



GRAPPLING & FILIPINO STICK FIGHTING

This is our first year for having both grappling and stick fighting at the Super Grands and we have absolutely no idea what to expect for attendance. We are only providing four rings for grappling and two for stick fighting as we don't anticipate a huge turnout. If attendance in grappling exceeds our expectations then the Grand Finale stage will be used as a fifth ring and some divisions will be reassigned to that ring from rings 1-4. We will be using Puzzle mats in grappling. If puzzle mats are not acceptable for you as a competitor we suggest that you do not enter. Extra safety equipment and sticks will be provided in stick fighting to those who do not have their own equipment or that want to try this event for the first time. We will do our best to provide for a well run event such as we have for the rest of the Super Grands. Please bear with us as we add these new and exciting events to the NBL Super Grands World Games itinerary.

GRAPPLING RULES SUMMARY

Note: Rules may be amended at the tournament. Any arbitration not covered by these rules will be decided by the sole discretion of the Arbitrator and based upon the International Brazilian Jui-Jitsu Federation (IBJJF) Rules.

PLAYER UNIFORM AND EQUIPMENT

A. UNIFORM

1. **Uniformed (Gi) Divisions** - Full uniform and belt required.
2. **Non-uniformed (No-Gi) Divisions** - Shorts and t-shirt or rash guard required.

SEQUENCE OF PLAY

A. ORDER OF PERFORMANCE

1. **Choosing the Order** - All byes will be chosen first. Then, in all rounds, players from the same country (first), and players from the same school location (second), shall not be paired against each other if possible.

RULES OF PLAY

A. PERFORMANCE

1. **Presentation** - All matches start in the standing position.
2. **Time Limit** - Matches will be four minutes in length. Unless submission forces early win.

B. BOUNDARIES

1. **Out of Bounds** - If the players move out of bounds in a defined position (eg; guard, 1/2 guard, mount, etc.) the players will be brought back into the center of the ring and be restarted in the same position. If the players are standing when they go out of bounds they will restart facing each other.

C. TECHNIQUES

1. **Illegal Techniques** - Techniques not allowed include heel hooks, neck cranks, cervical attacks, twisting knee locks, attacks to the front of the windpipe (eg; finger in throat), eyes (eg; elbows, palms, fingers, etc.) or groin, fish hooks, hair pulling, toe or finger holds and biting. No hands, elbows or knees to the face, striking of any kind and slamming an opponent onto the mat. Juniors 77 pounds and under cannot use leg or wrist locks.

PENALTY - Any intentional use of an illegal technique or show of poor sportsmanship will result in immediate disqualification or ejection of the competitor or spectator.

D. SCORING BY POINTS AND PENALTIES

1. **Submission** - The player that gains submission from his opponent will be declared the winner
2. **Scoring of Points** - If the fight is not ended by submission in the allotted time, the referee will give the win to the player who accumulated the most points based on the following scoring system.

POINTS AWARDED	GI	NO-GI
Mount Position	4	3
Rear Mount with Hooks	4	3
Passing the Guard	3	3
Knee on stomach, sweep or takedown	2	2
Running away	2*	1*
Going to your back from standing	-	1*

* = Point(s) to opponent

3. **Referee Decision** - For the safety of the players, the Referee has the right to end the match at anytime and declare a winner

E. TIES

1. **Ties** - If the match is tied there will be a two minute overtime.

STICK FIGHTING RULES SUMMARY

Same as SKITA point sparring rules with the following exceptions or clarifications (No Warnings - All penalties are the same as SKITA Rules)

Note: Any arbitration not covered by these rules or SKITA rules will be decided upon by the sole discretion of the Arbitrator.

III. PLAYER UNIFORM AND EQUIPMENT:

B. SAFETY EQUIPMENT:

1-5 Equipment - Players must wear headgear with face shields, sparring gloves or hand protection and males must wear a groin cup.

D. WEAPONS:

1. **Specifications** - The only approved sticks for competition are "Premier Padded Weaponry" and "Smak Stuks". A maximum length of 24" for all 77 pounds and under and a maximum length of 28" for all 77 pounds and over weight classes. Single stick competition only.

