

# **JUJITSU AMERICA FREESTYLE SELF-DEFENSE DEMONSTATION COMPETITION RULES**

## **PURPOSE:**

The purpose of a self-defense demonstration competition along with the venue of modern Sport Jujitsu and traditional kata is to provide competitors from various Jujitsu styles and various backgrounds an opportunity and format to compete in a realistic demonstration competition. The Jujitsu self-defense demonstration competition shall be the cooperative effort of a pair of individuals who perform Jujitsu techniques and who demonstrate these techniques in an effective manner emphasizing quality of style, and effectiveness. The performance will last no more than 90 seconds per competitor.

## **SECTION 1. JUJITSU FREESTYLE PROCEDURE**

### **Article A. Starting of match**

- 1: Competitors will submit the names of the various attacks to be performed before the match begins. (A Committee will review competitors list of attacks in advance).
- 2: When called upon by the announcer, the participants will immediately proceed to the match area.
- 3: When instructed by the head judge to enter onto the mat area, the participants will bow onto the mat.
- 4: Competitors will step to the center of the mat, bow to the panel of judges and then to each other.
- 5: Competitors will maintain a position of attention until the head judge recites the command to begin their performance.

### **Article B. Performance of Demonstration**

- 1: The head judge will clearly recite the command to begin.
- 2: The competitors will both perform a minimum of 6 defenses each from an attack.
- 3: The performance will take no more than 90 seconds per competitor.
  - A. The initial attack must be realistic in fighting terms.
  - B. The initial attack must display concentration, power, and intent.
- 4: After the initial defense from an attack, the competitors may demonstrate creative interpretation of Jujitsu.

- 5: The initial attacks will include defenses against Punches, Kicks, Grabs, or Weapons.
- 6: The competitors will arrange and choreograph their own demonstration.
- 7: After the completion of both of the competitors' demonstration, the competitors will bow to each other.

#### **Article C. End of match**

- 1: Upon completion of both competitors' performance: Both participants will stand at attention until the scoring judges display the final score.
- 2: The head judge will indicate (Hantei, or Score) for the judges to raise their scoreboards in unison.
- 3: The scoring judges will leave their scoreboards raised until the recorder finishes the tabulations.
- 3: A recorder shall record the displayed score and calculate the final score.
- 4: After the final score has been displayed, the participants will bow to the scoring judges.

### **SECTION 2. JUDGING & SCORING**

#### **Article A. Function of Officials**

##### 1: Head Judge

The function of the Head Judge is to oversee the competition. The Head Judge may intervene, and stop the competition at any time during the competition if necessary.

##### 2: Scoring Judges

The function of the scoring judges is to score the various arts performed by the competitors.

##### 3: Recorder

The function of the recorder is to record and to tabulate the scores of the judges.

## **Article B. Judging**

- 1: Each contest will have three scoring judges, one head judge, and one recorder.
- 2: The three scoring judges will be seated, spaced apart on the far side of the competition area.
- 3: The head judge and recorder will be seated center opposite the scoring judges on the nearside of the competition area.
- 4: Each Judge will have a minimum Jujitsu rank of Godan (5<sup>th</sup> degree black belt).
- 5: Each Judge shall be certified through the Kata committee of Jujitsu America.
- 6: At the discretion of the Jujitsu America Kata Committee, an uncertified judge may be utilized.
- 7: An uncertified judge shall be knowledgeable in regard to the matters to be judged.
- 8: Each of the three scoring judges will be equipped with a scoreboard, a marking pen, and an eraser.
- 9: The recorder will have a note pad, a pen, and a calculator to tabulate the scores.
- 10: If a contestant does not conform to the rules, or there is some other irregularity, the head judge, or committee may call the other judges in order to establish a verdict.

## **Article C. Criteria for Decision**

- 1: The criteria for decision for the Demonstration division will be based on practical application, creative interpretation, and showmanship.
- 2: If the demonstration is too stylized and ineffective the score will be impacted.
- 3: Techniques which require a high skill level will also be judged accordingly.
- 4: In the demonstration division, the criteria for a decision will depend on essential elements of the art:
  - A. Practicality
  - B. Creativity
  - C. Technique
  - D. Attitude
  - E. Understanding the technique
  - F. Realistic demonstration
  - G. Good timing, rhythm, speed, and balance
  - H. Coordination

- I. Stability and Balance
- J. Perfection
- K. Harmony
- L. Breathing
- M. Concentration
- N. Spirit
- O. Degree of difficulty

#### **Article D. Scoring**

1: Scores will range from zero (0) to ten (10). The following guideline is a base for specified experience levels. Decimal points are essential in scoring.

