

**NEVADA BRAZILIAN
JIU-JITSU FEDERATION
RULEBOOK 2024**

Nevada Brazilian Jiu-jitsu Federation

Rulebook

Gi & No Gi

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I. Referee Authority and Duties

- i. Referee Authority. The referee of the match area has full authority in each match and they will score and declare the result of every match. *Referee's subjective interpretations about point, advantage and penalty scoring will not be modified under any circumstance.*
- ii. Result changes. It will only be possible to change the outcome of a match in any of the following scenarios:
 - a) If the Referee misread the Scoreboard.
 - b) If the athlete who was declared the winner won their match using an illegal technique.
 - c) If the athlete was disqualified for using a legal technique. In this case, if the match was interrupted before the defending athlete tapped out, the attacking athlete will receive two points and the match will be restarted standing. However, if the match was interrupted after the defending athlete tapped out, the attacking athlete would be declared the winner.

The Staff must consult with the Bracket Coordinator before every outcome modification, since it will only be possible to modify the result of a match if the bracket hasn't advanced to the next round.

- iii. Referee duties. Referee's first priority is to safeguard the athlete's wellbeing and enforce this Rulebook. The Referee can interrupt any match when deemed necessary. It's is the Referee's duties to:
 - a) Make sure the athlete's names are correct on the scoreboard.
 - b) Make a final check on the athletes and ensure they are compliant with their hygiene and uniform requirements described on this

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Rulebook before the beginning of the match. In case an athlete doesn't comply, the Referee will set a time for such athlete to do so.

- c) Place the athletes on each side of the scoreboard, ready to enter the match and accordingly to the color of their Gi, if applicable:
- The athlete with blue Gi should be placed at the right side of the Referee.
 - If no athlete has a blue Gi, the athlete with the colored and darker Gi will be placed at the right side of the Referee.
 - If both athletes have the same colored Gi, one athlete will receive a colored belt to distinguish them and will be placed at the right side of the Referee.
 - FOR NO GI MATCHES: The scorekeeper will place the athlete in the red corner at the right side of the Referee.
- d) Call the athletes inside the match area and place them one on each side, ready for the beginning of the match.
- e) Start the match and try, as much as possible, to keep it in the center of the match area.
- f) Signal points, advantages and penalties corresponding to each athlete.
- g) Pause and restart the match as necessary. It will be the referees discretion to place the athletes as needed when restarting every match. **But no match will ever be restarted with a submission hold.**
- h) Stand far from the athletes when the fight is standing, but close if the fight is on the ground, especially if there's a submission hold and/or the match involves minors.
- i) For categories involving athletes under the age of 15: the referee will position themselves behind the athletes to closely monitor the match. Especially when a submission hold appears imminent, the referee will

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stay near to ensure safety. The referee is authorized to physically intervene to stop a submission hold, thereby ending the match, if it is deemed necessary for the athlete's protection.

j) Interrupt a match when deemed necessary, for example:

- When one of the athletes steps out of the match area (unless there's a takedown, sweep or submission hold underway).
- Whenever two thirds of the athlete's bodies are out of the match area. In this case, if the match is in a stable position and there's no submission hold being attacked, the match will be restarted in the center of the area in the same position. However, if the match wasn't in a stable position, it will be restarted standing in the center of the area.
- Whenever there's a submission hold being attacked while the match is close to the edge of the match area, the Referee will only stop the match when the totality of the athlete's bodies are out of the area, if the defending athlete taps out or if the regulation time is up.
- Whenever there's a submission hold and the Referee deems the defending athlete has a significant possibility of being seriously hurt.
- If there's a tearing in the athlete's uniform, the Referee will stop the match when it's in a stable position (if possible) and will then set a time for the athlete to change their uniform. If the athlete can't comply with this, they will lose the match.

k) Disqualify the athlete that performs any illegal action. It is important, however, to be aware of the following situations:

- When an athlete unintentionally performs a movement that places their opponent in an illegal position, without there being a submission hold, the Referee must interrupt the fight, place the athletes in the immediately previous legal position, penalize the offending athlete (who made the move) and restart the fight.

