



ARBITRATION REGULATION GRAPPLING

EDICION JANUARY 2023

GENERAL GRAPPLING RULES

ARTICLE 1 – PHILOSOFHY

GRAPPLING is a hybrid sport without hitting derived from the combination of various combat systems, Fighting, Judo, Sambo, Brazilian Jujitsu or other submission styles whose art consist in forcing the opponent to surrender through the application of strangulation techniques and/or lock techniques.

In keeping with the general philosophy of the sport, Grapplers will uphold the values of sportsmanship, fair play and will never intentionally injure their opponent in competition.

ARTICLE 2 – OBJECTIVES

1. Establish the system of competition, classification, sanctions, eliminations, etc.
2. Define and specify the practical and technical conditions governing the fights.
3. Determine the value to be attributed to actions and techniques.
4. List situations and prohibitions.
5. Determine the technical functions of the refereeing body.

ARTICLE 3 – APLICATION

These regulations must be applied in all FIDAM competitions to guarantee optimal safety of the competitors and a correct development of the discipline.

ARTICLE 4 – ANTI-DOPING AND SANITARY CONDITIONS

All competitors who participate in sporting events organized by FIDAM, will be subject to the federative regulations, under the National and International regulations of each country, to the World Anti-Doping Agency, FIDAM Anti-Doping Commission or other competent agencies.

Wrestlers infected with the HIV/AIDS virus are not allowed to participate in GRAPPLING competitions and members of the medical staff infected with the same virus will not be able to provide care to athletes who bleed.

ARTICLE 5 – WEIGHT LOSS

In relation to weight loss in the place where the official competitions are held, FIDAM has adopted the decision to prohibit the practices of dehydration or excessive caloric restriction in addition to the use of diuretics, vomiting, laxatives or self-inflicted vomiting.

The FIDAM competition committee is responsible for the application of this article and the appropriate disciplinary sanctions will be applied.

ARTICLE 6 – MEDICAL EXAMINATION AND UNIFORM CONTROL

The medical examination will take place on the day of the competition in a restricted area close to the competition venue.

It will last 1 hour and the athlete will immediately go through the weigh-in control.

Separate spaces or different times will be enabled for medical control and weigh-in between men and women.

Participants will appear in sportswear for medical control. Exclusively the medical staff is empowered to decide whether the athletes are able or not to participate in the competition. Likewise, Grapplers will be examined for possible skin conditions or other medical problems such as cuts, scratches, etc.

Once examined by the medical staff, the uniformity has been declared able, they can go to the weigh-in.

ARTICLE 7– WEIGHING

Weight control cannot be carried out without prior medical examination. At the moment of weigh-in, the competitor must appear in sport wear or underwear and display a valid federal license, a document proving his identity and validated medical certificate. (Fit)

The weigh-in will take place on the day of the competition in a restricted area close to the competition venue. It will be 1 hour in length and will conclude at least one hour before the scheduled start of the first bout in the designated category.

The weigh-in will take place in an area with limited Access to participants, coaches (with official accreditation), judge-Referees, medical personnel and weigh-in personnel.

ARTICLE 8 – AGE AND WEIGHT CATEGORIES

All participants will present an identification document with a photo that proves age and identity.

Any Grappler who attempts to compete in a lower age category will be automatically disqualified from the competition.

DIVISIONS (MALE AND FEMALE) TATAMI

GRAPPLING

CHILD MIXED (-9 Years)

-25 KG
-30 KG
-35 KG
-40 KG
+40 KG

CADET MIXED (9 to 11 Years)

-28 KG
-32 KG
-37 KG
-42 KG
-47 KG
+47 KG

CADET - B MALE (12 to 14 Years)

-42 KG
-47 KG
-52 KG
-57 KG
-62 KG
+62 KG

CADET - B FEMALE (12 to 14 Years)

-40 KG
-45 KG
-50 KG
-55 KG
+55 KG

JUNIOR - A MALE (15 to 17 Years)

-55 KG
-60 KG
-65 KG
-70 KG
-75 KG
-80 KG
+80 KG

JUNIOR - B FEMALE (15 to 17 Years)

-45 KG
-50 KG
-55 KG
-60 KG
-65 KG
+65 KG

SENIOR MASCULINO (+18 Years)

-57 KG
-63 KG
-70 KG
-76 KG
-84 KG
-92 KG
+92 KG

SENIOR FEMENINO (+18 Years)

-50 KG
-55 KG
-60 KG
-65 KG
-70 KG
+70 KG

ARTICLE 9 – GRAPPLERS CLOTHING

The Grapplers called to combat must appear uniformed based on the mat matching the assigned color (red-blue in Grappling or white/red-blue/black in Grappling-Gi).

The Grappler trainer who sits in the corner must wear sport clothing.

- **Grappling competition uniform.**

The shirt (Rash Guards) will be fitted, with short or long sleeves, and will contain at least 60% of the assigned color, the combination of red and blue on the shirt is prohibited. The pants will be short and must correspond to the color awarded, red or blue, or a neutral color, such as black, white or gray. In order to avoid injuries, they will not be too loose, they will not contain buttons, zippers or pockets. Tights (leggings) will only be allowed if they go under the competition pants. Lightweight (fabric) knee pads without metal or plastic reinforcements are allowed.

- **Competition uniform in Grappling-Gi**

The Grapplers called to combat, must appear uniformed on the basis of the matching mat according to the assigned color (Gi White or red on the corner of the red mat and blue or black gon Gi, on the blue corner). In international competitions only the color red and blue will be allowed.

The organization will provide the athletes with a red and a blue belt according to their color.