Beginner: 6.0 – 7.0

Novice: 7.0 – 8.0

Intermediate: 8.0 – 9.0

Advanced: 9.0 – 10.0

- 2: Scores are based on teams of two. The score will be based on the overall performance as a team.
- 3: The highest scoring team wins that division. (1<sup>st</sup> place 2<sup>nd</sup> place 3<sup>rd</sup> place, etc).
- 4: In the event of a tie, or discrepancy the head judge will make the final determination.

#### **Article E. Rescoring**

A redo of a specific art may take place for the following reasons:

- 1: At the request of one of the judges
- 2: At the request of the committee
- 3: At the request of one of the contestants
- 4: In the event a competitor wishes to redo an art, the team will be penalized.
- 5: If a head judge, a scoring judge, or the committee asks to see an art again there will be no penalty points deducted

## **Article F. Guideline for Penalties**

- 1: In the event a team wishes to redo an art, the team will be deducted between a half point to a full point. (This is with regard to the art being performed, not the overall score.)
- 2: If a scoring judge or head judge asks to see an art again, there will be no penalty points deducted.
- 3: If the performance is brought to a halt, the contestants will be penalized between a half point up to a full point.
- 4: If weapons are used improperly or in a dangerous or irresponsible manner, the team could be subject to penalty or disqualification.
- 5: If contestants display poor etiquette, the team will be penalized accordingly.

## **Article G. Divisions**

### 1: Adults

Beginner:

Novice: (The criteria of the divisions will also be based on rank, experience).

Intermediate: See separate Divisions document.

Advanced:

- 2: Children (15 and under) Due to the possible variance of age there may be sub categories within the children's division.

Beginner:

Novice: (As with the adult division, the criteria of The divisions will also be based on rank and experience). See separate Divisions document.

Intermediate:

Advanced:

- 3: Based on rank and age, the Kata committee may add or collapse divisions in order to have sufficient pools of competitors.

### **SECTION 3: WITHDRAWAL & WALKOVER**

#### **Article A. Withdrawal**

- 1: In the event that one of the competitor is unable to continue a match due to injury:  
The team will still retain its' points up to that point.
- 2: In the event of injury, the match will be stopped and the injury attended to immediately. There will be no penalty. There will a maximum time of 5 minutes for the injured party to rest. (A total time of 5 minutes per team is permitted.)

#### **Article B. Walkover**

- 1: The decision of loss by Walkover shall be given to any team that fails to appear for their match after the team has been called 3 times over at least 3 minutes.

### **SECTION 4: APPAREL FOR COMPETITION**

#### **Article A. Competitors**

- 1: The competitors shall wear a clean traditional gi in good condition. (Gis that are ripped or torn are not permitted).
- 2: Depending on the Jujitsu style being performed, a hakama or black gi pants may be utilized if appropriate for that style of Jujitsu being performed.

#### **Article B. Officials**

- 1: The Kata officials' uniforms shall be the same as of the Sport Jujitsu dress code.
- 2: At the discretion of the Kata Committee, officials may all wear traditional gis. This will be determined prior the start of the competition.

### **SECTION 5: PERSONAL REQUIREMENTS**

#### **Article A.**

- 1: The personal hygiene of the competitors shall be of a high standard.
- 2: The competitors must have short fingernails and toenails.
- 3: Jewelry will not be permitted that may endanger a competitor.
- 4: Gis will be clean and in good condition.
- 5: Long hair shall be tied back.

**SECTION 6: COMPETITION AREA AND ORGANIZATION****Article A.**

- 1: The competition area for the contest shall cover a minimum area of 18' x 18'.
- 2: The contest area shall be covered with mats of good quality and weight for safety.
- 3: The organizer of the tournament shall provide three scoreboards, three marking pens, three erasers, two notepads, two pens, and a calculator.

**SECTION 7: BEHAVIOR OF COACHES****Article A.**

- 1: Coaches will be provided a designated area at the edge of the mat, where they must stay during the course of the match.
- 2: If a coach displays any misbehavior toward any official, the coach may be removed from the mat area. If this misbehavior continues, the coach may be expelled from the tournament.

**SECTION 8: SITUATIONS NOT COVERED BY THE RULES**

- A: The Jujitsu America committee may authorize additional special rules as needed for a particular event, tournament, match, or competition, or may utilize unique or novel rules to meet unusual circumstances.
- B: The judges of the contest will deal with of any situation which the rules do not cover and work together to come to a final decision.