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- When, in the minor categories and in all white belt categories, any of the athletes perform a single leg placing their head on the outside, the Referee must interrupt the fight and restart it standing, without penalizing anyone.
 - l) Call the Medical Staff to the fight area when considered necessary; for example: when any type of bleeding occurs, when the Referee notices that an athlete has lost consciousness, or when one of the athletes expresses pain.
 - m) Stop the fight when the regulation time is up.
 - n) Read the scoreboard to declare the result of the fight and raise the winner's hand. There can only be one winner per fight and only one hand raised.
- iv. Gestures and verbal orders of the Referee. The Referee must ensure that both athletes and the control table notice their signals, making them as clearly as possible. Furthermore, they must communicate with the athletes cordially and professionally, using only the following gestures and words:
- a) To call the athletes into the fighting area: The Referee will extend their arms, palms up, towards the waist of each athlete and bend them 90° towards themselves.
 - b) To indicate the start of the fight, or restart it after an interruption: The Referee will extend their right arm in front and bring it up and down; while saying the command: "Fight!".
 - c) To stop the fight: The Referee will move their hands to the front of their chest and then extend their arms away from the body, parallel to the floor, and until they are completely extended to the side and at shoulder height; while saying the command: "Stop!"
 - d) To penalize an athlete for lack of combativeness: The Referee will first point their arm that corresponds to the athlete who will be

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penalized towards the athlete's torso, followed by raising the arm bent 90° at shoulder height and with a closed fist; while saying the command "Action!"

- e) To penalize an athlete who has committed a foul: The Referee will first point the arm corresponding to the athlete who will be penalized towards the athlete's torso, followed by raising the arm bent 90° at shoulder height and with a closed fist; while saying the command "Foul!".
- f) To penalize an athlete who has committed a foul for illegal grip: The Referee will make sure that the athlete releases said grip and perform the gesture in the previous paragraph, followed by bringing both palms of the hand extended, with the fingers together, towards the wrists.
- In the event that the athlete has performed any technique with the illegal grip, the fight must be stopped, returned to the position immediately prior to the illegal grip, penalize the offending athlete -making the gesture corresponding to "illegal grip"- and then restarted.
 - In the event that the athlete is attacking a submission and has made any illegal grip, the fight must be stopped, the offending athlete must be penalized - making the gesture corresponding to "illegal grip" - and the fight must be restarted standing.
- g) If the situations mentioned in the paragraphs e) or f) arise, but it is not possible for the athlete who will be penalized to look at the Referee: The Referee must firmly touch the shoulder of the offending athlete and ensure that they have noticed the penalty received.
- h) To disqualify an athlete: The Referee will place both arms crossed above the head, with a clenched fist, followed by pointing the corresponding arm at the torso of the athlete to be disqualified.

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- i) To signal an advantage: The Referee will slowly extend the arm corresponding to the athlete who will receive the advantage, at shoulder height, with the hand open, fingers together and palm facing the ground.
- j) To score two, three and four points: The Referee will raise the stretched arm corresponding to the athlete who will receive the points above the head, with the fingers extended as follows:
 - To mark two points: extend your index and middle fingers.
 - To mark three points: extend the index, middle and ring fingers.
 - To mark four points: extend the index, middle, ring and little fingers.
- k) To remove points from the scoreboard: The Referee will raise above the head the arm corresponding to the athlete who received the points to be subtracted, and bend it towards the head with the palm extended and the fingers together towards the body.
- l) To declare the result of the winner of the fight: The Referee will stand in between the athletes, with each one on their corresponding side (the athlete with the kimono or color badge on the right side), take the sleeves of both athletes and lift *only* the arm of the winning athlete, while keeping the arm of the losing athlete down.
- m) To signal the athletes to keep the fight within the corresponding area: After pointing at the torso of the athlete in question, the referee will raise the arm bent 90° at shoulder height, while making circular movements with the index finger extended.
- n) To instruct the athlete to stand up: The Referee will point to the athlete's torso and raise the arm above their head, with the hand open and fingers together.

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- o) To indicate the athlete that he must return to the ground: Point to the torso of the athlete that must return to the ground and direct the arm pointing towards the mat across the body, with the hand open and the fingers together.