The Gi must be made of cotton or similar material and in good condition. It will not be exceptionally thick or stiff in order to obstruct the opponent. The jacket must be longer than the hips, but not longer than the thighs. When extending the arms, the distance between the sleeves and the wrists shall not exceed 5cm. Pants must be sized so that the length reaches the ankles in a upright position. Pants may not be exceptionally tight or loose to the extent that it affects the opponent's ability to make grabs and/or moves. The belt must be tied and tightened around the waist to secure the jacket. Women must wear a Lycra T-shirt of the assigned color white/red and blue/black, or any other neutral color under their Gi.

- **Helmets**

Competitors who wish to do so may wear FIDAM-GBF approved ear protection helmets without metal or hard plastic reinforcements.

- **Footwear**

Grapplers are not allowed to wear shoes during combat.

- **Appearance of the fighters**

Grapplers may not wear bandages on their wrists, arms or ankles except in cases of injury and with medical authorization. These bandages will be covered with an elastic band. Wrestlers will not be allowed to carry objects that could cause any kind of injury to the opponent, for example, necklaces bracelets, ankle boots, rings (fingers or toes), piercings, prostheses, etc. The fingernails and toenails will be properly cut and without sharp edges. In cases where a Grappler wears his hair under his shoulders or his sbangs under his ears, he will wear a sports cap or rubber band. Athletes will be neat

and hair/skin will not be greasy or slippery. Grapplers should be well-shaven or have a well-trimmed and well-groomed beard.

Competitors will not be sweaty when entering the mat or at the start of the fight. The Referee may request that a Grappler be dried at any time during the match (if possible).

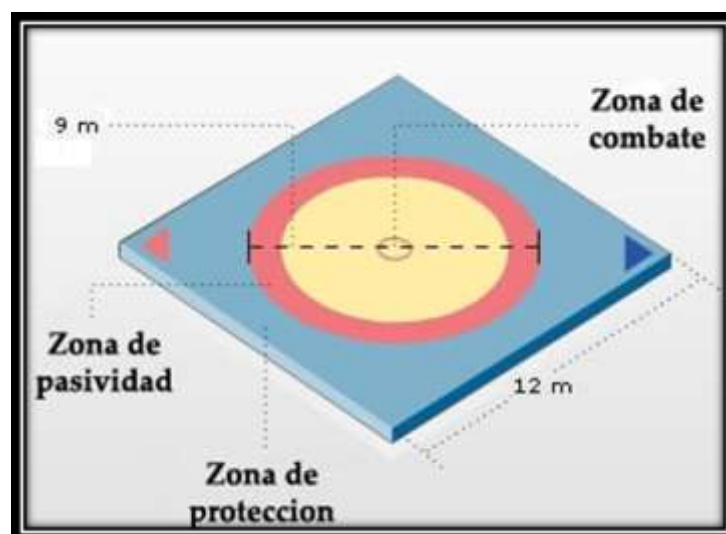
These rules must be strictly adhered to in matters of health and hygiene in order to achieve a healthy environment for athletes.

At the weigh-in, a FIDAM official must check that all the wrestlers respect these requirements. At the weigh-in, the wrestlers must be warned that if their appearance is not appropriate they will not be able to participate in the competition. If a fighter appears on the mat with an appearance that does not conform to the requirements of FIDAM, he will have 2 minutes to improve his appearance or change his uniform, otherwise he will lose the fight by forfeit.

ARTICLE 10 – COMPETITION TAPESTRY

The tapestry will have dimensions of 10 x 10 or 12 x 12 meters with a circle of 8 to 10 meters in diameter and one meter thick. On the outside of the circle, there will be a zone of at least 1 meter called the protection area. The tapestry as whole will be bordered by a soft protection, made of foam or similar with at least 50cm. of height that will determine the exits of tapestry based on article 15.

The center of the tapestry will contain a circle with a diameter of 1m, called the crown, which will serve as the starting point in the combats. In the protection area there will be two corners marked, one red and one blue, where the athletes will be placed according to the established color together with their coach, until the central referee calls the contestants to the center of the mat to start the fight.



ARTICLE 11 – MEDICAL SERVICE

Any organizer of a **FIDAM** competition must have a medical service whose task will be to carry out all examinations and medical assistance throughout the competition.

During the competition, the medical service must be ready to intervene in the event of an accident or injury and decide whether the wrestler can continue the match or not.

The doctor has full power to stop a fight if he considers that one of the athletes is in immediate danger.

The doctor can also interrupt the fight if he considers that one of the contestants cannot continue the fight.

The Grappler may not leave the mat in any case, except in case of serious injury that requires immediate medical assistance.

In case of injury, the judge-referee must interrupt the fight and request the intervention of the doctor.

The doctor should :

- Supervise. medical personnel working during the event
- Perform all pre-competition medical examinations and determine if athletes are physically fit to participate in bouts.
- Write the prescribed data of the athlete in his Sports Passport. If an athlete has been denied access to the competition in the interest of his health and safety, the decision and justification will be recorded in his Sports Passport.
- Medically monitor the entire competition and be ready to intervene in the event of an accident or injury, or when requested by the central referee.
- Determine if an athlete is fit to continue the match.
- Issue medical certificates and appropriate suspensions to athletes who must withdraw from competition.

ARTICLE 12 – DURATION OF THE FIGHTS

CHILD-CADET	4 minutes
JUNIOR-SENIOR	5 minutes

Time will be stopped as soon as the judge-referee stops the match for any circumstance.

Gender does not affect the length of fights.

ARTICLE 13 – ANNOUNCEMENT-COMBAT START

The name of both contestants who must come to the mat will be announced loud and clear. In cases of absence, the athlete will be called three times at intervals of at least 1 minute between them. If after the third warning, the Grappler does not appear on the mat, he will be disqualified and his opponent will win by forfeit.

