



Kings Cup Submission Grappling TIER 2 - ROUND ROBIN TOURNAMENT RULES & REGULATIONS

Match Time:

Match can be won at any time via submission, if the time limit is reached the winner is the grappler with the highest points score. If there is no winner via submission or points, the match will result in a draw.

Single Round of 5 Minutes

- 4 minutes = No positive points scorable , submission win only.
- Final 1 minute = Points in play, win by submission or points at end of time limit.
- Penalties (Negative points) can be accrued at any time
- Official Timeout at referees discretion if they deem a grappler has received an accidental foul, match timer is stopped, 3 minute maximum recovery time allowed.
- If the referee stops the match for any reason other than an accidental foul, the timer is not stopped, this includes when the referee re center's grapplers on the competition area.

Competition Area:

Competition matted area of 6m x 6m.

If grapplers get too close to the edge of this area the referee will stop the match and restart it in the center of the mat in the same position the grapplers were in when the referee stopped the match.

Corners:

1 permitted in the cornering zone.

Accidental Fouls:

If a grappler receives an accidental foul, the referee may choose to call an official timeout to allow the grappler to recover. Official Timeout is a maximum of 3 minutes (180 seconds)

An official timeout can be called if a grappler receives any of the following and cannot immediately continue due to no fault of their own.

- Head clash
- Eye poke
- Groin strike
- Grappler falls from podium of own accord

When referee calls an official timeout they must clearly signal to timekeeper using the universal two handed "T" sign



Kings Cup Submission Grappling TIER 2 - ROUND ROBIN TOURNAMENT RULES & REGULATIONS

Equipment / Health & Safety:

Mandatory

- Mouthguard
- Skin Check
- Rashguard
- Shorts

Permitted Equipment

- Long Sleeve Rashguard
- Short Sleeve Rashguard
- Grappling/MMA Shorts
- Compression shorts/pants

Equipment Guidelines

You and your gear must be clean, no smelly gear or skin infections. Failure to comply will see you removed from that day's competition. Shorts must finish above the knees, semi loose fitting. No pockets, zips, drawcords etc. Equipment must not be offensive, discriminatory or deemed vulgar, please keep it classy.

Grappler Identification:

Kings Cup Grapplers are either in the "Red Corner" or "Blue Corner", the Red Corner Grappler must wear the provided red band on their ankle during their matches.

Red Corner Grapplers are always on the referees right hand side during match result announcement, the referee must wear the red band on their right wrist.

If the Red Corner Grappler is awarded points or penalties the Referee must signal to the scorekeeper with his right hand (Red Band)

If the Blue Corner Grappler is awarded points or penalties the Referee must signal to the scorekeeper with his left hand (No Band)



Kings Cup Submission Grappling TIER 2 - ROUND ROBIN TOURNAMENT RULES & REGULATIONS

Scoring:

MOVE	POINTS	DEFINITION
Passing the guard	3	In order to get the points, the judges will be looking for control. As a general rule we look for approximately 75% of the back to be on the mat
Knee on the stomach	2	Either the inside or outside knee can score, the knee must be in the middle of the stomach and not chest or the sides of the stomach. Opponent can't be on their side.
Mount Position	2	Both knees must be touching the floor. Reverse mount will score as well. If your opponent gets double unders on your legs it still scores. Your opponent's back must be on the floor. Both knees must be below the shoulder line.
Back Mount with hooks	3	Both hooks and body triangle are acceptable.
Takedown (ends in guard or half guard)	2	Opponent's butt needs to be on the mats for 3 seconds.
Clean Takedown (ends in side control)	4	You must not be in the threat of a submission and 75% or more of your opponent's back must be on the mat. You must solidify the position for 3 secs or more.
Sweeps (ends in half guard or guard)	2	Sweep is considered when two grapplers are facing each other, change the position from bottom to top and establish for 3 seconds or more. You must not be in the threat of a submission.
Clean Sweeps (ends in-side control)	4	Reversals are considered sweeps. If you are being held in side control or mount and reverse the position from top to bottom you will be awarded points as well, either 2 points if you end up in guard and 4 points if you end up in side control. Every sweep must be completed in one continuous motion in order to get points awarded.

Cumulative Points:

When passing the guard straight to mount or knee on the stomach, points are awarded for passing the guard (3 points) and the mount or knee on stomach (2 points) as long as the Grappler retains the final position for 3 seconds.

Extra Info:

If you initiate a submission from mount position, side control or in someone's guard and go from top position to bottom, your opponent will not be awarded sweeping points since you initiated the attack.



Kings Cup Submission Grappling TIER 2 - ROUND ROBIN TOURNAMENT RULES & REGULATIONS

Penalties (Negative Points):

Penalties can be accrued at any time during the duration of the match.

Stalling is defined by when a grappler disengages from contact and starts backing up and avoids engaging again. A grappler who is stalling will receive one warning and then will be punished by a minus point. The referee will warn the stalling player by the words "WARNING STALLING" – after the first warning given there are not going to be any more warnings and the minus points will be given right-away if the grappler continues to stall.

Penalty	Move	Description
DQ	Striking	If you are deemed to have intentionally struck your opponent you will be immediately disqualified
DQ	Illegal Technique	If you initiate, attempt or complete any of the listed illegal techniques you will be immediately disqualified.
DQ	Sportsmanship	If a competitor is found to be encouraging or supporting any violent, threatening, hateful or discriminatory behavior or language they will be immediately disqualified and banned from competing on all future events. This includes but is not limited to deliberately forcing your opponent off the competition area platform.

If a competitor is disqualified their opponent wins the match by DQ.

Illegal Techniques

This is a definitive list below of illegal techniques, as per the table above any initiation / attempt / completion of any of these techniques will see you disqualified from that match:

Advanced

- NO Spiking or slamming your opponent on the head or neck
- NO Striking of any kind
- NO Small joint manipulation
- NO Fish-hooking or inserting of digits in opponents orifices
- NO Biting
- NO Can openers

Novice

- NO Spiking or slamming your opponent on the head or neck
- NO Striking of any kind
- NO Small joint manipulation
- NO Fish-hooking or inserting of digits in opponents orifices
- NO Biting
- NO Can openers
- NO rotational leg locks
- NO toeholds
- NO knee reaping
- NO spine locks



Kings Cup Submission Grappling
TIER 2 - ROUND ROBIN TOURNAMENT
RULES & REGULATIONS