



SAGA Rules 2018

2018.06.05a

SAGA Rules Committee

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Overview

Changes made to the existing SAGA Competition rule Set V5.1 - 21 April 2015

Goal

Align the current ruleset, more closely with international and local Sport Jiu Jitsu Competition Circuit rules.

No-Gi Grappling Rules

SAGA (South African Grappling Association) V 6.1 – 05 June 2018

SAGA is open to athletes from all forms of grappling and discriminates against none.

A SAGA NO-GI grappling match can be won in one of the following ways:

- Submission (Tapping Out)
- Points
- Referee decision
- Disqualification.
- By Default

Each of these will be addressed in detail below.

TAPPING OUT

Submissions must be applied in order to get a submission, and not with the intention to injure the joint.

Tapping out can take on multiple forms:

Slapping the opponent, oneself, or the mat with an open hand more than once; if the hands are immobilized, tapping out can be done with a foot or even the head. Tapping out verbally, either by saying “stop” “tap” or by yelling out (verbal submission) when caught in a submission.

Note: A verbal submission is only relevant when a competitor yells while caught in a submission attempt. Other instances of verbally yelling during the match are not considered a verbal submission. In these instances, the competitor will be addressed by the Referee (or Medic if needed) and the match will resume. If the competitor yells out in pain again at some point in the match, he/she will not be allowed to continue and thereby forfeit the match. The flow of the match and the right of the opponent to compete at his/her fullest capability to win without the fear of un-intentionally injuring their opponent must take preference in ensuring an even and fair advantage.

If in the Referees opinion a submission cannot be escaped, and an injury appears imminent, the Referee can halt the match and award victory to the competitor applying the submission.

Note: A Referee always reserves the right to stop a match if he/she feels injury is imminent!

In a weight and age group division, if there is no tap out in the match, the winner is determined by Points.

Absolute and Grand Champion No-Gi Grappling divisions will follow a ‘Submission Only’ format. No Points will be awarded in these matches. If there is no tap out in the match, the winner is determined by a ‘Submission Tie Breaker’

NO-GI Point Definitions and Descriptions

NO-GI Points are awarded for the following:

Takedown	1 or 2 Points
Sweep	1 or 2 Points
Side Control	2 Points
Mount	2 Points
Taking the Back	2 Points

Takedown

Takedown Points (2 Points):

In awarding two points, the Referee is directed to look for the following;

- The competitor must initiate the Takedown or complete a strong counter
- The initiating competitor must exhibit restraining control for two seconds or more in a top dominant position.
- Observation 1: Forcing a competitor off his/her feet, putting them directly to their back or side and initiating two second dominant positional control will result in a 2 Point Takedown.
- Observation 2: A competitor can initiate a Takedown as a counter to an already initiated Takedown. Being the first to initiate a Takedown does not guarantee that only the originally initiating competitor can get 2 Points.
- Observation 3: If you snap the opponent down and he/she ends up on all fours, in order to receive 2 Points, you must immediately come around and control him/her from the back.
- Observation 4: If you take the other competitor down by jumping on his/her back and end up in a 'Taking the Back' position facing up, you are awarded 2 Points for the Takedown. You also receive accumulative 'Taking the Back' points (additional 2 Points for 'Taking the Back').
- Observation 5: If the bottom competitor initiates the stand up, and then is taken down again, 2 Points can be awarded. The competitor who stood up must stand for long enough (two seconds) and be in a position of balance where there is a scoring opportunity. Popping up momentarily to both feet only to be immediately taken down again is awarded 1 Point.
- Observation 6: A well executed throw, where the initiating competitor ends standing, while the opponent is flat on his/her back or side, but no control is established, will be awarded 2 points for the take down, but not an additional 2 points for a control position.

Take Down Points (1 Point):

In awarding one point, the Referee is directed to look for the following;

- Observation 1: If you snap the other competitor down and he/she posts on his/her hands, NO Points are awarded. If you initiate a snap down (not a situation where he/she shoots, and you counter with a defensive sprawl) and he/she ends up on all fours facing towards you (with you controlling from his/her top), 1 point will be awarded.
- Observation 2: If you execute a throw and your opponent immediately rolls leaving you in a bottom position, only 1 Point will be awarded. If the opponent ends up in Side Control or Mount, 2 Points are awarded for the control (but not for the Reversal/Takedown). If the competitor taken down uses his/her Guard to Sweep the other player over, 2 Points will be awarded for the Sweep (1 Point for the competitor who initiated the Takedown), plus any points for the ending position.
- Observation 3: Taking a competitor down and letting him/her up immediately, only to take them down again will not result in further Takedown points.
- Observation 4: The opponent taken down must be on both feet. The competitor initiating the Takedown can be on both feet, both knees, or one foot and one knee. If starting from the ground, an opponent who has at least one knee down cannot be taken down, because he/she is not on both feet (he/she can be swept).