Once called, the Grapplers will remain in the corner of the mat corresponding to the designated color.

The Referee-Judge will require them to the center of the mat, will inspect the clothing and will ensure that they are not covered with any greasy, sticky or sweaty substance.

In cases where one of the athletes does not show up in the circumstances described, they will be invited to change or correct the deficiencies, having 2 minutes. Once that time has elapsed, if the Grappler does not return to the mat in the right conditions to start the fight, he will be disqualified for forfeiting.

Once the inspection has been carried out and approved by the central Judge-Referee, the Grapplers shake hands and the fight will begin in a neutral position at the sound of the whistle.

ARTICLE 14 – START AND RESUME POSITIONS

- **Definition Outside the limits of the tapestry/Definition of Out of Bounds**

Standing

If a contestant goes of bounds by touching the protection area with one foot while there is no throw or submission attempt, the Referee will whistle to stop the bout and resume it in the center of the mat in a neutral position.

In case where a trowing or submission action has been initiated within the mato or with one foot outside of it, the Referee-Judge will **allow the bout to continue**.

Ground

When **there is no technical action**, it is understood to be out of bounds when none of the body parts of both contestants is within the protection zones.

In circumstances where there is an attempted **submission or dominant control**, it will be understood as out of bounds when any of the Grapplers from the protection area contacts any part of their body with the ground or the protection provided for that purpose according to article 10.

In these cases, the central judge-referee will restore the fight in the center of the mat in the last position held for 3 seconds.

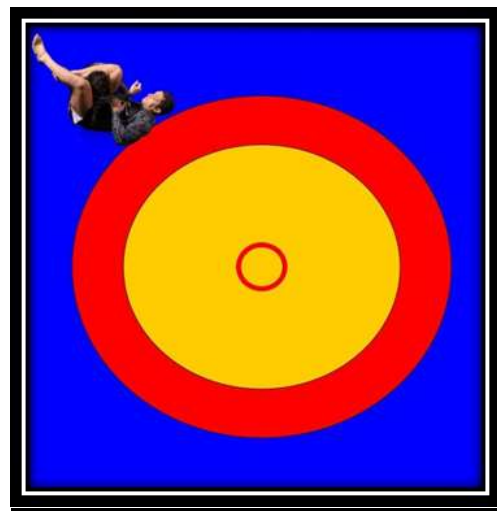
Clarification: In situations where the competitors go out of bounds executing a technical action (projection, inversión or dominant position), even outside the protection area (ground), the Judge-Referee must wait 3 seconds before stopping the fight.

Subsequently, it will stop it, restarting it in the center of the mat and awarding the points of the action if it occurs.

Example exit of the limits of the tapestry on the ground



Action initiated in passivity zone with a control



A control situation continues to exist. The fight continues in the protection area. IT WILL NOT STOP

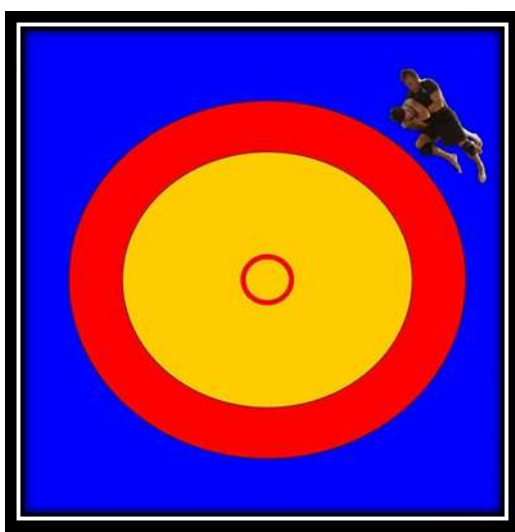


A control situation continues to exist. The fight continues in the protection area. IT WILL NOT STOP

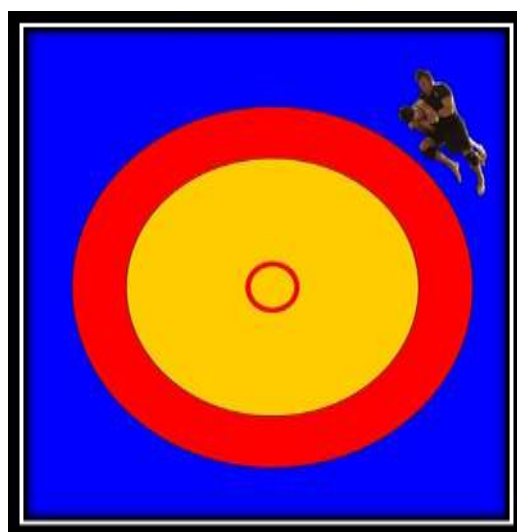


The combat does not stop, it will wait 3 seconds to score the inversion and the lateral dominant control. Once the technical action is finished, the combat will be stopped, resuming the mat in the center according to article 14.

Other situations on the ground. The fight will not stop.



Dominant control in the protection area. The fight will continue.



Dominant control in the protection area. The fight will continue.



Submission attempt in the protection area. Continue the fight.

Escape

The Grappler who flees the mat in the face of an attack, both standing and on the ground, will receive a passivity warning and 1 point will be awarded to the attacker.

If an athlete steps out of the bounds of the mat during a submission attempt (With a correct defense), the action will not stop until completion or the grappler escapes the submission.

In cases where the Grappler is submitted in a submission attempt and **intentionally steps out** of the protection area for the purpose of combat or escape **without making a correct defense**, he will be immediately disqualified, (Catch).

If an athlete forces the action out of the bounds of the mat during an attempt to escape a submission by **making a correct defense and not running away from the mat**, the action will not stop until completion. In these cases, the judge-referee will stop the fight, awarding **1 point for Submission Attack** and will resume the fight in the center of the mat as established in these regulations.

