

RULE BOOK

OCEAN

BJJ PRO CHAMPIONSHIP

KEEP BREATHING



SEASON 2026



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

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DURATION

All Ocean matches have a duration of 7 minutes.

In the Finale, semifinals and finals will have a duration of 10 minutes.

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.

SKIN CHECK FOR OILY SUBSTANCES

The central referee, at the start of each match or during any breaks permitted by the rules, will have the discretion to check that the athlete's body is not slippery due to the use of oils or creams, and may request their removal if necessary.

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)
- Intentionally striking the opponent (punches, slaps, kicks).
- Intentionally striking the genitals.
- Choking with the fingers, pinching the throat.
- Intentionally poking the eyes.
- Fish hooking
- Grabbing the ears
- Hair pulling
- Biting
- 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.
- Locking, compressing, twisting, biting, or unnaturally bending the small joints of the fingers.

N.B.

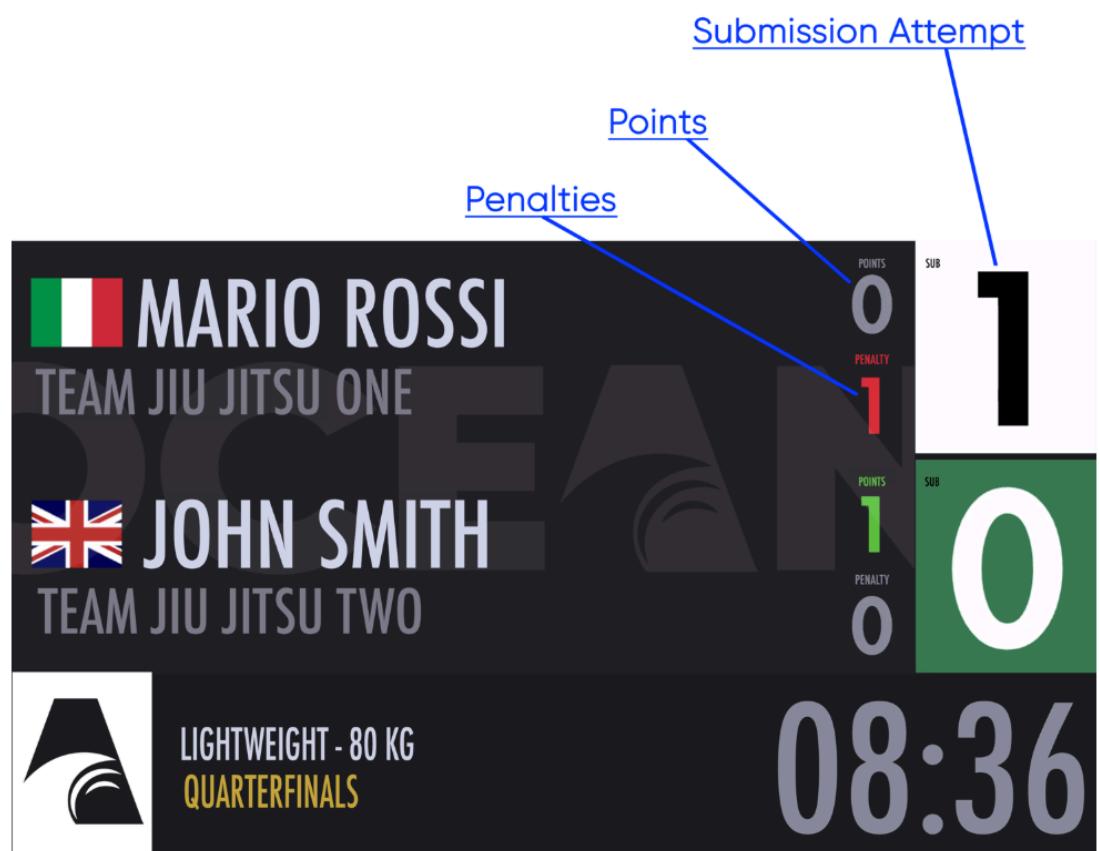
All actions and techniques not mentioned in the disqualifications list are permitted.

Therefore, all types of submissions, chokes, throws, compressions, and joint twists are allowed.