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II. Second Article - Decision of the fights

- i. The fights will be decided because of one of the following situations:
 - a) Surrender: when the athlete taps or hits two or more times with the palm of the hand or with the feet on the opponent's body, on the ground or on himself visibly; when the athlete verbally informs the Referee of his surrender; or when they scream in pain while caught in a submission hold.
 - b) Interruption: when the athlete claims to suffer from cramps; when the Referee denotes that the athlete under a submission may be exposed to serious physical damage and is not capable of defending themselves or surrendering; when a member of the Medical Staff declares the athlete incompetent to continue the fight; when an athlete presents bleeding that, after two healing attempts, persists; or when one of the athletes vomits or loses control of their physiological faculties, presenting involuntary evacuation in the fighting area.
 - c) Disqualification: When one or both athletes commit one of the faults described in Article V, which result in disqualification.
 - d) Loss of consciousness: Whether due to a legal submission, or a situation beyond the control of the opponent, the athlete who loses consciousness will be declared the loser of the fight.

Important: The athlete who loses consciousness due to a head injury must be referred to the medical service immediately and will not be able to continue his participation in the event.
 - e) Scoring: At the end of the regulation time the athlete who has the most points on the scoreboard will be declared the winner. However, if they are tied on points, the Referee will read the advantages of the scoreboard and declare the athlete with the most advantages the

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winner. Finally, if the score is tied in both points and advantages, the Referee will read the penalties on the scoreboard and declare the athlete with the lowest number of penalties the winner.

- f) Referee's Decision: At the end of regulation time, if the score is tied in terms of points, advantages and penalties, it will be the sole, irrevocable and absolute decision of the Referee to declare the winning athlete. The Referee may not consult or speak with any person before declaring the result, but must base their decision on the evaluation of the entire fight, and determine which athlete was more offensive for the longest time, as well as determine which athlete was closest to reaching a scoring or finishing position.
- g) Coin toss: Only In the event of a category final or bronze medal match, where both athletes are injured at the same time during the fight, for reasons unrelated to an illegal movement and are unable to continue fighting; If the score is tied, the result will be determined by coin toss. The bracket coordinator must witness the coin toss.
- h) In matches determining 1st, 2nd, or 3rd place medals, athletes are required to actively compete to determine a winner. The practice of "closing out" matches—where competitors agree on the outcome without engaging in actual competition—is strictly prohibited. Both athletes must engage in a genuine contest; failure to do so will result in disqualification (DQ) of both competitors. This rule ensures the integrity of the competition and fairness in the awarding of medals.

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III. Third Article - Score

- i. The points will be assigned by the Referee and recorded by the control table, as long as the athlete manages to stabilize the position achieved for three consecutive seconds; or if the following situation arises:
 - a) When the correct movement to defend a legal submission results in the exit of the fight area, the Referee must stop the fight, assign two points to the athlete who applied said submission and restart the fight standing in the center of the area.
- ii. The fight must follow a sequence of increasing technical mastery towards completion. Therefore, an athlete who voluntarily gives up a position for which they have received points, to search for it and receive more points, will not receive the points for the position reached again.
- iii. When an athlete achieves a scoring position, but is under attack by a submission hold performed by their opponent, they will not receive the score until they have freed themselves from the submission and have stabilized the position for three consecutive seconds.
- iv. An athlete may receive cumulative points for conquering various scoring positions and stabilizing the final position for three consecutive seconds, for example: *An athlete who passes the guard directly to the mount and stabilizes the position for three seconds will first receive three points, and immediately after four more points.*

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Scoring Positions

Name	Points	Definition
Takedown	2	When one of the athletes, starting their movement with both feet in the fighting area, projects their opponent towards the ground; the opponent falling on their side, back, sitting or on their knees ¹ ; controlling the upper position for 3 consecutive seconds.
Sweep	2	When the athlete who is below, with the opponent above and within their guard, manages to reverse the position, forcing the opponent to remain on the mat on their side, back, sitting or kneeling ¹ ; controlling the upper position for 3 consecutive seconds.
Guard pass	3	When the athlete who is above manages to surpass the legs of the opponent who is below and maintain lateral or longitudinal control above the hip line, with the opponent's back on the ground or side, for 3 consecutive seconds
Knee on belly	2	When the athlete who is above, free from guard, facing towards the opponent's head, places the shin or knee (of the leg closest to the opponent's hip) on the stomach, chest or ribs of the opponent, who must have their back or side on the mat; and manage to remain stable for three seconds, without resting the opposite knee on the ground, for 3 consecutive seconds.

