

RULE BOOK

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BJJ PRO CHAMPIONSHIP

KEEP BREATHING





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TECHNICAL RULES

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RULES

The Ocean tournament rules are structured around the main priority given to the submission and they are designed to promote all submission strategies and techniques. If a match is not resolved in a submission, the athletes' performances will be rated based on a score with different priorities.

How do you win?

Victory, with Ocean rules, is achieved by submitting the opponent.

If at the end of the match there was no submission, the victory will be given to the athlete who scored more.

The scoring and the priority used to read the score is the following:

- 1) **Submission Attempts**
- 2) **Points for positions and actions**
(*mount, back take, knee on belly*)
(*takedown, sweep, guard pass*)
- 3) **Penalties**
- 4) **Referee Decision**

FIRST PRIORITY – Submission Attempts

The first score reading priority was chosen to promote the submissions activity the most, so the priority is set to the submission attempts.

The submission attempts is worth 1.

The submission attempts are based on the real danger with which the technique is applied. This evaluation of submission attempts follows the same criteria of the submission advantages in the UIJJ/IBJJF rules.

NOTE: when a fight goes outside the combat area during a submission, there will be no disqualifications and the fight will start again standing, at the center of the combat area, regardless of who causes the exit and whether the person suffering the submission makes an appropriate defense or an escape.

A possible submission attempt may be awarded to who is attacking, if deemed valid.

Therefore, without submissions, the athlete who receives the most submission attempts will win.

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SECOND PRIORITY – Points for Positions and Actions

The second score reading priority is set to Points for Positions and Actions carried out correctly and completely with 3 seconds stabilization.

The positions are: mount, back take and knee on belly;

The actions are: takedowns, sweeps, and guard pass:

All positions and actions are equally worth 1 point.

NOTE: points and actions will be evaluated with the same criteria of the UIJJ/IBJJF rules.

The only difference is that all 6 cases (3 positions and 3 actions) are worth just 1 point instead of being worth different points.

Therefore, without submission, without submission attempts or with a draw in submission attempts, the athlete who scored the most Points for Positions or Actions will win.

THIRD PRIORITY - Penalties

The third score reading priority is set to Penalties.

Penalties are worth 1 and they are:

- Passivity (Lack of Combativeness or Stalling)

Passivity is defined by one athlete clearly not pursuing positional progression and impeding his opponent from carrying out said progression.

So when the athlete does not pursue any progression aimed at finalizing or gaining positions or actions and at the same time prevents his opponent from making such progression, he enters Passivity.

If this situation persists for 20 seconds, a penalty will be assigned to the athlete or athletes who is causing it.

NOTE: the passivity will be assigned with the same criteria of the UIJJ/IBJJF rules.

NOTE: in some cases, the referee may invite one or both athletes to resume the fight with the "action" command. If repeated twice, the referee can restart the fight in standing position, at the center of the combat area.

- Grab Uniform

The athlete can never grab the fabric, neither of his own uniform nor of the opponent's uniform.

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- Disobeying Referee orders

When an athlete is given a command by the referee and he disobey such command, i.e. when the fight is reset in the center of the combat area in a specific position and the athlete refuses to accept the position, he will be given a penalty.

NOTE: Penalties accumulate with a limit of 3 and the 4th penalty is the disqualification.

Therefore, without submission, without submission attempts or a draw in submission attempts, and without Points or a draw in Points, the athlete who received less Penalties will win.

FOURTH PRIORITY – Referee Decision

The fourth and final score priority is set to the **Referee Decision**.

The referees (one central referee and two side referees) will indicate the athlete who has come closest to achieving any submission attempt or point and who has shown the greater attacking ability. No relevance will be given to the ability of defending, but the attention will always be on the attacking athlete.

NOTE: The Referee Decision will take place with the same criteria indicated in the UIJJ/IBJJF rules.