- Observation 5: It is not permitted to sit or lay down in any position without first making contact with the opponent. Sitting down without contact is conceding the Takedown, and results in 1 Point being awarded to the standing opponent. Contact must be continuous, from a standing position, down to the ground – 1 Point.
- Observation 6: If one competitor has the other in a position from which a Takedown is inevitable, and the match is stopped for the opponent stepping / falling out of bounds, 1 Point could be awarded to the initiating competitor without the Takedown having taken place should the referee feel that the “spoiling” was intentional by the defending opponent. The competitors will be restarted from a neutral standing position in the centre of the mat to resume the match.

Sweeps

Sweep Points (2 Points):

When a competitor on the bottom of any Guard is able to reverse the position and end up in a control position 2 Points are awarded.

- Observation 1: A Sweep is only applicable if started from any type of Guard position. If a Reversal is executed from positions other than the Guard and receives NO points. However, if a Reversal ends up with the top competitor in some form of Side Control or Mount, then 2 Points are awarded. The 2 Points however are awarded for the Side Control or Mount, and not for the Reversal.
- Observation 2: When a competitor advances from a Guard to the back of his opponent (opponent is still on his/her hands and knees), the competitor will receive 2 Points. If ‘Taking the Back’ is attained simultaneously with the Sweep, 2 Points are awarded for the Sweep and 2 Points are awarded for ‘Taking the Back’.
- Observation 3: If the competitor executing a successful Sweep ends up in a control position, 2 points are awarded for the sweep and a further 2 Points are awarded for the control position.

Control Positions

Side Control Points (2 Points):

Side Control is any secure form of top control (except for the Mount variations) . The control must be maintained for long enough to demonstrate that control has been achieved, two seconds is long enough to meet this standard. Forms of control include Cross Side Mount, Scarf Hold, Modified Scarf Hold, Knee on Stomach and North/South.

- Observation 1: NO points are awarded when a competitor transitions between one form of Side Control to another. For example, if you have Side Control and then transition to Knee on Stomach, no additional points are awarded.
- Observation 2: Additional points are awarded when a competitor moves from a Side Control to any of the forms of Mount or ‘Taking the Back’.
- Observation 3: NO points are awarded for escapes or reversals. Thus, if you are bottom side control, and you escape into Guard, no points are awarded as you went from a disadvantageous position to a neutral position.
- Observation 4: In order for Side Control points to be awarded, the top competitor must be completely free of the opponent’s legs with dominant control of the position (If your opponent's leg is used to secure the side control position e.g. the ‘Cradle’ or ‘Yoko-Shiho-Gatame’ position, 2 points will be awarded.
- Observations 5: The bottom competitor does not necessarily need to have his/her shoulders pinned to the ground in order for points to be awarded in a Side Control position.

Mount Points (2 Points):

When a competitor successfully maintains any of the Mount positions for a length of time to show control has been achieved (two seconds), 2 Points will be awarded.

- Observation 1: SAGA recognizes a number of variations of Mount including: Mount, Back Mount and Technical Mount.
- Observation 2: The opponent can be laying on his/her back, side or stomach to receive 2 Points for the Mount position.
- Observation 3: One knee and one foot on the ground will still be considered the Mount position. Two feet on the ground is not considered the Mount.
- Observation 4: The competitor in the Mount position can have one knee over the opponent's arm, but not both arms to receive Mount points.
- Observation 8: Voluntarily moving from Mount to Side Control WILL NOT result in a further 2 Points, as it is moving from a superior to an inferior position.
- Observation 9: 'Taking the Back' is considered to be one of the most dominant forms of positional control in the sport. Moving from the Mount to a form of 'Taking the Back' will result in a further 2 Points being awarded.

'Taking the Back' Points (2 Points):

The following control positions will be awarded 2 points;

- 'Taking the Back' (heels hooked into inner thighs)
- Body Triangle
- 'Taking the Back' with one foot over one of the opponents arms (the foot is still hooked into the inner thighs)
- Back Scissor ('Taking the Back' competitor has his/her ankles crossed)

Stacking Points:

A total of 8 points can be awarded moving from a Takedown or Sweep, to a form of Side Control to a Mount or Back Grab. A Controlled Takedown (2 points) then competitor establishes a Side Mount (2 points), then transitions to Mount (2 points), then transition to 'Taking the Back' (2 points).

In order for the points to resume, the opposing competitor will have to escape the position forcing the dominant competitor to a lower position of dominance.