- **Neutral position reset/neutral subtract position**

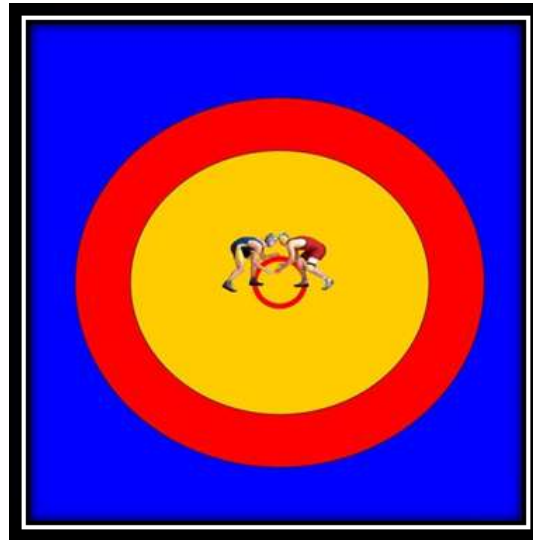
It is ordered at the start of the match or when the contestants leave the mat limits from the standing position or from the ground **without prior control**.

Clarification: It will also be ordered when the Judge-Referee stops the fight and the last established position is standing.

Example, in a projection when no control was performed for 3 seconds.

Both Grapplers will stand facing each other with one foot **touching the center circle** (crown) and will wait for the Referee's whistle to start the match.

In the neutral restart position, neither Grappler is in control.



- **Closed Guard Restart Position**

Closed Guard Restart Position is commanded when the Grapplers go off the edge of the mat during ground fighting and the last secured position, for at least 3 seconds, is closed guard.

It is performed in the center of the mat (crown) in the following position: the Grappler below stands with his back on the ground, hands placed on either side of his head, legs wrapped around his opponent's waist and arms crossed feet.

The Grappler located above, will be placed on his knees between his opponent's legs and with the palms of his hands on his opponent's belly. El



- **Half Guard Restart Position**

Half guard restart position is commanded when the grapplers go off the edge of the mat during ground fighting and the last position held for at least 3 seconds was half guard.

It is done in the center of the tapestry (crown) as follows:

The Grappler below stands on his side on the ground, with one leg between the opponent's legs and both hands on his opponent's free thigh (the other leg will be on the outside).

The top Grappler will kneel with their hands on the opponent's free hip.



- **Open Guard Restart Position**

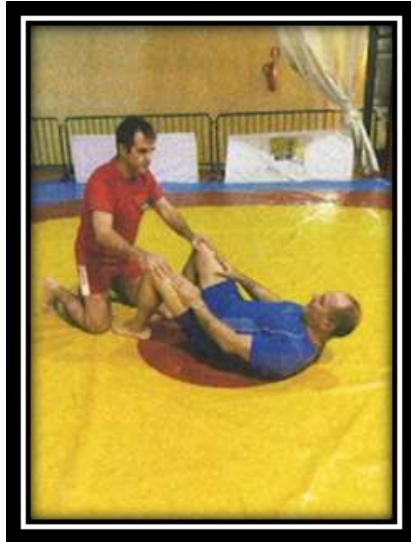
The open guard position is commanded when the two grapplers step off the edge of the mat during ground fighting, and the last position secured by the grappler in control is not a dominant control, close guard, or half guard.

It is performed in the center of the mat (crown) in the following position: the Grappler below is placed with his back to the ground, with his hands resting on his thighs and his feet flat on the mat in the center circle.

The top Grappler kneels in front of his opponent's feet and places his hands on his knees.

Once the position has been approved by the Judge-Referee, the fight will resume at the whistle.

On the open guard restart, all dominant control positions may be re-marked.



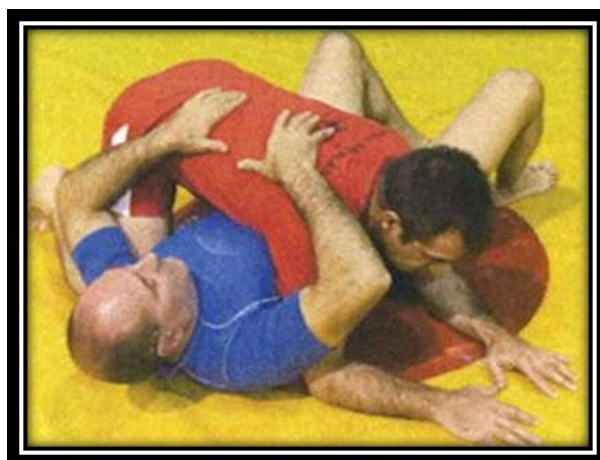
- **Side Mount Restart Position**

The side mount reset position is commanded when a grappler secures one of the dominant side control positions (lateral lock, north-south or knee to chest) for 3 seconds and exits the mat boundaries while maintaining control over the opponent.

It is performed in the center of the mat (crown) in the following position: the Grappler located below will be placed on the mat face up (elbows visibly free and his hands placed on the side of the opponent) and the grappler located above, will place his elbows and knees on the mat and glued to his opponent.

Once the position has been approved by the Judge-Referee, the fight will resume at the whistle.

In the side mounted resume position, only full mounted techniques may be scored.

