

The background of the image features a faint, dark blue silhouette of a person in a martial arts gi, captured in a dynamic pose. This silhouette is overlaid on a dark blue grid pattern. The main logo, 'ACBJJ', is rendered in a large, bold, white sans-serif font, centered horizontally.

ACBJJ

BATTLEJIUJITSU

2 0 2 6

ACBJJ SUPER CUP RULES FOR BATTLE JIU-JITSU

1. Referee Authority

1.1 The referee's decision after the match is final and indisputable.

1.2 If an athlete independently contests the scores or decisions of the referee, the athlete shall be punished with a card (Penalty), up to disciplinary disqualification.

2. Start of the Match

2.1 The referee signals the athletes to approach, after which the athletes immediately move to the center of the mat, receive a brief instruction from the referee, and return to their respective corners awaiting the referee's command «Fight» to begin the match.

3. End of the Match

3.1 After the referee's command «Stop», the athletes must immediately stop the match. Intentionally continuing the match to improve position, landing strikes, executing a throw, a submission hold, or a chokehold shall be punished with a card (Penalty).

4. Scoring System and Determination of the Match Winner

4.1 There are no scoring points displayed on the match scoreboard, with the exception of activity calls and foul cards.

4.2 The determination of the winner at the end of the match is made collectively by a panel of five referees (by counting the points from the referees' scoresheets). The score in the categories may be:

- 10:10 (even match)
- 10:9 (slight advantage)
- 10:8 (clear advantage)

4.3 When evaluating the match, the referees take the following criteria into account:

a) Positional grappling

To win by a clear advantage of 10:8, the difference must be at least 6 points. Points are counted as follows:

- 2 points are awarded for a takedown, a sweep, and knee on belly;
- 3 points are awarded for a guard pass;
- 4 points are awarded for the mount, back mount, and back control positions.

Every technical action must be held with control for at least 3 seconds.

b) Submission and chokehold threats and attempts / knockdown threats and accentuated strikes

To win by a clear advantage of 10:8, the difference must be at least 6 points (a submission / chokehold / knockdown threat is worth 3 points; a submission attempt / accentuated strike is worth 1 point).

- A submission or chokehold threat is worth 3 points if the structure of the hold, control of the limb, and pressure for at least 5 seconds are all present. In the case of a clear submission threat with the joint turned against its natural bend, the 5-second condition is not required. A knockdown threat is worth 3 points if the strike knocked the opponent off balance or disrupted their breathing.

- A submission or chokehold attempt is worth 1 point if 2 of the 3 conditions listed above are met. Accentuated strikes are worth 1 point if they are solid, powerful strikes; merely landing strikes will not be scored.

c) Overall activity and pressure

To win by a clear advantage of 10:8, the balance of the overall picture of the fight in one direction must exceed 75% (the number of attacks, initiative, control, the number of non-accentuated strikes landed, and also submission and chokehold attempts meeting at least 1 of the 3 threat conditions are evaluated).

4.4 In the event of a tie:

- on the referees' scoresheets, the athlete with fewer activity calls and cards wins;
- on the referees' scoresheets, activity calls, and cards, victory is awarded to the athlete who won two of the three categories, even by a minimal margin, while clearly losing the third;
- on all of the above criteria (and also if an athlete won one category by a minimal margin, lost the second by a minimal margin, and the third category was a tie, that is, absolute equality), the winner is determined by a collective decision of the five referees, as there are no draws in the ACBJJ league.

4.5 An early end of the match is deemed to occur upon repeated tapping with the limbs on the tatami or on the opponent, upon vocalizing during the execution of a submission or chokehold, upon the inability to continue the fight after a knockdown (technical knockout), and also upon the referee stopping the fight during passive defense while the opponent is finishing (technical knockout).

5. Permitted and Prohibited Actions and Techniques

5.1 All strikes with the hands and legs (including the "stomping kick"), elbows, knees, and head are permitted both standing and on the ground; all submission holds and chokeholds are also permitted without restriction. A slam is a legal action (to escape from the closed guard position and back control, as well as to escape from submission and chokehold attacks).