Determining a Tie

In a weight and age group division, if there is no tap out in the match, the winner is determined by Points. In the event of a tie (Equal points at the end of regulation time), the Referee will use significant action to determine a winner;

Overtime

- If the competitors are equal, then an overtime period will be given by the Referee. No rest period is given between the end of the match and the start of the overtime period. There is no Sudden Death – the winner is the competitor who gets the most points (or wins by submission) in the overtime, not the first competitor to score a point.
- The overtimes are two minutes for all Teen, Adult, Women's, Masters, and Veteran competitors. One-minute overtimes may be given to all Kid divisions. If there is still no definitive winner of the match, the result will be determined by 'Referees decision'. Referees will consider Initiation and Aggression. The Referee is directed to consider who made the greatest successful effort to attack and control? In practice, this is most commonly attempting Takedowns, and attempting Submissions.

- In the event that competitors are equal in terms of Initiation and Aggression, Referees will determine a tie by considering who skillfully controlled the Pace, Place, and Position on the mat, in order to ultimately set up an eventual submission.
Pace is which Grappler determined the tempo of the match.
Place is which Grappler dictated where on the mat the match took place. This is most commonly seen when one competitor moves forward while the other circles or backs away out of the entre square.
Position is which Grappler successfully initiated specific tie ups and other action.
- If the competitors are still equal, the Referee will give the decision to the competitor with less warnings or Penalties.
- Last, in the absence of any warnings or Penalties, the edge shall be given to the fighter who better exemplifies the sport as an exciting, colourful, viable contest.

Absolute and Grand Champion 'Submission Only'

Absolute and Grand Champion No-Gi Grappling divisions will follow a 'Submission Only' format.

No Points will be awarded in these matches. If there is no tap out in the match, the winner is determined by a 'Submission Tie Breaker'

If a match end in a tie at the end of the regulation time, NO additional time / overtime will be added.

The match will be decided by a '**Submission Tie Breaker**'.

In the 'Submission Tie Breaker', each Grappler will have a chance to start on their opponent's back with full back control - 'Taking the Back'. Both the attacker's hooks are in position and he / she has a firm seat-belt grip.

The winner will be the attacker who completes the quickest submission from the 'Taking the Back' position.

In the event of no submissions, the competitor who escaped the quickest will be the winner.

An escape will be completed as soon the 'Taking the Back' position of the attacker has been lost. If the attacker moves from 'Taking the Back' to Side Control or Mount , Back Control has been lost and will be deemed as an escape.

Control has NOT been lost if the attacker moves directly to a submission (e.g. Arm bar) and completes the submission in a single movement from 'Taking The back'. If the submission is 'defended' for more than 3 seconds, back control has been lost and will be deemed as an escape from back control.

NO-GI Division Time Limits

All Kids and Teens between the ages of 6 and 13 years old:

2 minutes in length. Semi-Finals and Finals: 1 round 3 minutes in length.

All Kids and Teens between the ages of 14 and 17 old:

3 minutes in length. Semi Finals and Finals: 1 round 4 minutes in length

All Adult Beginner divisions (less than 2 years' experience):

4 minutes in length. Semi Finals and Finals: 1 round 5 minutes in length

All Adult Advanced divisions (more than 2 years' experience)

6 minutes in length. Semi Finals and Finals: 1 round 8 minutes in length

All Absolute / Grand Champion divisions

8 minutes in length. Semi Finals and Finals: 1 round 10 minutes in length

DRESS CODE

Clean uniform consisting of the following is required:

T-Shirt / Second Skin (NO SLEEVELESS VESTS ALLOWED)

Shorts or long pants or fighters shorts. Shorts with a drawstring must be worn. No pockets or zippers are allowed on the shorts to prevent injury.

Mouthpieces are not compulsory. Parents & senior competitors must decide for themselves and take responsibility of both pros and cons either way.

NO Wrestling/Martial Arts shoes

Ear guards (ear protectors) are allowed

Excessive wrapping of hands, wrists and feet is not allowed.

Knee or other joint support braces may not have a solid portion that could result in injury or give an advantage to a Competitor.

HYGIENE

Blood rule;

Because there is no blood testing for grappling, a competitor who cannot control the bleeding will not be allowed to continue. In the event of bleeding, the Referee will stop the clock and allow the competitor a reasonable amount of time (two to three minutes) to stop the bleeding. If the competitor continues to bleed a second time in the same match, that competitor will be disqualified. The competitor is not Disqualified from the event, so if the competitor is competing in another division, or if it is a quarter finals match, the competitor will be allowed to continue in further contests. Bleeding is defined as an amount of blood that shows when a white cloth is pressed on the area.

No competitor can compete with a communicable skin disease, including ringworm, impetigo, herpes, etc.

Hair Rule;

Women and Men with long hair are required to have her/his hair tied in such a fashion as to not interfere with the match. Due to the potential for injury to the eyes, and otherwise interfering with the normal play of a match, spiked hair, particularly spiked Mohawks, of a length and consistency sufficient to cause irritation to the eyes are prohibited in SAGA. Spray painted hair that may have the colour "run" due to sweat is also prohibited in SAGA competition.