Therefore, in the absence or draw of submission attempts, of Points and Penalties, the victory will be given the athlete who is declared winner by 2 of the 3 Referees, thus obtaining the victory by **Referee Decision**.

SCORING

In each fight there will be 3 referees: 2 side referees and 1 central referee.

Points are awarded by the central referee.

The side referees have the same power as the central referee and all scoring awarded by the central referee must be confirmed by at least 1 of the 2 side referees.

In the case of consensus between the side referees and the central referee, the side referees remain seated. In the event of a conflict of opinion with the center referee, the side referees will stand up and signal whether to subtract or award the points or penalties awarded, using the gestures predefined in these rules.

VERBAL COMMANDS AND GESTURES

VERBAL COMMANDS

The central referee will conduct the judging of the fight using 4 commands:

1) **FIGHT**

indicates to start the fight.

2) **STOP**

indicates to stop the fight, without changing the athlete position at the moment of the STOP.

3) **PENALTY**

indicates the assignment of a penalty to the athlete towards whom it is directed.

4) **ACTION**

invites one or both athletes to resume the fight in order not to receive the penalty for passivity.

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GESTURES

SUBMISSION ATTEMPT

raising horizontally to shoulder height the arm referred to the athlete obtaining the attempt.

POINT

raising vertically high the arm referred to the athlete obtaining a point.

PENALTY

raising to shoulder height, bent at 90° with a closed fist the arm referred to the athlete committing the penalty.



Submission Attempt



Point



Penalty

DURATION

All Ocean fights have a 10 minutes duration.
Finals may have a different duration.

UNIFORM

Long or short sleeve rash guard allowed.
Shorts are mandatory (spats or leggings under shorts are allowed).
There will be no limitation on the colors of the rash guards and shorts.
Bare chest allowed.
Footwear not allowed.
Protections made of any rigid material are not permitted (e.g.: growing protection, knee pads or rigid ear pads).
Mouthguards permitted.
Ocean reserves the right to request to wear a rash guard, or change one, if there are tattoos or graphics of a religious or political nature not accepted by the organization.
Any irregularity must be approved by Ocean, to avoid disqualification from the tournament.

REFEREES AND COACHES

The Ocean Referee Team is made up of 3 UIJJ/IBJJF International Referees.
1 coach per athlete is allowed in the appropriate station.
The coach in the appropriate station can be removed at any time by the central referee or the side referees for unsportsmanlike practice or incitement, use of offensive language or gestures towards the referee, the opponent or his own athlete.

DISQUALIFICATIONS

- Suplex or Slam making the opponent landing on the head or neck.
(NOTE: Suplex or Slam to defend any technique, making the opponent landing NOT on the head or neck, are allowed)
- Striking intentionally the opponent (punches, slaps, kicks).
- Striking intentionally the genitals.
- Choking with the fingers, pinching the throat.
- Poking intentionally in the eyes.
- Using offensive language or gestures towards the referee or the opponent, also
before and after the fights, during the entire presence in the match venue.
- Being registered in the Light division, but being over 80 kg at the time of the
official weigh-in.
- Blocking intentionally any airway with the hands (through pressure or pinch)

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OCEAN SCOREBOARD

Submission Attempt

Points

Penalties

 MARIO ROSSI TEAM JIU JITSU ONE	POINTS 0	PENALTY 1	SUB 1
 JOHN SMITH TEAM JIU JITSU TWO	POINTS 1	PENALTY 0	SUB 0

 LIGHTWEIGHT - 80 KG
QUARTERFINALS

08:36

OCEAN TORUNAMENT STRUCTURE

Ocean is structured in 3 stages:

- 1) **Trial**
- 2) **Semifinals**
- 3) **Finals**

>>>

1) **Trial**

The Trial is an Ocean Tournament Day that takes place in a specific location.

There are 8 Trials planned. In each Trial there will be 7 brackets.

Bracket means a category containing a number of athletes who must compete with a direct elimination system to produce a winner.