VI. SEQUENCE OF PLAY

2. **Choosing the Order** - All byes will be chosen first. Then, in all rounds, players from the same country (first), and players from the same school location (second), shall not be paired against each other if possible.

VII. RULES OF PLAY

A. PERFORMANCE

3. **Time Limit** - Two (2) minutes running time. Time shall be stopped by the scorekeeper whenever play is stopped during the last 30 seconds of each match.

C. SCORING AREAS

1. **Legal Scoring Areas** - The entire body - Head, legs, torso, hands, and feet.
2. **Non-Scoring Areas** - No direct contact to the front of the neck and no striking to the groin or spine.

D. TECHNIQUES

1. **Legal Techniques** - Striking with padded end of the stick, thrusting techniques to the body. Solid striking or thrusting techniques should be scored, glancing blows "Nicks" are up to the discretion of the Referees.

Parrying, deflecting or pushing with the hand to the opponent's station any stick or thrusting stick is legal.

2. **Illegal Techniques** - Stick must be held by only one hand. No thrusting techniques to the face or head. No open hand techniques, punches, kicking or grappling techniques. No use of punyo or butt end of the stick. No grabbing the opponent's stick or blocking strikes with the free hand. No sweeps or ground fighting. If competitor goes down all action stops and resets.

F. SCORING BY POINTS AND PENALTY

2. **Scoring of Points** - One (1) point for arms, legs, torso, hands, and feet. Two (2) points for head
3. **Scoring by Penalties** - Dropping the stick, grabbing the opponent's stick or blocking is, by the Center Judge or by majority vote of Referees, a one (1) point penalty for each infraction. A player who disarms his opponent will, by the (2) Center Judge or by majority of the Referees, receive two (2) points each and every time.
5. **Amount of Points to Win** - The player with the most points after two (2) minutes playing time or a ten (10) point or more spread.

80 GRAPPLING DIVISIONS

() = Day of the week held and ring number.

Uniformed (Gi) (Underbelt Only)						Non-Uniformed (No Gi) (Underbelt Only)							
			lbs.	kilo					lbs.	kilo			
AU-1	(Fr-3)	18+	Feather	138.6- (63-)	(m)	Nov-Int	AN-1	(Fr-3)	18+	Feather	138.6- (63-)	(m)	Nov-Int
AU-2	(Fr-3)	18+	Light	151.8- (69-)	(m)	Nov-Int	AN-2	(Fr-3)	18+	Light	151.8- (69-)	(m)	Nov-Int
AU-3	(Fr-3)	18+	Lt. Middle	162.8- (74-)	(m)	Nov-Int	AN-3	(Fr-3)	18+	Lt. Middle	162.8- (74-)	(m)	Nov-Int
AU-4	(Fr-3)	18+	Middle	173.8- (79-)	(m)	Nov-Int	AN-4	(Fr-3)	18+	Middle	173.8- (79-)	(m)	Nov-Int
AU-5	(Fr-4)	18+	Lt. Heavy	184.8- (84-)	(m)	Nov-Int	AN-5	(Fr-4)	18+	Lt. Heavy	184.8- (84-)	(m)	Nov-Int
AU-6	(Fr-4)	18+	Heavy	200.2- (91-)	(m)	Nov-Int	AN-6	(Fr-4)	18+	Heavy	200.2- (91-)	(m)	Nov-Int
AU-7	(Fr-4)	18+	Sup Hvy	220.4- (100-)	(m)	Nov-Int	AN-7	(Fr-4)	18+	Sup Hvy	220.4- (100-)	(m)	Nov-Int
AU-8	(Fr-4)	18+	Ex Sup. Hvy	220.4+ (100+)	(m)	Nov-Int	AN-8	(Fr-4)	18+	Ex Sup. Hvy	220.4+ (100+)	(m)	Nov-Int
AU-9	(Fr-2)	35+	Light	151.8- (69-)	(m)	Nov-Int	AN-9	(Fr-3)	35+	Light	151.8- (69-)	(m)	Nov-Int
AU-10	(Fr-2)	35+	Middle	173.8- (79-)	(m)	Nov-Int	AN-10	(Fr-3)	35+	Middle	173.8- (79-)	(m)	Nov-Int
AU-11	(Fr-2)	35+	Heavy	200.2- (91-)	(m)	Nov-Int	AN-11	(Fr-3)	35+	Heavy	200.2- (91-)	(m)	Nov-Int
AU-12	(Fr-2)	35+	Sup Hvy	200.2+ (91+)	(m)	Nov-Int	AN-12	(Fr-3)	35+	Sup Hvy	200.2+ (91+)	(m)	Nov-Int