BEHAVIOUR

No Interference by a corner with any official or fighter.

No attacking an opponent in any of these circumstances:

Before the fight has started.

After the fight has ended.

During a rest period between rounds.

When an opponent is being looked at by the Medic or any other official.

No spitting while on the mat is permitted.

No swearing is allowed by a player either on the mats, or next to them. Coaches and spectators are held to these professional standards as well.

No throwing an opponent off the mat.

No unsportsmanlike conduct.

SAGA LEGAL and ILLEGAL TECHNIQUES

Technique	Kids (5-13 years)				Teens (14-17 years)				Adults 18+ years Masters 36+ years Veterans 45+ years			
	Beginner	Intermediate	Advanced	Absolute / Grand Champion	Beginner	Intermediate	Advanced	Absolute / Grand Champion	Beginner	Intermediate	Advanced	Absolute / Grand Champion
Spinal Lock, Cervical Lock, or Neck Crank (without a Choke)	●	●	●	●	●	●	●	●	●	●	●	●
Full Nelson	●	●	●	●	●	●	●	●	●	●	●	●
Crucifix	●	●	●	●	●	●	●	●	●	●	●	●
Suplex takedown technique, throwing the opponent's head or neck to the ground.	●	●	●	●	●	●	●	●	●	●	●	●
Spiking an opponent on his/her head (Takedown).	●	●	●	●	●	●	●	●	●	●	●	●
Throwing an opponent from a headlock (head only, no arm)	●	●	●	●	●	●	●	●	●	●	●	●
Slamming from the Guard	●	●	●	●	●	●	●	●	●	●	●	●
Small Joint Manipulation. Pulling a thumb or less than three fingers is NOT permitted, Bending fingers backwards	●	●	●	●	●	●	●	●	●	●	●	●
Slamming to Escape a Submission	●	●	●	●	●	●	●	●	●	●	●	●
Scissor Takedown	●	●	●	●	●	●	●	●	●	●	●	●
Heel Hook	●	●	●	●	●	●	●	●	●	●	●	●
Spinal lock with a Choke (Twister / Crucifix, used as a control position to apply a legitimate Choke)	●	●	●	●	●	●	●	●	●	●	●	●
Reaping the Knee / Twisting Knee Attack	●	●	●	●	●	●	●	●	●	●	●	●
Straight foot lock / Toe Hold, turning inward (forcing the knee)	●	●	●	●	●	●	●	●	●	●	●	●
Outward foot lock / toe hold, applying outward pressure to the knee	●	●	●	●	●	●	●	●	●	●	●	●
Wrist Lock	●	●	●	●	●	●	●	●	●	●	●	●
Do-Jime (squeezing the body or head with the legs)	●	●	●	●	●	●	●	●	●	●	●	●
'Electric Chair' Stretching Legs Apart	●	●	●	●	●	●	●	●	●	●	●	●
Bicep Lock or slicer	●	●	●	●	●	●	●	●	●	●	●	●
Calf Lock or slicer	●	●	●	●	●	●	●	●	●	●	●	●

● Illegal Techniques (NOT Allowed)

● Legal Techniques (Allowed)

Technique	Kids (5-13 years)				Teens (14-17 years)				Adults 18+ years Masters 36+ years Veterans 45+ years			
	Beginner	Intermediate	Advanced	Absolute / Grand Champion	Beginner	Intermediate	Advanced	Absolute / Grand Champion	Beginner	Intermediate	Advanced	Absolute / Grand Champion
Reaping the Knee, while applying a straight leg lock - not a twisting knee lock)	●	●	●	●	●	●	●	●	●	●	●	●
Rear Naked Choke, with a crush, applying pressure to the Jaw or Nose	●	●	●	●	●	●	●	●	●	●	●	●
Front Guillotine (Standing)	●	●	●	●	●	●	●	●	●	●	●	●
Front Guillotine (Seated - Guard)	●	●	●	●	●	●	●	●	●	●	●	●
Choke	●	●	●	●	●	●	●	●	●	●	●	●
Pulling on the Head in the Triangle - when applied safely, to secure the choke. i.e. NOT a Crank	●	●	●	●	●	●	●	●	●	●	●	●
Strangle	●	●	●	●	●	●	●	●	●	●	●	●
Frontal Ezekiel Choke	●	●	●	●	●	●	●	●	●	●	●	●
Bent Arm Lock	●	●	●	●	●	●	●	●	●	●	●	●
Straight Arm Lock	●	●	●	●	●	●	●	●	●	●	●	●
Omoplata	●	●	●	●	●	●	●	●	●	●	●	●
Knee Bar	●	●	●	●	●	●	●	●	●	●	●	●
Straight Leg Lock / Ankle / Achilles Lock	●	●	●	●	●	●	●	●	●	●	●	●
Any Other legitimate grappling submission technique, that is deemed by the Referee to be 'Safe'	●	●	●	●	●	●	●	●	●	●	●	●
Throwing an opponent from an 'arm in' head lock	●	●	●	●	●	●	●	●	●	●	●	●
'Regulation Time' - Qualifying Round (minutes)	2	2	2	3	3	3	3	8	4	6	6	8
'Regulation Time' - Semi Final and Final (minutes)	3	3	3	4	4	4	4	10	5	8	8	10