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Name	Points	Definition
Mount and back mount²	4	When the athlete on top, free from guard, positions themselves on the torso of the opponent (who is facing down, up or sideways) with their knees (or one foot and one knee) on the ground, facing towards the opponent's head, with control of the arms ³ ; and remains stable for 3 consecutive seconds.
Back Take	4	When the athlete manages to connect their chest with the opponent's back and place their heels on the inside of the opponent's thighs (without crossing their feet), looking towards the opponent's head, with control of the arms ³ ; and remains stable for 3 consecutive seconds.

IMPORTANT NOTES:

- 1 - In the event that the opponent falls with one or two knees on the ground, the athlete must control them in that position behind the line of the shoulders, and for three seconds to receive the points.
- 2 - Mount and back mount are separate positions and are marked separately.
- 3 - Arm control: the athlete performing the mount, back mount or taking the back must have both of the opponent's arms trapped over their legs. If only one arm is trapped, the athlete will only receive the corresponding points if the leg that is on the free arm remains below the line of the opponent's shoulders.

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IV. Article Four - Advantages

- i. Advantage will be granted when the athlete manages to achieve a position or scoring technique, but is unable to maintain control or the superior position for three seconds.
- ii. The athlete may receive an advantage when they try to apply a submission hold, but fails to submit the opponent due to the opponent's defense or due to the end of regulation time. *It will be the Referee's responsibility to assess whether the completion represented a real danger of submission to grant the advantage.*
- iii. The athlete will only receive an advantage if they achieve one or more scoring positions, while caught in a submission hold, and upon escaping from it fails to stabilize control or superior position for three consecutive seconds (due to a defense of his opponent or by the end of the regulation time).
- iv. When both athletes pull guard at the same time with legal holds¹, the first one to stand up will receive an advantage.
- v. The advantages can be signaled by the Referee even after the regulation time has ended, but before proclaiming the result of the fight.
- vi. The Referee may only signal the advantage when certain that the athlete has no chance of achieving the submission or the points for the position.

¹ Legal holds: See Section V.ii, subsection b)

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Examples of advantages in scoring positions*

Position	Example
<p>Takedowns and sweep</p>	<p>When the athlete achieves the takedown or sweep, and remains in a superior position (taking their hips off the ground), but the opponent rises from the mat in less than 3 seconds.</p>
	<p>When, after taking down or sweeping, the athlete fails to stabilize the top position for 3 consecutive seconds and 2/3 of the athlete's bodies leaves the fighting area.</p>
<p>Guard pass</p>	<p>When the athlete manages to pass the opponent's guard but is unable to maintain control of the dominant position for 3 consecutive seconds.</p>
	<p>The athlete seeking to pass the guard will receive an advantage when the opponent abandons their guard and turns to the four-point (turtle) position, while having at least one knee on the mat.</p>
	<p>When the athlete seeking to pass the opponent's guard turns them to the four-point (turtle) position, having the opponent at least one knee on the ground, and controls them behind the line of the shoulders.</p> <p>When the athlete, starting from the opponent's guard, manages to conquer the half guard and establish control over the opponent¹, but is unable to finish the pass, due to the opponent repositioning their guard, sweeping them, or the fight ending by submission or by the end of regulation time.</p>
<p>Knee on the stomach</p>	<p>When the athlete manages to place the knee on the stomach, but is unable to maintain control of the dominant position for 3 consecutive seconds.</p>
	<p>When the athlete manages to place the knee on the stomach, but keeps the knee of the other leg on the ground and does not meet the scoring requirements of said position.</p>