NBL TITLE DIVISIONS

Uniformed (Gi) (Any Rank)						Non-Uniformed (No-Gi) (Any Rank)					
			lbs.	kilo					lbs.	kilo	
NU-1	(Fr-1)	17-	Super Fly	55- (25-)	(m/f)	NN-1	(Fr-1)	17-	Super Fly	55- (25-)	(m/f)
NU-2	(Fr-1)	17-	Fly	66- (30-)	(m/f)	NN-2	(Fr-1)	17-	Fly	66- (30-)	(m/f)
NU-3	(Fr-1)	17-	Feather	77- (35-)	(m/f)	NN-3	(Fr-1)	17-	Feather	77- (35-)	(m/f)
NU-4	(Fr-1)	17-	Light	88- (40-)	(m/f)	NN-4	(Fr-1)	17-	Light	88- (40-)	(m/f)
NU-5	(Fr-1)	17-	Lt. Middle	99- (45-)	(m/f)	NN-5	(Fr-1)	17-	Lt. Middle	99- (45-)	(m/f)
NU-6	(Fr-1)	17-	Middle	121- (55-)	(m)	NN-6	(Fr-1)	17-	Middle	121- (55-)	(m)
NU-7	(Fr-2)	17-	Lt. Heavy	143- (65-)	(m)	NN-7	(Fr-2)	17-	Lt. Heavy	143- (65-)	(m)
NU-8	(Fr-2)	17-	Heavy	165- (75-)	(m)	NN-8	(Fr-2)	17-	Heavy	165- (75-)	(m)
NU-9	(Fr-2)	17-	Sup Hvy	165+ (75+)	(m)	NN-9	(Fr-2)	17-	Sup Hvy	165+ (75+)	(m)
NU-10	(Fr-2)	17-	Feather	99-121 (45-55)	(f)	NN-10	(Fr-2)	17-	Feather	99-121 (45-55)	(f)
NU-11	(Fr-2)	17-	Light	143- (65-)	(f)	NN-11	(Fr-2)	17-	Light	143- (65-)	(f)
NU-12	(Fr-2)	17-	Middle	143+ (65+)	(f)	NN-12	(Fr-2)	17-	Middle	143+ (65+)	(f)
NU-13	(Fr-3)	18+	Feather	138.6- (63-)	(m)	NN-13	(Fr-3)	18+	Feather	138.6- (63-)	(m)
NU-14	(Fr-3)	18+	Light	151.8- (69-)	(m)	NN-14	(Fr-3)	18+	Light	151.8- (69-)	(m)
NU-15	(Fr-3)	18+	Lt. Middle	162.8- (74-)	(m)	NN-15	(Fr-3)	18+	Lt. Middle	162.8- (74-)	(m)
NU-16	(Fr-3)	18+	Middle	173.8- (79-)	(m)	NN-16	(Fr-3)	18+	Middle	173.8- (79-)	(m)
NU-17	(Fr-4)	18+	Lt. Heavy	184.8- (84-)	(m)	NN-17	(Fr-4)	18+	Lt. Heavy	184.8- (84-)	(m)
NU-18	(Fr-4)	18+	Heavy	200.2- (91-)	(m)	NN-18	(Fr-4)	18+	Heavy	200.2- (91-)	(m)
NU-19	(Fr-4)	18+	Sup Hvy	220.4- (100-)	(m)	NN-19	(Fr-4)	18+	Sup Hvy	220.4- (100-)	(m)
NU-20	(Fr-4)	18+	Ex Sup Hvy	220.4+ (100+)	(m)	NN-20	(Fr-4)	18+	Ex Sup Hvy	220.4+ (100+)	(m)
NU-21	(Fr-1)	18+	Fly	121- (55-)	(f)	NN-21	(Fr-1)	18+	Fly	121- (55-)	(f)
NU-22	(Fr-1)	18+	Feather	132- (60)	(f)	NN-22	(Fr-1)	18+	Feather	132- (60)	(f)
NU-23	(Fr-1)	18+	Light	143- (65-)	(f)	NN-23	(Fr-1)	18+	Light	143- (65-)	(f)
NU-24	(Fr-1)	18+	Middle	143+ (65+)	(f)	NN-24	(Fr-1)	18+	Middle	143+ (65+)	(f)
NU-25	(Fr-2)	35+	Light	151.8- (69-)	(m)	NN-25	(Fr-4)	35+	Light	151.8- (69-)	(m)
NU-26	(Fr-2)	35+	Middle	173.8- (79-)	(m)	NN-26	(Fr-4)	35+	Middle	173.8- (79-)	(m)
NU-27	(Fr-2)	35+	Heavy	200.2- (91-)	(m)	NN-27	(Fr-4)	35+	Heavy	200.2- (91-)	(m)
NU-28	(Fr-2)	35+	Sup Hvy	200.2+ (91+)	(m)	NN-28	(Fr-4)	35+	Sup Hvy	200.2+ (91+)	(m)