- Illegal Techniques (NOT Allowed)
- Legal Techniques (Allowed)

Observations:

- NO slamming is allowed. In determining whether or not a Takedown or Escape was a slam, Referees will consider whether the intention was to hurt the opponent.
- NO strikes of any kind are allowed to any part of the body or head, including: shoulder, head butts, punches, elbows, knees, kicks, etc..
- NO Clutching of the windpipe (open hand posting is permitted).
- NO pressure of any type is allowed to the eyes. Explicitly, no fingers, chin, palm heel, etc. are allowed to press on or around the eyes.
- NO pressure of any type is allowed to the groin, unless it is an inevitable and unintended result of a legitimate technique.
- NO pressure may be applied directly into the nose unless it is an inadvertent consequence of a legitimate technique.
- NO Fish Hooking
- NO Biting. A player defending against a rear naked choke cannot purposefully open his/her mouth, so the teeth contact the opponents forearm.
- NO Pulling hair.
- NO Pinching, twisting of skin.
- NO putting a finger or toe into any orifice.
- NO grabbing of clothing is allowed. Competitors cannot grab their own clothing or the clothing of their opponent.
- Placing one knee on the ground (with no intent to shoot for a Takedown) is a Penalty. Placing one knee on the ground while attacking a viable Takedown is not a Penalty.
- No stalling is permitted. A referee may warn a competitor about stalling and if it continues award penalty points

Stalling can take place from any position standing or on the ground. The only time stalling cannot be called is when a competitor is applying or defending a submission.

If there is stalling on the ground, the Referee has the right to restart the match standing, in addition to the other penalty actions defined elsewhere.

Taking an opponent down and then standing up and getting a Takedown again will receive no further Takedown points and can receive a warning for stalling. If the competitor is using the second attempt at a Takedown to further control on the mat, no warning is necessary.

- A competitor standing up from In Guard cannot call the down opponent up, and once standing has to aggressively engage. Otherwise he/she will be warned or penalized for stalling.
- No going out of bounds to avoid a submission. It is not possible to restart players in a near submission position, so Referees are directed to allow the contest to continue if the moving out of bounds was inadvertent. Purposefully exiting the ring to avoid a submission will result in Disqualification.

No going out of bounds to avoid a Takedown. Purposefully going out of bounds to avoid a Takedown will result in the player receiving a stalling penalty.

In addition to all forbidden techniques above for adults, the further restrictions below also apply to Kids & Teens No-Gi Competitors;

If a hold is applied in such a way that it is a crank, the Referee can reposition the players so that the hold is no longer a crank. For example, by moving from Scarf Hold to Modified Scarf. The Referee may even reposition a legal submission attempt if the attempt has become a neck crank.

Example – A legal arm triangle choke is applied from the bottom of the Guard, the opponent moves his/her arm over to defend the choke; the submission attempt is deemed no longer viable by the Referee without a neck crank inflicting harm to the competitor, the submission will be halted by the Referee and Points will be given for the attempt.

Pulling the head down on triangle chokes is allowed.

Guillotines are permitted for Teens, with restrictions as detailed below.

While executing a Guillotine from standing, you cannot lift the opponent off the mat. A competitor who lifts his opponent off his feet with a Guillotine will have the match stopped. The competitor who executed the Guillotine will receive a Penalty warning. A second Guillotine that lifts the opponent off the feet will result in Disqualification.

If one competitor applies a Guillotine and the opponent chooses to defend by jumping up and wrapping legs around the attacking competitor, no foul has been committed, as the opponent was not lifted up, but rather he/she chose to jump.

The Guillotine must be completed by pulling a form of Guard to finish the submission.

FOULS

The usual process with ordinary, unintentional fouls is:

First Offense	- Verbal Warning
Second Offense	- Verbal Warning (optional)
Third Offense	- Results in opponent receiving 1 Point.
Fourth Offense	- Results in opponent receiving 1 Point.
Fifth Offense	- Results in Disqualification.

Fouls are cumulative. The five-step process defined above does not apply to each separate type of foul. That is to say, it does not have to be the same foul three times in a row to merit for example a Third Offense (opponent gets 1 Point) it can be three different fouls or infractions.