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Position	Example
Mount and reverse mount²	When the athlete manages to reach the mount or reverse mount, but is unable to maintain control of the dominant position for 3 consecutive seconds.
	When the athlete who is above, free from the guard, positions themselves on the trunk of the opponent (who is face down, face up or on the side) and keeps their knees (or one foot and one knee) on the ground, facing towards the opponent's head, but lacks arm control ³ .
Back shot	When the athlete manages to take the back, but is unable to maintain control of the dominant position for 3 consecutive seconds.
	When the athlete manages to position themselves on their back and places their heels on the inside of the opponent's thighs (without crossing their feet), facing the opponent's head, but lacks control of the arms ³ .
	When the athlete manages to take the back but keeps their feet crossed, with the back triangle closed or is only able to place one hook.

IMPORTANT NOTES:

* - The previous examples are illustrative, but not limiting.

1 - In this case, the following half guard control positions are not considered: reverse half guard, knee slice or deep half guard.

2 - Mounted and reverse mounted are separate positions and are marked separately.

3 - Arm control: the athlete performing the mount, reverse mount or taking the back must have both of the opponent's arms trapped over their legs. If only one arm is trapped, the athlete will only receive the corresponding points if the leg that is on the free arm remains below the line of the opponent's shoulders.

vii. Specific cases where the advantage is not scored:

- a) If the athlete who conquers the half guard is not trying to pass.
- b) If the athlete achieves a sweep, then deliberately returns to their guard.
- c) No advantages will be granted for sweeps that *start and the end* in the "50/50" guard.

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V. Article Five - Fouls and penalties

Fouls and penalties will be applied by the Referee with the intention of promoting respect for the regulations and sportsmanship during the match, as well as protecting the environment and the correct development of the tournament.

- i. Disciplinary fouls. They will result in the disqualification of the athlete from both the fight and the tournament, withdrawing their right to the podium, to any previously agreed compensation or bonus, to continue fighting or even to participate again in the next events organized by the Nevada Brazilian Jiu-jitsu Federation and its tournaments. associates (decision to be made by the Head of Refereeing and the Organizing Committee). It will be considered a disciplinary offense:
 - a) When the athlete says insulting or disrespectful words, or directs obscene gestures, towards their opponent, the Staff, the Referee or the public, before, during or after their fight.
 - b) When the athlete attacks their opponent, the Referee, any member of the Staff or the public before, during or after the fight.
 - c) When the athlete bites, pulls the hair, hits the genitals, eyes or any intentional blow such as punching, elbowing, slapping, kicking, kneeing, hitting with the head, kicking, etc.
 - d) When the athlete, when commemorating their victory, addresses their opponent, the Staff or the general public in an aggressive and disrespectful manner using words and/or gestures.
 - e) When one or both athletes abandon the seriousness of the competition and/or perform a combat simulation.
 - f) When the athlete has attitudes or performs actions considered incompatible with the competition environment during, before or after the fight.

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- ii. Technical faults. Technical fouls are subdivided into: lack of combativeness (stalling) fouls or serious fouls.
 - a) Lack of combativeness (stalling): Will result in a penalty for a foul committed; and the Referee must signal it:
 - When an athlete clearly does not seek to advance within the fight, while preventing their opponent from doing so as well (unless they are mounted, taking the back, defending a submission or under a position of control).
 - When both athletes pull guard at the same time, with legal grips, the Referee must look at their watch and begin a 20-second count. If at the end of the count there is no submission hold, no athlete is about to reach a scoring position and/or none of the athletes have gotten up from the ground to begin passing guard; the Referee must stop the fight, penalize both athletes and restart the fight standing in the center of the area.
 - b) Fouls: Will result in a penalty for the foul committed; and the Referee must signal it:
 - When the athlete kneels or sits (and remains in that position) without grips.
 - When the athlete pulls to the guard without legal grips.
 - When the athlete, standing or on the ground, moves to the edges of the match area, avoiding combat with the opponent.
 - When the athlete pushes the opponent out of the match area, without clear intention of taking their opponent down.
 - When the athlete stands up or moves away from the opponent, fleeing the match, and does not engage any further.
 - When the athlete breaks the opponent's grip while they are pulling the guard and does not accept the fight on the ground.
 - When the athlete communicates with any person, speaking or through gestures, questioning or answering any decision of the Referee during the fight.
 - When the athlete disobeys any indication of the Referee.