36 STICK FIGHTING DIVISIONS

NOTE: Extra safety equipment and sticks will be provided to those who do not have their own equipment or want to try this event for the first time.

Point (Underbelt Only)					
			lbs.	kilo	
AA-1	(F-7)	17-	Fly	66- (30-)	(m/f)
AA-2	(F-7)	17-	Feather	77- (35-)	(m/f)
AA-3	(F-7)	17-	Light	88- (40-)	(m/f)
AA-4	(F-8)	17-	Middle	121- (55-)	(m)
AA-5	(F-8)	17-	Heavy	143- (65-)	(m)
AA-6	(F-8)	17-	Sup. Heavy	143+ (65+)	(m)
AA-7	(F-8)	17-	Middle	99+ (45+)	(f)
AA-8	(F-7)	18+	Light	184.8- (84-)	(m)
AA-9	(F-8)	18+	Heavy	184.8+ (84+)	(m)
AA-10	(F-7)	18+	-	-	(f)
AA-11	(F-8)	35+	-	-	(m)

NBL TITLE DIVISIONS

Point (Any Rank, but under blackbelts cannot wear a belt)					
			lbs.	kilo	
NA-1	(F-7)	17-	Fly	55- (25-)	(m/f)
NA-2	(F-7)	17-	Feather	77- (35-)	(m/f)
NA-3	(F-7)	17-	Light	99- (45-)	(m/f)
NA-4	(F-8)	17-	Middle	121- (55-)	(m)
NA-5	(F-8)	17-	Heavy	143- (65-)	(m)
NA-6	(F-8)	17-	Sup. Heavy	143+ (65+)	(m)
NA-7	(F-8)	17-	Middle	99+ (45+)	(f)
NA-8	(F-7)	18+	Light	184.8- (84-)	(m)
NA-9	(F-7)	18+	Heavy	184.8+ (84+)	(m)
NA-10	(F-8)	18+	-	-	(f)
NA-11	(F-8)	35+	-	-	(m)
NA-13	(F-7)	17-	Feather	77- (35-)	(m/f)
NA-14	(F-7)	17-	Light	99- (45-)	(m/f)
NA-15	(F-7)	17-	Middle	121- (55-)	(m)
NA-16	(F-8)	17-	Heavy	143- (65-)	(m)
NA-17	(F-8)	17-	Sup. Heavy	143+ (65+)	(m)
NA-18	(F-8)	17-	Middle	99+ (45+)	(f)
NA-19	(F-7)	18+	Light	184.8- (84-)	(m)
NA-20	(F-7)	18+	Heavy	184.8+ (84+)	(m)
NA-21	(F-8)	18+	-	-	(f)
NA-22	(F-8)	35+	-	-	(m)
TEAM (Any Rank - same as point)					
NA-23	(F-7)	17-	(3 member)	99- (45-)	(m/f)
NA-24	(F-8)	17-	(3 member)	99+ (45+)	(m/f)
NA-25	(F-7)	18+	(3 member)	Any weight	(m)

Continuous (Any Rank - same as point)					
			lbs.	kilo	
NA-12	(F-7)	17-	Fly	55- (25-)	(m/f)