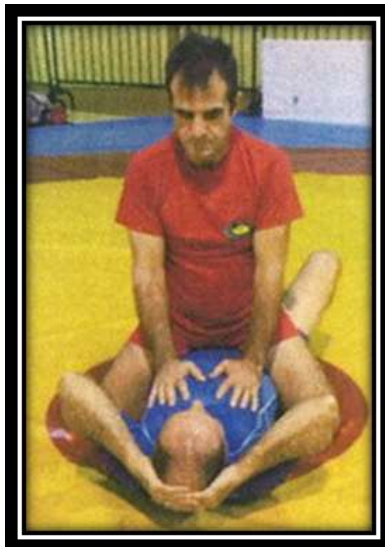


- **Full Mount Restart Position**

The full mounted reset position is commanded when a Grappler secures the dominant mounted position for 3 seconds and breaks out the mat's confines while maintaining control over the opponent.

It is done in the center of the mat (crown) in the following position: the Grappler located below will be placed on the mat face up with his hands on the sides of his head and the Grappler located above, will sit on top of his opponent at the height of the abdomen with the legs to each side and will place their hands on the opponent's chest. Once the position has been approved by the Judge-Referee, the fight will resume at the whistle.

In the full mount restart position, only the rear mount technique may be scored.



- **Back Mount Restart Position**

The rear-mounted reset position is commanded when a Grappler secures the position for at least 3 seconds by rear immobilization and leave the limits of the mat both standing and on the ground.

It is done in the center of the tapestry (crown) in the following position:

The controlled Grappler will be seated and both hands will grab the opponent's forearm that passes over their shoulder.

The back grappler will sit behind his opponent placing his ankles on the inside of his opponent's legs (hooks), grab one arm and head (arm up, arm down) closing with both hands. You can close with hand to wrist or by shaking both palms perpendicularly and indistinctly.

Finger interlocking is not allowed. Once the position has been approved by the Judge-Referee, the fight will resume at the whistle.

In the rear control restart, they will not be able to score dominant control techniques.



Note: The last established or secured position will determine the resuming position in cases of interruption of combat.

- **Catch**

If a Grappler tries to take the action out of bounds to escape a submission attempt (without a correct defense), the fleeing Grappler will lose the match by “Catch”.

In these situations and before proclaiming the defeat, it is recommended that the central Judge-Referee, Mat Chief and Controller watch the video to make the final decision.

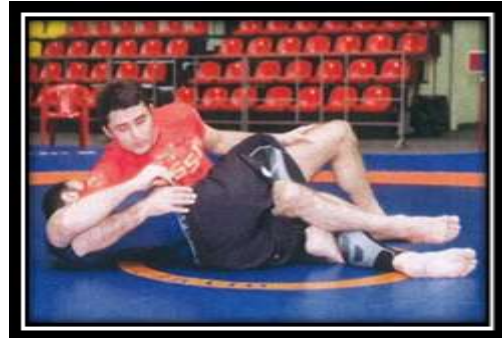
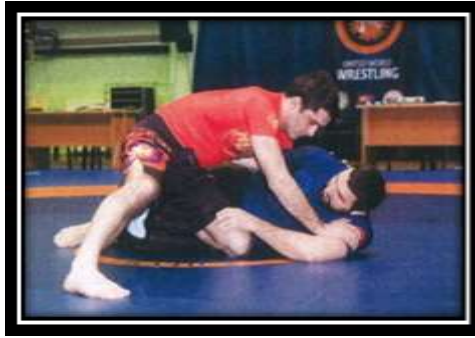
ARTICLE 15 – TECHNICAL POINTS ATTRIBUTED TO ACTIONS AND TECHNIQUES

All positions and actions need at least 3 seconds to secure or score, except Takedown Attack (1 Point), cautions and illegal techniques.

- **Definition of guard, half guard and closed guard.**

Guard, is the position where the bottom grappler uses one or both legs to control the opponent and prevent them from reaching a dominant position (side, full mounted or rear).

Half guard, is the guard where the bottom grappler is lying on his back or side and has one of the top athlete’s legs trapped between his legs.



HALF GUARD

Open Guard, is the guard where the lower grappler uses both legs, without closing them, to prevent his opponent from reaching a dominant position, (in case he closes his legs around the opponent's body, it will be considered closed guard).



OPEN GUARD

Close guard, when the athlete below has his opponent above between his legs with his feet or legs crossed or in contact.



CLOSE GUARD

Important: Guards do not score.

Jumps to guard or sitting with a contact, both in Grappling and Grappling-Gi (BJJ), will be penalized 2 points against the Grappler who executes it after 3 seconds.

The fight will continue, it doesn't stop.

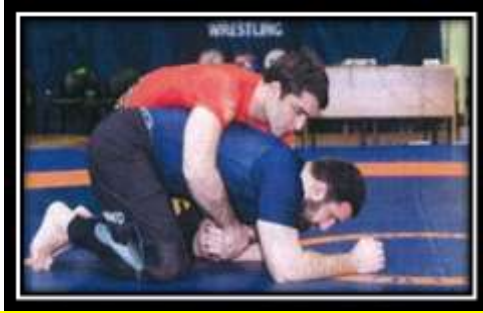
Sitting from a standing position without contact for 3 seconds avoiding combat on the feet will be penalized with a passivity warning and 1 point will be awarded to the opponent.

The central referee after 3 seconds will break the action and the fight will restart in the neutral standing position.

- Takedowns, (2 or 3 points)

2 points are awarded for a takedown for any situations where the action begins standing up and ends on the ground and one of the Grapplers manages to maintain the top position with a control for 3 seconds.

THROWDOWNS	ARE NOT THROWDOWNS
	
Less than 90° with respect to the ground	More than 90° with respect to the ground
	
3 points of contact with the ground (Knees and arm)	There are no 3 points of contact with the ground (only two hands)



3 points of contact with the ground and control with the arms behind



3 points of contact with the ground but without control with the arms behind

Remember that jumps to guard or sitting with a contact are two points against the Grappler who executes it after 3 seconds, it does not stop the combat, although there is the following exception.