The Referee is not bound to go through the five-step process above. Depending upon the severity of the infraction, there can be only one warning, 1 Point awarded to the opponent, or immediate Disqualification.

The most common grounds for immediate Disqualification are:

- Intentional slamming
- Flagrant disrespect to a Referee, Opponent or Staff Member (swearing, shoving, etc.)
- Intentional striking
- Refusing to release a submission after a physical or verbal tap out.

Depending upon the severity of the infraction, a competitor can be disqualified from the match, but will be allowed to continue (in another division, or if the semi-finals in the 3rd/4th match) in the event, or can be Disqualified from the entire competition and future competitions (with no monetary reimbursement) upon severe infractions.

Gi Grappling Rules

SAGA (South African Grappling Association) Gi Rules
V1.1 – 18 September 2013

SAGA GI GRAPPLING Competition concept

The competition format of Destiny Gi Grappling is created to encourage competitors to fight for submissions. We want to bring our own Jiu-Jitsu twist but still stay true to Jiu-Jitsu roots and in doing so create an exciting format for competitors and spectators alike. We believe that having an event where competitors have to defend or attack focusing only on submissions will in conjunction with the other SAGA events improve the standard and level of competitors. Our goal is to ensure that we have competition events that provide an opportunity for the competitors to improve their game, thus being able to compete with the world's best.

BASIC RULES

HOW TO WIN

Win by submission or Advantage (see definition of Advantages points below)

SUBMISSION

If a person taps physically or verbally, makes a noise in response to a submission it will be considered a tap.

ADVANTAGES – Explained

Advantage can be given by the referee throughout the fight for applying a serious submission attempt. Of course, the referee's decision is subjective and therefore we ask competitors, coaches and spectators to always respect the referee when he does or does not give an Advantage. However, all referees will complete a course with NMA/SAGA at which plenty of time will be dedicated to evaluating the merits needed before awarding any Advantage. The primary objective of the SAGA Gi Jiu-Jitsu competitor is to "finish the fight by submitting his opponent" If there is no submission, the competitor awarded the most Advantages will win. Should the Advantages be even then the competitor with the most accumulative submissions at that stage of fighting in the division will win.

Advantage is awarded to competitors when they attempt a submission causing the opposition to have to "fight or surrender" The submission must be high on the percentage scale in order for it to be awarded. Opposition must be under serious threat of losing the match, show visible signs of discomfort and react to pressure by attempting to fight his way out of it rather than playing for time or trying to outlast his opponent's endurance.

An Advantage point isn't a goal in SAGA Gi Jiu-Jitsu. It is used primarily to determine a winner should a draw be declared after time.

Competitors need to understand that there is a difference between a submission attempt and a serious submission attempt. For example, getting the Kimura grip on your opponent will not give you an Advantage. You would need to bring his arm over his back and almost force him to submit. For an armbar you would need the arm to be fully extended, for a choke you have to be really tight around the neck, etc.

The logic is that, had it been a real fight, the competitor with the superior positioning would have been able to strike his opponent freely and with ease.

SAGA GI referees do little more than award Advantage and keep fighters safe and within the contest area. Because the awarding of Advantage is based on obtaining dominance and almost succeeding in submission and not some arbitrary form of scoring, it is virtually impossible for the referee to “favor” one contestant over another. In addition, many match outcomes are determined when one opponent surrenders to the other. As a result, contests are quite objective, with match outcomes rarely subject to dispute. By design, SAGA has tried to do away with as many unnecessary or unrealistic rules in which the referee might help influence the outcome. The referee cannot interfere except to protect the safety of the competitors. Win or lose, the outcome of each match is determined solely by the contestants. Once the match begins, there no referee intervention, unless for medical reasons, any infringements or stalling.

Each contestant is forced to rely on his technique and skill to bring the fight to the ground, to escape from an inferior position, to obtain a dominant position, or to catch his opponent in a submission hold.

Brazilian Jiu-Jitsu was developed with self-defence as its sole emphasis. Even when adapted for sport, the Advantage system reflects the most important elements of a real fight, without rules. If you learn to play a game by following a set of rules, you will be at a serious disadvantage when confronted by a situation that has no rules. Remember that on the street, there are no rules, no weight classes, no referees and no restarts.

DEFINITION OF AN ADVANTAGE

An Advantage point for a submission attempt is given when a competitor is attempting to submit his opponent and the submission fails but the opponent was in visible danger and was required to use effort to defend the attack to prevent being submitted.

Example 1

An Omoplata where the opponent rolls out while the submission is not fully in place or locked in will not be considered a submission attempt no Advantage will be awarded, but if the opponent is forced to roll out to avoid being submitted and he is in “visible danger” and the lock is almost on then an Advantage will be given.

