

Appendix V – Rules for Cadets U15

Additional regulations to the rules for competitors of the age 12/13/14

Fighting System:

Section 13 Points

c. Part 3

1. If strangulations and/ or Locks will be executed in a technical correct way, with perspective of submission effect, the referee must stop the fight by announcing “Matte” (Ippon, 3 Points)

Section 13 Penalties

c. “Forbidden acts” - resulting “Chui”

1. To make any atemi attack (Kicking, punching, hitting) that is touching the head of the opponent
2. To perform lock or chokes in Part 2
3. Perform a leg lock (allowed in the rules for adults and Juniors)
4. ~~To perform a dangerous throws~~
uncontrolled execution of techniques is still a forbidden acts resulting a “Chui” Penalty.

Duo System:

Section 20 Generalities

- a. Only the 3 series will be performed
 - A. Gripping attacks
 - B. Embracing and neck lock attacks
 - C. Punches, strikes and kicking attacks

JJIF Jiu-Jitsu / Ne Waza System:

Section 30 Generalities

c. The fighting time per match is 4 minutes

Section 38 Penalties

c. "heavy forbidden acts" - resulting "Hansoku-make"

1. Locks performed by using pressure or compression (biceps slicer; calf slicer; kidney press)
2. Guillotine choke
3. Ezequiel Choke
4. Locks performed with the legs (Omoplata)
5. Leg and Foot Locks
6. Pulling the head (during triangle)
7. Wrist Locks

Section 39 Settlement of the Match

d. If the score is equal both in total points and in number of advantages, there will be an extra round of 4 minutes with golden score (sudden death). The first point, advantage or penalty will end the match. The scores and penalties from the initial round are carried forward into the extra round.