If the jump to guard is made with an effective submission flying technique (choke or lock) the 3 seconds needed to score for takedown will not start counting until your opponent breaks free (not in control), if it occurs, you will get 2 points for takedown after 3 seconds and the Grappler who guillotined it holding it for 3 seconds, 1 point for attack.

In the situation where the submission succeeds and the fight ends, the submitted Grappler will not get the 2 points for knockdown.

Example 1: A Grappler from the standing position leaps at his opponent's guard performing an effective guillotine, his opponent drops to the ground and after more than 3 seconds, releases its head and stays up with a check for 3 seconds, it will get 2 points per knockdown and the Grappler who performed the guillotine, 1 point per attack.

Example 2: A Grappler from the standing position jumps his opponent's guard by performing a guillotine and subduing his opponent, he would win the match and there would be no points for his opponent.

In cases where in addition to the takedown/projection, the Grappler manages to establish a dominant position, he will receive the corresponding points in addition to the takedown points.

Examples: 2+3 takedowns plus side stance, 2+4 takedowns plus full stance, 2+4 takedowns plus back stance.

3 points will be awarded for a takedown, instead of 2, if a Grappler is able to throw the opponent by lifting them above hip height while standing before completing the throw, (high-amplitude throw).



The throw (Picadas) where the opponent falls on his own neck or head is considered an illegal technique (art. 23 illegal actions and techniques).

. Fast Takedown Action

When the bout begins from a Neutral Position and within the first 3 seconds, an additional 2 points will be awarded to the takedown if performed without interruption of the action, without loss of contact between the Grapplers and when the performer ensures control by holding the top position for at least 3 seconds.

Examples:

-2 points by takedown + 2 quick action takedown points in the case of a takedown initiated within 3 seconds of restarting from a neutral position ending in a non-dominant position, but maintaining a 3 second hold.

-3 points for high amplitude takedown + 2 points for quick action takedown in the case of a takedown initiated within 3 seconds of restarting from neutral position ending in a non-dominant position, but maintaining a 3 second hold.

-2 points for takedown + 2 points for quick takedown action + 3 points for dominant control in the case of a takedown initiated within 3 seconds of restarting from a neutral position ending in a dominant position and holding control for 3 seconds.

-3 points for high amplitude takedown + 2 points for fast action takedown + X points for dominant control in the case of a takedown

initiated within 3 seconds of restarting from a neutral position ending in a dominant position and maintaining control of 3 seconds.

- **Control situations**

When after a takedown, the top athlete is able to keep their opponent on the ground with their back or side to the ground with their back or side to the ground and at an angle of less than 90 degrees while maintaining contact with them.

Also in cases where the opponent is facing the mat with his belly facing the mat (face down) and is able to hold him down with 3 points of contact between arms (or hands) and knees controlling him from behind. The top athlete will not gain control if they are under a submission attack from the opponent.

To be considered in control you must first escape the submission attempt.

Example: A Grappler is knocked down and is face up performing a guillotine on his opponent who is above in close guard. The 3 seconds will start counting from the end of the submission technique.

- **Inversions-Reversals, (2 points)**

Inversions from a disadvantaged position or from a dominant position, 2 points will be awarded if control is maintained during a lower position (under) without direct establishment in a position for 3 seconds.

Inversions from a disadvantaged position or from a lower position (below) with direct establishment of a dominant control (immobilization) for at least 3 seconds, will be scored with 2 points (inversion) + those corresponding to be immobilization/dominant control.

Note: Control after an inversión is considered when the athlete above is able to keep the opponent on the ground with their back or side at an angle less than 90° from the ground while maintaining contact with or in contact with them or in case that the opponent lands front (belly towards the mat), and is able to keep him down with 3 points of contact between the arms and knees while controlling him from behind, having control of his arms.

The athlete who is above is not considered to be in control if he is under a submission attack by the opponent.

To be considered in control you must first escape the submission attempt.

INVESTMENT/SCRAPING

Examples:

Reversal + lateral dominant control for 3 seconds= 2 + 3 points.

Reversal + Full Dominant Control/ Mounted for 3 seconds= 2 + 4 points.

Reversal + rear dominant control for 3 seconds = 2 + 4 points

Note: See control situations in this same article.

- **Dominant positions, (3, 4 and 4 points)**

Scoring and established techniques where one of the Grapplers keeps his opponent completely controlled and without the possibility of making a counterattack for at least 3 seconds.

- **Dominant side mount control (3 points):**

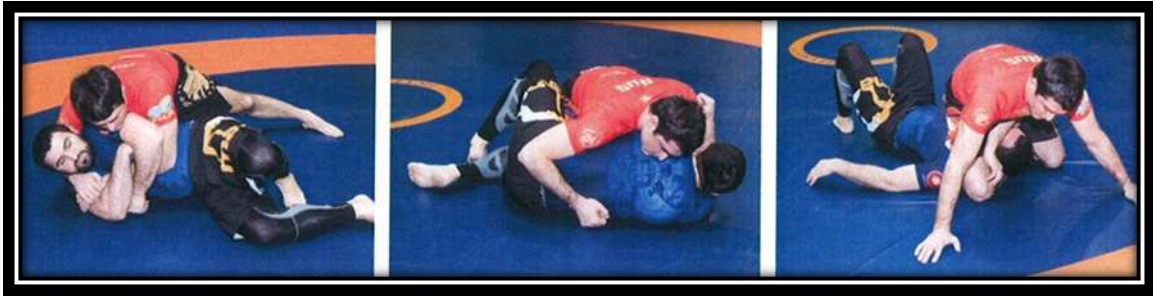
When a wrestler gains control from above by having his body outside his opponent's leg defenses (Guard or Half Guard) while keeping his opponent's back to the mat less than 45° for at least 3 seconds (includes positions north-south and with the knee in the stomach).