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- When the athlete leaves the match area before the Referee has declared the result of the fight.
- When the athlete deliberately leaves the fighting area to prevent their opponent from being able to score a sweep or takedown.

Important: In this case the Referee must signal a penalty for the athlete who fled the fight area and two points for the opponent and, if possible, the fight will be restarted with the center in the position with which they left the area.

- When the athlete makes any illegal grips on the opponent's clothing:
 - Place their foot on the opponent's belt.
 - Place their foot on the opponent's lapel, without a hand grip on the lapel itself, which provides tension in the grip.
 - Place their foot on the lapel behind the opponent's neck.
 - Using the opponent's belt, or their own, to perform or assist a strangulation, while the belt knot is untied.
 - Grab the inside of the sleeves or leggings of the opponent's gi.
 - Place their foot inside the gi, or step on it to prevent the opponent from moving.
 - When the athlete places the palm of the hand or the sole of the foot on the face (eyes, nose, mouth) of the opponent.
 - When the athlete takes more than twenty seconds to tie the belt, hairband or pants.
 - When the athlete moves through the fighting area without seeking contact with the opponent.
 - When the athlete makes any unintentional movement that places their opponent in a penalized position.
- c) Serious fouls: Will result in the disqualification of the athlete from the fight, but they will not lose their right to the podium, and will be able

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to continue their participation in the tournament. The Referee must signal it:

- When the athlete's uniform has been torn, and the athlete is unable to replace it with a new one that meets the requirements established in these regulations, after a period of time established by the Referee.
- When the athlete deliberately leaves the match area, to avoid surrendering due to a legal submission entered by the opponent.
- When, under a legal submission made by the opponent, the athlete commits a foul that forces the Referee to interrupt the fight.
- When the athlete deliberately makes a movement that places their opponent in an illegal position.
- When the athlete is not wearing appropriate underwear.
- When the athlete places substances that alter adhesion on their body and/or uniform.
- When the athlete attempts to suffocate or strangle their opponent using one or both hands, covering the nose, mouth or squeezing the opponent's windpipe.
- When the athlete performs any throw that forces the opponent to fall on their head or neck.
- When the athlete's hair or makeup stains the uniforms or mat area.
- When the athlete makes any illegal submission in their category, according to the following chart:

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ILLEGAL TECHNIQUES

4 - 12 years old	13 - 15 years old	16-17 years old (all ranks) and White belts (adults & masters)	Blue & purple belts (adults & masters)	Brown & Black belts (adults & masters) EXCEPT ADULT NO GI	No Gi Brown & Black belts Adult	
X						Submission techniques by forcing the legs apart
X	X					Strangulations that force the cervical spine (Ezekiel)
X	X					Straight foot lock (Achilles)
X	X					Guillotine or any type of front head lock (e.g. Darce)
X	X					Omplata
X	X					Pulling the opponent's head when making a triangle
X	X					Arm triangle
X	X	X				Compression of the kidneys within closed guard
X	X	X				Wrist lock
X	X	X	X			Bicep slicer
X	X	X	X			Calf slicer
X	X	X	X			Toe hold
X	X	X	X			Knee bar
X	X	X	X			In the straight ankle lock, turning in the direction of the foot that is not under attack
X	X	X	X	X		Heel hook
X	X	X	X	X		Locks twisting the knees
X	X	X	X	X		Knee reaping (see definition in the next page)
X	X	X	X	X		In the toe hold, applying outward pressure on the foot
X	X	X	X	X	X	Slam
X	X	X	X	X	X	Spinal lock without choke
X	X	X	X	X	X	Kani basami (Scissors takedown)
X	X	X	X	X	X	Bending fingers backwards
X	X	X	X	X	X	Grabbing the opponent's belt and throwing him to the floor on his head when defending a single leg situation while their opponent's head is on the outside of their body
X	X	X	X	X	X	Suplex or Ura Nage forcing the opponent to fall on the neck or head

