

REFEREE RULES SCRIPT

(Read Line by Line for liability and challenge purposes)

A. Striking Related Fouls - All striking techniques must be controlled and focused

1. Strikes to the face, head, collarbone, rear ribs, back, spine, groin, and knee joint (specifically the front).
2. Elbow or forearm strikes of any kind.
3. All Strikes with the non-gloved portion of the hand. Hammer fists are OK.
4. Butting with the head.
5. Kicking the body of a downed opponent. With the exception of controlling a leg and kicking it to set up guard pass or other scoring technique.
6. Stomping of a grounded fighter.
7. Up kicks from the grounded fighter.
8. Heel kicks to the Kidney or any other part of the body from the bottom.
9. Grounded knees. Only permitted in the Juniors division. Must be executed with one knee touching the ground and one hand on opponent.

B. Grappling Related Fouls - All submissions must be executed with applied pressure and not “cranked”, to allow reasonable time to submit prior to injury.

1. Takedowns and throws designed or intended to cause injury.
2. Flying scissor style takedowns. Permitted only if you have a connection to the body and the ground.
3. Intentional slamming when performing a takedown or defending a submission.
4. Spiking your opponent to the floor onto their head or neck.
5. Back splashing to escape a submission.
6. Small joint manipulation.
7. Clawing, pinching, twisting the flesh, grabbing the clavicle, neck, or trachea.
8. Neck cranks.
9. All twisting leg submissions.
10. Spine locks and twisters.
11. Bicep and calf slicers.
12. Straight guillotines.

Note: When fully elevated above the hips of the standing athlete, the guard or submission attempt may be broken by the referee to prevent a potentially dangerous situation.

C. Other Fouls

1. Biting or spitting at an opponent.
2. Hair pulling.
3. Eye gouging.
4. Fish-hooking.
5. Groin attacks of any kind.
6. Intentionally placing your fingers or toes into any orifice, cut or laceration of your opponent.
7. Maliciously causing injury to an opponent or exploiting an injury.
8. Throwing an opponent out of the fighting area.
9. Executing excessive non-scoring techniques.
10. Timidity.
11. Failure to present body for strikes. (Staying in a low wrestling stance)
12. Holding or grabbing the fence or ropes.
13. Holding an opponent's clothing or gloves. (You may grip your own)
14. Attacking an opponent who is under the care of the referee.
15. Attacking an opponent after the referee halts the match or the round has ended.
16. Attacking an opponent on or during the break.
17. The use of abusive language or unsportsmanlike conduct in the fighting arena.
18. Any unreasonable conduct that may cause an injury to your opponent or any officials.
19. Licensed coaches are responsible for the conduct of anyone in their corner. Non-licensed individuals may not enter the cage between rounds. Opposing coaches may challenge the outcome of a bout if non-licensed individuals are allowed by the opposing coach to infiltrate the cage between rounds.

Group	Ages		Technique Limitations
Junior	16 – 17 years		<i>No age-based technique limitations</i>
Cadet	14 – 15 years	No	Knee Strikes or Leg Submissions
Schoolboy	12 – 13 years	Plus No	Standing or Jumping Submissions
Novice	10 – 11 years	Plus No	Arm in Guillotine, Anaconda or D'Arce Choke
Rookie	8 – 9 years	Plus No	Ground Striking

****The rules of the younger age group apply if it is a catch age bout***

Some examples of passivity - Defending a submission or scoring attempt is NOT considered passivity.

- Refusing to ground grapple after executing a takedown.
- Avoiding takedown by "butt scooting".
- Continuously backing up without any offensive techniques.
- Holding a mount, side control, or back control position without attempting to advance the match (score points).
- Holding a closed guard with no serious attempt to score with a submission or reversal.
- Laying or remaining static inside the guard with no serious attempt to pass, submit or score striking points.
- Executing excessive non-scoring strikes on the ground without advancing your position.

Note: In general, 15 seconds of inaction (after a warning) is considered passivity before the point is awarded. The warning can count as part of the 15 seconds. Referees will award the opponent 1 point for each occurrence of passivity and restart to the neutral position unless the passive fighter was in a disadvantaged controlled position.