

## **Fight Rules and Regulations | GotGame**

### **General Rules:**

*The Games are a Qualifications Championship , finishing with 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> positions.*

*The Championship will be in Gi and NoGi*

#### **Hygiene:**

- Slippery substances on body or clothes are strictly prohibited
- Athletes' fingers and toenails should be trimmed and short.
- Long hair should be tied up so as not to cause opponents any discomfort.
- Athletes will be disqualified if they are wearing hair dye that stains their opponents' Gi during a match.
- Athletes should use footwear up to the match area and wherever their use is permitted.

#### **Legal Techniques:**

- Any kind of choke (except for using the hand to close the wind pipe).
- Any arm bar, shoulder lock, or wrist lock
- Any Leg Lock or Ankle Lock

#### **Illegal Techniques:**

- Slamming is allowed only if you are locked in a submission.
- No neck cranks
- No "Full Nelson"
- No any crucifix
- No striking / kicking of any kind
- No eye gouging or fish hooking grabbing the ears
- No hair pulling
- No holding of fingers or toes (less than 4 fingers or less than 5 toes)
- No thumbing
- No scratching and pinching
- No biting
- No touching groin area
- No hands, knees or elbows on face
- No slippery substances allowed on body or clothing
- No crossface guillotine twisting the chin
- No use of T-Shirt and no holding the shorts allowed

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### Game Scoring (Positive and Negative Points/ Penalties):



#### THE FINISHER

- This is a submission only game.
- The match duration is 8 minutes.
- If no submissions were completed, fighters go for an overtime of 3 rounds where only an overtime submission will declare a winner
- If no submissions were completed after the 3 rounds, the fighter who sets up a submission first, wins by advantage. Otherwise, the win goes to the fighter with more submission attempts.



#### THE SCIENTIST

- This is a techniques game, testing the fighters' knowledge in the science of Jiu-Jitsu.
- Both fighters drop 2 preferred positions in a jar. That is 4 fighting positions (ex: butterfly, back, de la riva, etc.). Each fighter will then draw 1 position, ending up with 2 positions to test their skills (in defend and attack)
- The match duration is 12 minutes, switching position (defend/attack) every 3 minutes.
- Winner of most positions wins the title. In case of a draw, the decision goes to the highest point scorer!



#### THE SPEED MASTER

- This is a speed game.
- Fight is not won in points over a time period, but rather on how fast you finish the game. There are two possibilities to win this game, either a submission ending the fight, or first to reach an 11 point difference.
- The match duration is 5 minutes.
- *Scoring Example: Winner in 1st minute gets awarded 4 points, winner in 2 minutes gets awarded 3 points, and so on..*

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### THE CONQUERORS

- This is a tag team game.
- The match duration is 10 minutes.
- The main fighter chooses their partner and the duo challenge one another for the “King of Kings (KK) / Queen of Queens (QQ)” Belt Qualification. In other words, if this team wins the Conquerors Game, and qualify for KK/QQ, the winner from the duo will be the chosen one to compete for the belt.
- There are 5 tags in a fight. Each tag lasts 1 minutes and can be consecutive or separate
- A fight should have at least one tag. Fighters can tag anytime in any position and just at the setup of a submission. Fighters cannot tag after being caught in a submission.



### KING OF KINGS (KK) / QUEEN OF QUEENS (QQ)

- This is a WINNER OF ALL game. ALL KO FIGHTS!
- The match duration is 5 minutes.

#### ***Other Requirements:***

- The mat area is 9 x 9 meters, no cage or fence, following similar standards to the IBJJF
- If the fighters leave this area, the referee will restart the fight in the center of the mat, in the same position they were when they left the mat when the referee called a “Stop”. If the fighters were standing, they will start again facing each other.