Example 2

A triangle position is not a submission attempt. The attacker must be pulling on the head or attempting a triangle submission or an arm bar. If the attacker is just holding this position without attempting any submissions no Advantage will be awarded.

NOTE:

The main criteria for an Advantage to be awarded by the referee is ‘VISIBLE DEFENCE’ and ‘VISIBLE DANGER’ The basis of Advantage is if a player is applying a submission and the submission being applied is forcing the opponent to defend putting him in visible danger of being submitted. This is the entry level acceptance for Advantage to be considered, not immediately awarded.

POINTS

No points are awarded for any positions or takedowns.

DRAW

In case of a draw (No Submissions and / or equal amount of Advantages), a 2-minute overtime will be allocated, at the overtime mark the match will continue from the current position with no break in the fight, competitors will be notified by the referee that the overtime has commenced.

Remember the tournament format, TO WIN BY SUBMISSION!

Should the overtime extension result in a draw then we will go to the division history to determine the winner.

- The first criteria will be how many submissions each has scored throughout the division.
- If that is equal or non-existent then the competitor with the most Advantage Points will progress.

Otherwise by Referee decision (see below)

Again, to reiterate, the competition is designed to encourage winning by way of submission.

Advantage is included to determine a winner only under the circumstance of there being no winner by Submission. You simply must come to the event with the intention to fight for and win the title by submission.

The finals will be a longer timed match than elimination rounds.

Questions

Question 1: What about points?

NO points are awarded for any position.

Question 2: What about penalties?

There are NO PENALTY POINTS! Serious Infringements will be met with disqualification. Come to the tournament knowing and clearly understanding the rules. Consider it part of your preparation.

Question 3: How does the overtime work?

If both competitors have an even score an extra two minutes is given the players will be notified and continue fighting from their current position. The players are not reset standing and the fight is not interrupted due to the time extension.

A SAGA GI grappling match can be won four ways:

- Submission
- Advantages
- Referee decision
- Disqualification.

Each of these will be addressed in detail below.

TAPPING OUT

Tapping out can take on multiple forms:

- Slapping the opponent, oneself, or the mat with an open hand more than once; if the hands are immobilized,
- tapping out can be done with a foot or even the head.
- Tapping out verbally, either by saying "stop" "tap" or by yelling out (verbal submission) when caught in a submission.

Note:

A verbal submission is only relevant when a competitor yells while caught in a submission attempt. Other instances of verbally yelling during the match are not considered a verbal submission. In these instances, the competitor will be addressed by the Referee (or Medic if needed) and the match will resume. If the competitor yells out in pain again at some point in the match, he/she will not be allowed to continue and thereby forfeit the match. The flow of the match and the right of the opponent to compete at his/her fullest capability to win without the fear of un-intentionally injuring their opponent must take preference in ensuring an even and fair Advantage.

If in the Referees opinion a submission cannot be escaped, and an injury appears imminent, the Referee can halt the match and award victory to the competitor applying the submission.

Note: A Referee always reserves the right to stop a match if he/she feels injury is imminent!

Determining a Tie

In the event of a tie, i.e. no submission, no Advantages, and after an extension has been given, the Referee will:

- The first criteria will be how many submissions each has scored throughout the division.
- If that is equal or non-existent then the competitor with the most Advantages will be declared the winner
- Otherwise by Referee decision:
 1. Referees will first consider Initiation and Aggression. The Referee is directed to consider who made the greatest successful effort to attack and control. In practice, this is most commonly attempting Takedowns, and attempting Submissions.
 2. In the event that competitors are equal in terms of Initiation and Aggression, Referees will determine a tie by considering who skillfully controlled the Pace, Place, and Position on the mat, in order to ultimately set up an eventual submission.
 3. Pace is which Grappler determined the tempo of the match.
 4. Place is which Grappler dictated where on the mat the match took place. This is most commonly seen when one competitor moves forward while the other circles or backs away out of the entire square.
 5. Position is which Grappler successfully initiated specific tie ups and other action.
 6. Last, in the absence of the above the edge shall be given to the fighter who better exemplifies the sport as an exciting, colourful, viable contest.

No rest period is given between the end of the match and the start of the overtime period.

- The overtimes are two minutes for all Adult, Women's, Masters, Directors and Executive competitors.
- One-minute overtimes may be given to all Kid and Teen divisions.

SAGA GI-Division Time Limits

- All Adult Novice divisions (less than 1-year experience):
 - 6 minutes. Finals and Semifinals are 8 minutes
- All Adult Advanced (more than 1-year experience):
 - 8 minutes. Finals and Semifinals are 10 minutes

GI-Division Illegal Techniques

All Adult Divisions (Male and Female, Adult, Masters, Executive, and Directors)

- Neck cranks and all twisting leg locks including inside heel hooks, outside heel hooks, and knee slicers are NOT permitted.
- Bicep slicers and wrist locks are also NOT permitted.
- No slamming from the Guard or to escape submission.
- No slamming is allowed in Takedowns. In determining whether or not a Takedown was a slam, Referees will consider whether the intention was to hurt the opponent.
- Submissions must be applied in order to get a submission, and not with the intention to injure the joint.