Each bracket will contain a maximum of 8 athletes who will carry out a maximum of 3 fights:

quarterfinals >> semifinals >> final.

So: 8 Trials >> 7 brackets each Trial >> 8 athletes in each bracket.

The brackets can be **light weight** (-80 kg) or **heavy weight** (any weight)

The 8 Trials will be organized as follows:

Trials 1 / 2 / 3 / 4 are 3 light weight brackets + 4 heavy weight brackets each

Trials 5 / 6 / 7 / 8 are 4 light weight brackets + 3 heavy weight brackets each

Therefore, these 8 Trials will produce 7 winners each, divided as follows:

The 7 winners of Trials 1 / 2 / 3 / 4 will be 3 light weight winners and 4 heavy weight winners per Trial, with a total of 28 winners.

The 7 winners of Trials 5 / 6 / 7 / 8 will be 4 light weight winners and 3 heavy weight winners per Trial, with a total of 28 winners.

The 56 winners of the Trials advance to the 2nd phase: the

Semifinals.

NOTE: an athlete registered in the Light category can also register in the Heavy category, even in the same Trial.

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2) Semifinals

In the semifinals there will be 8 brackets: 4 light weight and 4 heavy weight.

In each bracket there will be the 7 winners of each Trial plus 1 **Special Guest** invited by Ocean, who completes the bracket as the eighth athlete.

So there will be:

- 4 **Light Weight Brackets** made up of:

28 **Light Weight Trial Winners** + 4 **Light Weight Special Guests**
(total 32 athletes >> 8 athletes for each of the 4 brackets)

- 4 **Heavy Weight Brackets** made up of:

28 **Heavy Weight Winners** + 4 **Heavy Weight Special Guests**
(total 32 athletes >> 8 athletes for each of the 4 brackets).

Each bracket will produce 1 winner (after a maximum of 3 fights).

So, there will be 4 light weight winners and 4 heavy weight winners, for a total of 8 winners, who will reach the 3rd stage: the **Finals**.

3) Finals

In the finals there will be 2 brackets:

light weight bracket / heavy weight bracket.

In each bracket there will be the 4 semifinals winning athletes.

These 2 brackets will produce 2 winners (with a maximum of 2 fights): a Light Weight Champion and a Heavy Weight Champion, who will be awarded a prize of 10,000 euros each (2024 prize)

The final prize in euros will be reevaluated or confirmed from year to year following social and/or web communication and/or newsletters.

CHECK IN AND BRACKETS REVEALING

The Ocean Tournament Brackets are formulated in a completely random mode.

Each Bracket manages the fights among the 8 athletes and the randomization procedure to populate and place the athletes in the bracket will be made public.

When an athlete shows up for the Trial, after registering online, he will check-in, where he must:

- 1) show his ID
- 2) check his weight (only if registered in the light weight division)
- 3) choose a number to be randomly positioned in a bracket

At the end of the check-in, Ocean will display the procedure that places and pairs in a random mode the numbers, chosen by the athletes, in the 3 (or 4) possible brackets in which the athletes will have to compete.

If one or more athletes do not show up, the numbers not assigned to anyone (due to the missing athletes) will still be assigned to random positions in the brackets, therefore generating a bye (jump one fight, on to the next one) for the athletes who happen to be paired with these numbers.

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PRIZES

The 2024 winner of the Heavy Weight Division final and the Light Weight Division final will receive 10,000 euros each.

Furthermore, 3 bonuses will be recognized for the year 2024 worth 1,000 euros each, for:

Best Submission: The best finish of the tournament, among all those carried out starting from the first fight of the first Trial up to the last final.

Quickest Submission: The fastest finalization of the tournament, among all those carried out starting from the first fight of the first Trial up to the last final.

Ocean Price: The first semifinalist to beat a special guest.

The 2024 bonuses in euros will be revalued or decreased or added or confirmed every year via social and/or web communication and/or newsletters.

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