5.2 All strikes above the collarbone are prohibited (to the neck, the Adam's apple, the carotid arteries, any area of the head, the spinal column, and the groin). In the event of an unintentional illegal strike for the first time, the referee issues a verbal warning (no activity call is imposed); for the second and subsequent times, the athlete is immediately punished with the next warning card. Slams are also prohibited when escaping submissions or chokeholds from the back by diving forward, and when escaping submissions or chokeholds from the front by diving backward.

6. Activity Calls (Action) and Cards (Penalty)

Awarded as follows:

6.1 For passive conduct of the match by an athlete for more than 10 seconds, the referee calls the athlete with the command "Action" and addresses the athlete by surname twice; on the third call, a white card is issued. Then, again two activity calls every 10 seconds verbally, and on the third call the athlete is issued a yellow card. Then two verbal activity calls, and on the third — a red card, and the athlete is disqualified.

Simulating technical actions shall be treated as passive conduct of the fight, as shall repeated movement toward the edge of the competition area to avoid active grappling.

6.2 If the top athlete backs away from the bottom athlete after the referee's command and gesture to continue the match on the ground, an activity call is issued against them (the bottom athlete has the right to remain on the ground, while the top athlete does not have the right to avoid the fight on the ground).

6.3 For arguing and back-talking with the referee, the athlete receives a card.

6.4 For grips of fewer than 4 fingers and for gripping the clothing, the athlete receives a card.

6.5 For deliberately executing a technical action after the referee's command "Stop", the athlete is punished with a card.

6.6 For an improper guard pull (a guard pull must be an actual pull with full bending of the posture, taking the opponent down to at least one knee, or by jumping into the closed guard; the athlete may not simply sit down. Alternatively, the athlete may go to the ground after an attempted takedown executed while standing — there must be an actual takedown attempt, not a simulation by grabbing a limb and dropping to the ground. If there was an unsuccessful guard pull attempt without bending the posture and the athlete did not immediately stand up, the first time the athlete receives a verbal warning (no activity call is imposed); for the second and subsequent times, the athlete is immediately punished with the next warning card and brought back to a standing position).

6.7 If one athlete does not respond with a single attack to three attacks by the other (this is likewise considered passive conduct of the match).

7. Disqualification (DQ)

7.1 If the athlete being attacked intentionally steps outside the competition area during the execution of a submission hold or chokehold, or uses prohibited grips to escape (fewer than 4 fingers or a grip on the clothing).

7.2 For escaping a submission hold or chokehold using prohibited grips on clothing or fingers, or by biting.

7.3 Disciplinary — for unsportsmanlike behavior (physical assault, provocation by pushing, and the use of profanity directed at an athlete or referee — punishable by exclusion from the tournament bracket for all days of registration, up to a one-year block of the athlete's account), for violation of the ACBJJ league tournament regulations, and for repeated violation of the tournament regulations the entire team is withdrawn. If a clash between two athletes leads to a mass brawl involving team representatives and supporters of the conflicting athletes, both teams shall be disqualified.

7.4 In the event that one of the athletes deliberately commits any of the prohibited actions.

7.5 In the event that one of the athletes unintentionally commits any of the prohibited actions and the other athlete is unable to continue the match.

7.6 In the event that an athlete is unable to continue the match for medical reasons.

7.7 In the event that signs of a fixed match are detected, both athletes are disqualified.

7.8 In the event of activity calls, the athlete receives a red card and is likewise subject to disqualification.

7.9 For a prohibited slam.

8. Regulations on Time, Uniform, and Protective Equipment

8.1 All matches last 7 minutes, except for title and main events.

8.2 Title and main events of numbered tournaments last 9 minutes.

8.3 Athletes compete in white or black uniforms according to their position in the tournament bracket: **1 — white, 2 — black (rashguard, shorts, spats).**

8.4 A mouthguard and a groin guard are permitted; taping of the fingers and joints is also permitted (with the exception of the ankles), as are soft joint supports (with the exception of supports with velcro and hard fixing elements). Applying hot warming ointments to exposed areas of the skin is also prohibited.

ACBJJ