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- iii. Definition of Knee Reaping. It is characterized when one of the athletes positions their thigh behind the opponent's leg and passes their leg across the front of the opponent's body above the knee line, and crosses the vertical midline of the opponent's body with their foot ; applying pressure on the knee of the opponent's trapped leg, from the outside inward, as long as the foot of the leg at risk is trapped (either by a grip, on the athlete's body, their kimono or because the opponent has the foot on the ground).
- a) It will be considered a serious foul when the athlete performing the knee reaping exceeds the far vertical limit of the opponent's body with their foot.
 - b) It will be considered a foul when the athlete performing the knee reaping crosses the vertical midline of the opponent's body with their foot. However, the Referee may not interrupt the fight if there is a locked submission. In this case, the Referee must wait.
- iv. Penalties. Penalties are cumulative, and the Referee must follow the following marking sequence:

	Offending athlete	Opponent
1st FOUL	Penalty #1	_____
2nd FOUL	Penalty #2	Advantage
3er FALTA	Penalty #3	Two points
4th FAULT	Disqualification	_____

NOTE: for categories from four to fifteen years old, the Referee will signal two extra #3 penalties, before disqualifying the athlete..

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VI. Article Six - Obligations, prohibitions and demands

- i. Athletes, both men and women, must comply with the following clothing requirements:
 - a) Kimonos must be made of cotton or similar fabric, where its thickness does not impede grip, and must be in good condition. It is not allowed to wear torn, mended, stained, wet, dirty or torn kimonos.
 - b) Kimonos must be, in their entirety, the same color.
 - c) In men's categories, the use of rashguard and/or spats under the kimono is optional.
 - d) In the women's categories, the use of a rashguard or elastic shirt, close to the body, under the kimono is mandatory, as well as the use of a sports top without metal parts under the rashguard.
 - e) The distance between the beginning of the sleeves and the kimono leggings should not exceed 2 inches, starting from the wrists and ankles.
 - f) Athletes must use a Brazilian jiu-jitsu belt of the color corresponding to their category, no more than 2 inches wide, properly tied, and whose length after the knot is between 8 and 12 inches.
- ii. Athletes may use joint protection (knee pads, elbow pads), as long as they do not have metal or rigid parts and their volume does not make it difficult to grip the kimono.
- iii. Any member of the Staff may verify that the uniforms comply with the requirements of these regulations at any time during the tournament. Each athlete will have the right to three uniform checks. If they do not have a uniform that meets the requirements of the regulations and fail to correct their clothing in the three attempts, they will not be able to compete.

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- iv. After the uniform check, the athlete will not be able to change their clothing to fight, or will be subject to disqualification. If a change in uniform is required, *after any fight*, the athlete must receive the inspection again.
- v. Hygiene:
 - a) Athletes must appear with short fingernails and toenails without sharp edges.
 - b) Athletes with long hair should have it tied up, so as not to make the opponent uncomfortable.
 - c) The athlete who has painted hair or makeup, and who dirtyes the opponent during the fight, will be disqualified.
 - d) **Athletes must wear footwear when outside the mat area. Any athlete caught in the bathroom without shoes will be subject to disqualification.**
 - e) If any injury is found on the athlete's skin, they must be referred to the event's medical service to determine whether or not they can compete.
 - f) In order to compete, the athlete with an infection or skin injury must present medical proof that the injury is not contagious and does not represent a danger to other competitors.
 - g) For the organization of the event, Medical Staff will have the final say to release an athlete with an infection or skin injury and allow them to compete.
- vi. Other requirements:
 - a) There will be no tolerance in weight.
 - b) The athlete may be weighed in shorts and a t-shirt.

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- c) The use of uniforms printed or sublimated with phrases, symbols, images or slogans that incite or speak of violence, vandalism, sexual acts, drugs, alcohol, tobacco, discrimination or racism will not be permitted.
- d) The patches placed must not have tears of any kind or detachments.
- e) The use of rings, piercings, metal brooches, bracelets, watches, ear protectors, groin protector (shell), or any other decoration or protection that has rigid parts and that may cause any type of risk or injury will not be permitted.
- f) All athletes must wear underwear at all times during competition. This must be a boxer or underwear type. The use of thongs will not be allowed. Failure to comply with this point will result in the athlete's disqualification.