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OCEAN SCOREBOARD





OCEAN TOURNAMENT STRUCTURE

Ocean is structured in 2 stages:

- 1) Trial
- 2) Finals

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1) Trial

The Trial is a one-day Ocean Tournament event held at a specific location.

During each Trial, four single-elimination brackets (divisions) will take place. By “bracket” we mean a division consisting of a group of athletes who compete in a single-elimination format to determine one winner.

Trials across Europe will produce one winner per division at each event:

- 1 Men's Lightweight (−80 kg)
- 1 Women's Lightweight (−65 kg)
- 1 Men's Openweight (no weight limit)
- 1 Women's Openweight (no weight limit)

To enter the Finals, you must be the winner of any Trial. If you lose in a Trial, you can register for any other Trial.

An athlete who is alone in their division, even at the time of check-in, will NOT automatically qualify for the Finals through the Trial. They will have the option to request a refund or transfer their registration to another Trial of their choice. This means that all finalists must have competed in — and won — AT LEAST ONE MATCH during the Trials.

NB: In the same Trial, you can register for both weight categories (Lightweight and Openweight).

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3) Finals

In the Finals, there will be 4 brackets: one Light Weight, one Open Weight, one Female Light Weight, and one Female Open Weight.

These 4 brackets will produce 4 winners.

The winners will receive a prize pool based on the actual attendance of all athletes during the trials, according to the table below.

The final prize in euros will be re-evaluated or confirmed each year, with prior notice given via social media and/or the website and/or newsletter.

CASH PRIZE

TOTAL OF ATHLETES AT THE END OF ALL TRIALS	MALE	FEMALE
	FOR -80 KG AND FOR OPENWEIGHT	FOR -65 KG AND FOR OPENWEIGHT
30 TO 49 ATHLETES	2.500€	2.500€
50 TO 99 ATHLETES	5.000€	5.000€
100 TO 149 ATHLETES	7.500€	7.500€
OVER 150 ATHLETES	10.000€	10.000€
PRIZE FOR CATEGORY WINNERS AT SEPTEMBER 2026 FINALE		

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.

In case 2 or more athletes of the same Academy happen to be paired up at the first fight, we will move one athlete on the other side of the bracket or on the other bracket, according to the number of brackets created for that division.

The rule we apply to execute this change is:
the athlete with the lowest number, among the ones belonging to the same academy paired up on the first turn, is moved to the other side of the bracket or to the other bracket, in place of the athlete with the lowest number among all the numbers of the other side of the bracket or the other bracket he is in.

"No Team" athletes will not be moved, if they pair up at the first fight.





BONUS

Three bonuses of €1,000 each will be awarded for the year 2026, 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.

Most Submission:

The athlete with the highest total number of submissions across the championship, from the first fight of the first Trial to the last Final. Submissions are cumulative across all appearances, including multiple Trials.

After the Finals, in the event of a tie, the winner will be determined by the lowest cumulative submission time, calculated by adding the minutes and seconds of every submission recorded on the Smoothcomp scoreboard across all eligible matches.

The **Best Submission** and **Best Throw** bonuses are voted on by the Ocean board together with the referees present at each event.

The euro bonuses may be re-evaluated, reduced, increased, or confirmed each year, with prior notice given via social media and/or website and/or newsletter.

WILDCARD

Ocean reserves the right to re-draw athletes into the Finals brackets in order to ensure a fair number of matches for all participants in each male and female weight category.

Should a trial winner withdraw for any reason (injury, withdrawal, etc.), Ocean may re-draw the runner-up of the corresponding bracket from the same trial.

If that runner-up also withdraws, Ocean may, at its discretion, re-draw the runner-up of another bracket in the same weight category of the same trial—assuming that multiple brackets in the same category were held at that trial—following this priority order:

- runner-ups who lost by referee decision;
- runner-ups who lost by the smallest points margin;
- runner-ups who lost by submission at the latest time.

If this procedure does not produce a result, or if multiple brackets in the same category were not held at that trial, or if additional athletes need to be re-drawn, the No-Gi ranking of the UIJJ will be consulted on their official channels, selecting candidates from first place down to third place.

In the further absence of eligible participants, Ocean may, at its discretion, invite other athletes from any grappling discipline at national and/or international level based on sporting merits (such as the value of their palmarès, victories in various national or international promotions, or previous Ocean trial or final participations with particularly memorable performances).