3 POINTS

Examples of dominant side-mounted control:



Examples of positions that are NOT dominant control in side mount:



- **Dominant control in full mount (4 points):**

When a Grappler gains control from above, sitting on their opponent's stomach toward their head, with both knees touching the ground on either side of the opponent's body, and holding the position for at least 3 seconds.

When a Grappler gains control from above, sitting on the opponent's lower back towards the back of the head, with both knees touching the ground on either side of the opponent's body and holding the position for at least 3 seconds.

When a Grappler gains control from above, sitting on his opponent's chest towards his feet, controlling his legs with his arms and with both knees touching the ground on each side of the opponent's body holding the position for at least 3 seconds.

Clarifications:

The legs of the dominated grappler must always be between the legs of the dominant athlete.

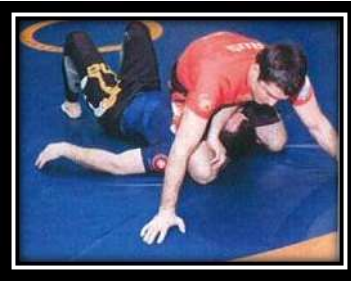
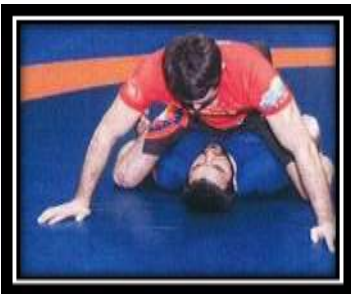
Hooks are not necessary to perform dominant control on mount properly.

In cases where one of dominated grappler's arms is trapped under one of the dominant's legs, the mount will be valid if the arm is extended, but in situations where the arm is flexed to escape, there will be no points.

Examples of dominant control in full mount:



Examples of positions that are NOT dominant control in full mount:



Two arms under the legs, one knee off the ground, one leg held, mounted triangle, or leg above armpit level.



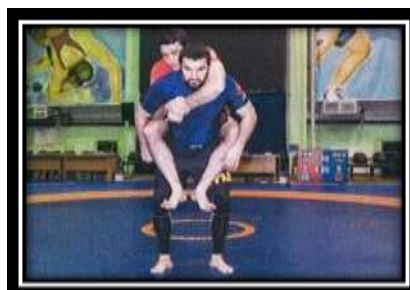
- **Dominant rearmounted control (4points):**

When a Grappler on the ground or standing, dominates the opponent's back with his chest and the heels of his feet are between the opponent's thighs, without crossing his legs or feet (in a triangle),

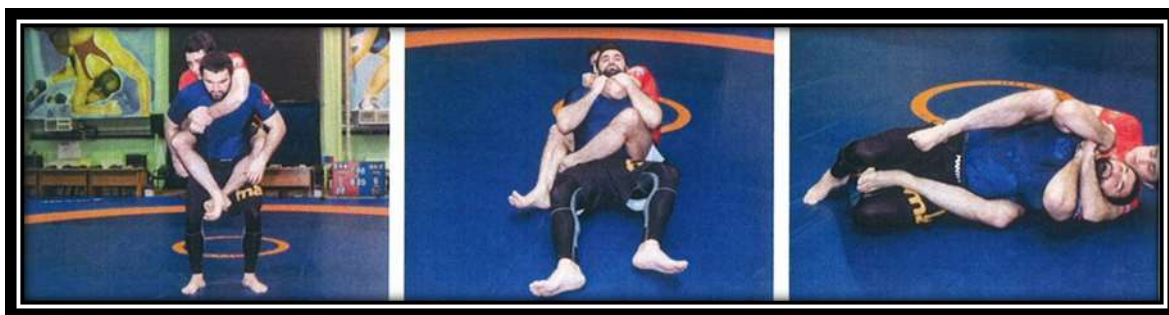
holding the position for at least 3 seconds. Only dominant control that can score from a standing position.

4 POINTS

Examples of dominant rearmounted control:



Examples of positions that are NOT dominant control on rear mount:



Crossed feet, body triangle and no hooks

Important: In dominant control positions no points will be awarded until the dominant Grappler releases the head if the dominated athlete has it trapped.

- **Progressive scoring system on dominant positions.**

The scores for the dominant positions will follow a progressive system from lowest to highest, that is, lateral (3 points), mounted (4 points) and rear (4 points).

If dominant positions are done backwards, they simply won't score.

Dominant positions may be scored again and progressively (reset), when the dominated Grappler regains the closed guard or open guard (half guard is not allowed), completes an inversion or maintains the standing position for at least 3 seconds.

Example: Once Dominant Control Points have been scored in Side Mounted and Full Mounted, no points may be scored for Side or Mounted Locks again unless, your opponent regains Close Guard or

Open Guard, completes a Reversal or stands up for at least 3 seconds.

- **The attack**

If a Grappler completes a 3 point takedown (high amplitude) but fails to hold a control position for 3 seconds because the opponent is able to return to the neutral (standing) position or the action goes out of bounds on the mat before a 3 second checkpoint, you will be awarded 1 point by Attack.

In the event that a Grappler completes a 3 point takedown (high amplitude) but suffers a 3 second reversal before gaining control, they will be awarded 1 point by attack and their opponent will receive 2 points by takedown if they are able to maintain control 3 seconds from above.

The athlete who attempts a submission technique where the opponent is in actual danger of submission for at least 3 seconds will be awarded 1 point for Attack when the opponent is able to completely escape the submission or the action goes out of bounds tapestry.

It is the referee's duty to assess how close the submission techniques are to be achieved.