- No strikes of any kind are allowed to any part of the body or head, by any part of the body or head.
- No clutching of the windpipe is permitted (open hand posting is permitted).
- No pressure of any type is allowed to the eyes. Explicitly, no fingers, chin, palm heel, etc are allowed to press on or around the eyes.
- No pressure of any type is allowed to the groin, unless it is an inevitable and unintended result of a legitimate technique.
- No pressure may be applied directly into the nose unless it is an inadvertent consequence of a legitimate technique.
- No striking of any kind including: shoulder, head butts, punches, elbows, knees, kicks, etc.
- No fish hooking is permitted.
- No biting is permitted. A player defending against a rear naked choke cannot purposefully open his/her mouth so the teeth contact the opponents forearm.
- No spiking an opponent on his/her head.
- No Small Joint Manipulation is permitted. No pulling a thumb or less than three fingers is permitted.
- No pulling hair.
- No pinching, twisting of skin.
- No putting a finger or toe into any orifice.
- No Interference by a corner with any official or fighter.
- No attacking an opponent in any of these circumstances:
 1. Before the fight has started.
 2. After the fight has ended.
 3. During a rest period between rounds.
 4. When an opponent is being looked at by the Medic or any other official.
- No spitting while on the mat is permitted.
- No swearing is allowed by a player either on the mats, or next to them. Coaches and spectators are held to these professional standards as well.
- No throwing an opponent off the mat.
- No unsportsmanlike conduct.
- Hygiene Rule: All competitors must wear a clean competition GI uniform
- Mouthpieces are not compulsory. Parents & senior competitors must decide for themselves and take responsibility of both pros and cons either way.
- Wrestling/Martial Arts shoes are NOT allowed in GI competition.
- Ear guards (ear protectors) are allowed in GI competition.
- Excessive wrapping of hands, wrists and feet is not allowed.
- Knee braces cannot have a solid portion that could result in injury.
- No stalling is permitted.
- No going out of bounds to avoid a submission. It is not possible to restart players in a near submission position, so Referees are directed to allow the contest to continue if the moving out of bounds was inadvertent. Purposefully exiting the ring to avoid a submission will result in Disqualification.
- No going out of bounds to avoid a Takedown. Purposefully going out of bounds to avoid a Takedown will result in the player receiving a stalling penalty.
- Blood rule. Because there is no blood testing for grappling, a competitor who cannot control the bleeding will not be allowed to continue. In the event of bleeding, the Referee will stop the clock and allow the competitor a reasonable amount of time (two to three minutes) to stop the bleeding. If the competitor continues to bleed a second time in the same match, that competitor will be disqualified. The competitor is not Disqualified from the event, so if the competitor is competing in another division, or if it is a quarter finals match, the competitor will be allowed to continue in further contests. Bleeding is defined as an amount of blood that shows when a white cloth is pressed on the area.
- No competitor can compete with a communicable skin disease, including ringworm, impetigo, herpes, etc.
- Hair Rule: Women and Men with long hair are required to have her/his hair tied in such a fashion as to not interfere with the match. Due to the potential for injury to the eyes, and otherwise interfering with the normal play of a match, spiked hair, particularly spiked

Mohawks, of a length and consistency sufficient to cause irritation to the eyes are prohibited in SAGA. Spray painted hair that may have the colour "run" due to sweat is also prohibited in SAGA competition.

- Placing one knee on the ground (with no intent to shoot for a Takedown) is a Penalty. Placing one knee on the ground while attacking a viable Takedown is not a Penalty.

Observations on Stalling:

Observation 1: If there is stalling on the ground, the Referee has the right to restart the match standing after a warning.

Observation 2: A competitor standing up from Guard cannot call the down opponent up, and once standing has to aggressively engage. Otherwise he/she will be warned for stalling.

Observation 3: Stalling can take place from any position standing or on the ground. The only time stalling cannot be called is when a competitor is applying or defending a submission.

Warnings and Disqualifications

Come to the competition knowing the rules and illegal techniques.

For less serious infringements e.g. stalling a verbal warning will be given. If a competitor, then infringes in the same way again they will be disqualified.

For serious infringements e.g. doing an illegal technique – there will immediate disqualification.

The most common grounds for immediate Disqualification are:

- Intentional slamming or illegal technique
- Flagrant disrespect to a Referee, Opponent or Staff Member (swearing, shoving, etc) by either competitor, teammate, parent or coach
- Intentional striking
- Refusing to release a submission after a physical or verbal tap out.