UNIFORM REQUIREMENTS**

Competitors must abide by the uniform and hygiene specifications in order to compete. Competitors not complying will be disqualified and the opponent will be declared the winner.

### **COMPETITOR HYGIENE GUIDELINES**

- Toe and fingernails must be cut short, filed and clean.
- Competitors with long hair must keep their hair from interfering the opponent or themselves during the match.
- Skin must be dry and non-slippery. No hairspray, gels, treatments, body lotions or creams.

**Any competitor with any open cuts, lacerations or active skin infections**

**(e.g. Ringworm, Staph, Herpes, Chicken Pox, etc.) WILL NOT BE ALLOWED TO COMPETE.**

**Competitors knowingly infected with the HIV and Hepatitis B & C viruses are prohibited from participating in any FIVE competitions.**

### **UNIFORM GUIDELINES**

Prior to competing the uniform inspector will inspect competitor's uniform. If the competitor's uniform does not follow the guidelines, the competitor will be allowed to change the uniform then return to the uniform inspector to inspect the new uniform. All supports and protectors must be approved by uniform inspector.

**ALL uniforms must be:**

- Properly washed, dry and have no unpleasant odors.
- In good condition and not exhibiting tears, wearing or mending.

### **GI UNIFORM GUIDELINES**

- Kimono must be a valid BJJ/Judo uniform.
- Kimono top and bottom, must be clean, dry, and with no visible tears or rips.
- Any color of kimono is acceptable, however the pants and kimono jacket must be a matching set.

- Sleeves of Kimono must be no shorter than 4 finger from wrist when arm is extended out straight forward. Also, with arm extended, sleeve opening must be no less than 4 fingers wide.
- Pants of Kimono must be no shorter than 4 inches from ankle bone.
- Kimono belts must be intact and not too weathered or torn up.
- Patches of embroidery that are positioned to create an obvious restriction in gripping the Kimono are not permitted.

### **NOGI UNIFORM GUIDELINES**

- Competitors must wear rash guards or fitted t-shirts.
- Competitors may wear board shorts, fight shorts, Lycra shorts, grappling leggings or GI pants.
- All shorts & GI pants must have a drawstring and/or secure closure to keep them secured at the waist during the match at all times. No exposed pockets, zippers or buttons, sticky or gripping material.

### **UNIFORM RESTRICTIONS**

The following items are **NOT ALLOWED** in competition:

- Wrestling shoes in GI division.
- Jock protector, cup or groin protection.
- Any kind of protectors or braces with metal or plastic.
- Offensive slogans or images on competitor uniforms.

The following items are **ALLOWED** in competition:

- Wrestling shoes in NO-GI divisions.
- Head gear/ear protectors that do not contain any metal or hard cover shells.
- Neoprene only supports and protectors.

Uniform patches are permitted. Any patch that is not firmly attached must be removed immediately. If the uniform becomes damaged, the competitor will change the uniform and return to the uniform inspector to inspect the new uniform.

NO-GI competitors are **NOT ALLOWED** to grab any part of their opponent's uniform except GI pants

NO-GI competitors are **NOT ALLOWED** grab any part of their own uniform

### **UNIFORM DAMAGE DURING COMPETITION**

- If a competitor's uniform should mark/stain the uniform of the opponent or,
- If a competitor's uniform is ripped during a match:

The referee will stop the match and allow the competitor time (not to exceed 5 minutes) to change the uniform, return to the uniform inspector to inspect the new uniform, then return to the match. If the competitor does not change it in the allotted time, they will be disqualified.

### **RULES NOT WRITTEN**

Any and every situation that cannot be determined by the rules manual will be left to the senior official's discretion.

## ALLOWABLE TECHNIQUES



ALLOWED TECHNIQUES	ADULT GI (BLUE/PURPLE/BROWN/BLACK)	ADULT NO-GI (BLUE/PURPLE/BROWN/BLACK)
<i>Arm Triangle</i>	YES	YES
<i>Straight Armlocks</i>	YES	YES
<i>Kimura/Americana</i>	YES	YES
<i>Standing Guillotine</i>	YES	YES
<i>Eziquel Choke(gi/no-gi)</i>	YES	YES
<i>Omolata</i>	YES	YES
<i>Pulling Head/Triangle</i>	YES	YES
<i>Groin Stretch</i>	YES	YES
<i>Kidney/Rib Compression (from guard)</i>	YES	YES
<i>Knee Reap</i>	YES	YES
<i>Straight Ankle Lock</i>	YES	YES
<i>Knee Bar</i>	YES	YES
<i>Back Arch Throw/Suplex</i>	YES	YES
<i>Wrist Lock</i>	YES	YES
<i>Figure 4 Toe Hold</i>	YES	YES
<i>Bicep and Calf Slicer</i>	YES	YES
<i>Heel Hook</i>	NO	YES
<i>Clavical, Spine, Neck Cranks &amp; Face Locks</i>	NO	NO
<i>Slamming</i>	NO	NO