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VII. Article Seven - Categories and time of regulation of the fight

- i. The age category of the athletes will be defined by the age the athlete will reach in the year of the competition.
- ii. There is no maximum age limit for the adult and master categories. Only a minimum age is requested.
- iii. The regulation time of each category, according to weight and age, is defined below:

Regulation time of fights according to age and belt

Category	Age	Fight regulation time
UNDER AGED, ALL RANKS	(current year) - (birth year) = 17	02 MINUTES
ADULTS AND MASTERS, AL, RANKS		02 MINUTES

Rest time between fights

Rest between fights until the semifinal	Equal to regulation time
Rest between semi-final and final	Double the regulation time

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Competition Format Based on Division Size

The format of competition within each division is determined by the number of participants, ensuring a fair and comprehensive competitive experience for all athletes.

The following structures apply based on division size:

- **Divisions with 2 Participants:** Matches will be conducted in a best-of-three format. The athlete winning two out of three matches will be declared the division winner.
- **Divisions with 3 Participants:** A round-robin format will be utilized, where each athlete competes against every other athlete in the division. This format ensures that all athletes have the opportunity to compete multiple times, with the overall best-performing athlete being declared the winner based on their record in these matches.
- **Divisions with More Than 3 Participants:** A double-elimination format will be adopted. In this format, an athlete must lose twice before being eliminated from the competition. This approach allows athletes a second chance to progress in the tournament, ensuring that a single loss does not immediately disqualify them from medal contention.

iv. Disqualifications in semi-finals, finals and special cases:

a) When, during the semi-finals:

- Both athletes crash at the same time, with the score tied, and neither athlete is able to continue the fight. The other semifinal will be considered the final of the category, and the athletes who suffered the accident will have a coin toss decision to determine third place.
- Both athletes are disqualified for technical fouls. The other semifinal will be considered the final of the category, and there will be no third place.
- Both athletes are disqualified for disciplinary offenses. The other semifinal will be considered the final of the category, and the athletes who were

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disqualified will lose their right to the podium, leaving the two third places empty.

- The four athletes are disqualified during the two semifinals for technical fouls. The athletes who were defeated by them in the quarterfinals will fight against each other to determine the new finalists. Then, the disqualified athletes will not receive a medal and the athletes who lost to the new finalists will fight for the third place.
- The four athletes are disqualified during the two semifinals for disciplinary offenses. The athletes who were defeated by them in the quarterfinals will fight against each other to determine the new finalists. Then, the disqualified athletes will lose their right to the podium and the athletes who lost to the new finalists will fight for the third place.
- One athlete is disqualified for a technical foul and the other for a disciplinary foul; the first will be considered third place, the second will lose their right to the podium and the other semifinal will be considered the final of the category.

b) When, during a final:

- Both athletes are disqualified for technical fouls. The athletes who lost in the semifinals will return to fight in the final. Then, the winner of the new final will be declared champion, the loser will win third place and the disqualified athletes will be declared second place.
- One of the athletes is disqualified for a disciplinary offense. The silver medal will be awarded to the one who lost the semifinal against the champion of the category.
- One athlete is disqualified for a technical foul and the other for a disciplinary foul; the first will be considered second place, the second will lose their right to the podium and the athletes who lost in the semifinals will fight to determine the champion of the category, where the loser will be declared the only third place.
- Both athletes are disqualified for disciplinary offenses. The athletes who lost in the semifinals will compete in a new final and the athletes who lost against the new finalists in the quarterfinals will be declared third places.

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IMPORTANT:

The Nevada Brazilian Jiu-jitsu Federation reserves the right to both register for its events and admission to their facilities.

The Nevada Brazilian Jiu-jitsu Federation does not discriminate on the basis of race, religion, gender, sexual orientation, physical condition or economic status or any other basis.

Nevada Brazilian Jiu-jitsu Federation will not allow entry to its event facilities to anyone under the influence of alcohol, narcotics or intoxicating substances.