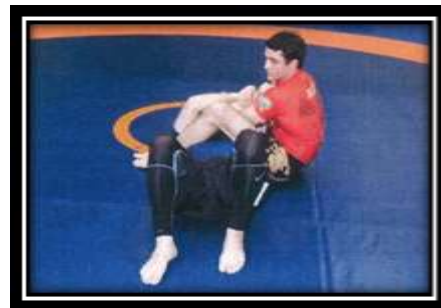
Important: Wristlock (dislocations/wrist keys) will **NOT** score per attack.

1 POINT

Examples of actual submission attempts (scoring 1 point)	Examples of NOT effective submission attempts (NOT scoring)
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Armbar with arm extended more than 90°



Armbar with arm extended less than 90° and defended by his opponent



Armbar with arm wxtended more than 90°



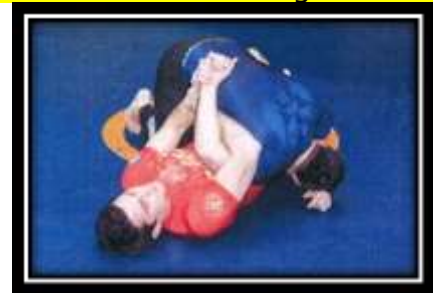
Armbar with arm extended less than 90° and defended by his opponent



Locked triangle



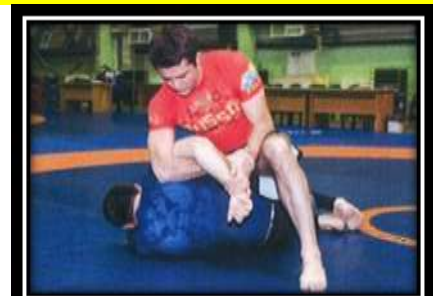
Open triangle defended by opponent



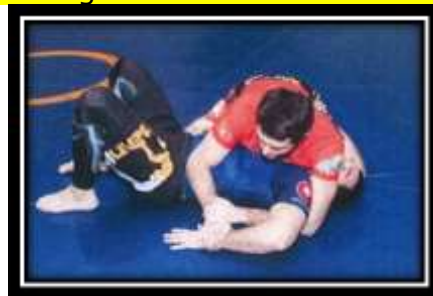
Kimura with his arm on his opponent's back



Kimura without his arm on his opponent's back and the opponent defending.



Kimura with his arm on his opponent's back



Kimura without his arm on his opponent's back and the opponent defending



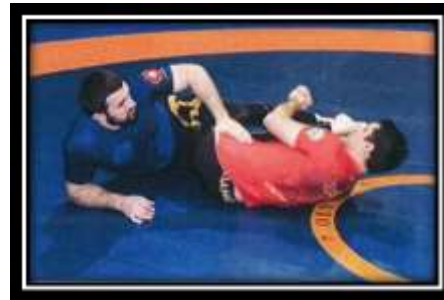
Heel lock



Ankle lock with the leg not straight and defended by the opponent



Toe Hold with twist towards the opponent



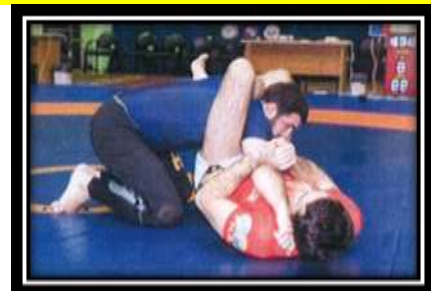
Foot extended and toe not secured



Kneebar with joint hyperextension



Opponent defending the knee and leg not extended



Triangle with the arm trapped and hyperextended



Closed triangle but the opponent defends with his arm

ARTÍCULO 16 – INJURY OR BLEEDING

The Referee-Judge must stop the bout and request an injury stoppage if a wrestler is temporarily injured (swollen eye, head-on collision, etc.). The sum of these interruption times may not exceed 2 minutes per athlete and match. The time of injury will be counted when the injured Grappler obtains effective medical assistance.

If the Referee considers that a Grappler tries to avoid an action/submission by simulating an injury, he may declare his disqualification. In the same way, if the injury is produced as a result of the application of an illegal technique, the Referee will disqualify the Grappler who has executed the prohibited technique. In cases of bleeding or haemorrhage the Judge-Referee will interrupt the fight demanding the intervention of the medical service. On the other hand, it is essential to clean the blood stains from the mat, the competition uniform, the skin with the help of an appropriate medical solution and collect all the material used, once verified, you can continue the fight. Juez-árbitro considera que un Grappler intenta

evitar una acción/sumisión simulando una lesión, podrá declarar su descalificación.

When the uniform is stained with blood or torn, it must be replaced immediately. All athletes must have another reserve uniform available at the designated mat corner. The grappler coach is responsible for cleaning all types of stains (blood, body, fluids, etc.) from his athlete and the mat.

In the case of both competitors being injured or disabled at the same time and neither of them can continue, the victory will go to the Grappler who obtained the highest number of points.

If the score is tied, the arbitration body must consult and vote to determine the legitimate winner in accordance with article 19.

Note: In cases where a Grappler expels other bodily fluids, the same rule applies as for bleeding.

ARTICLE 17 – COMBAT INTERRUPTION

If for any reason the bout has to be interrupted (injury/blood, referee consultation, etc.), the two Grapplers will stand or sit in the center of the mat facing the referees' table, they will not be able to talk to anyone nor drink liquids and will wait for the call of the Judge-Referee to resume the fight. The fight will restart according to the same criteria for leaving the mat in accordance with Art. 14.

ARTICLE 18 – DECISIÓN CRITERIA

Except in continental World or high-level championships, the central referee has full authority to stop the fight if he considers that a Grappler is in imminent danger of serious injury or finds that he can not withstand a dislocation or strangulation, even if the athlete has not given up (clapping, screaming in pain, etc). The physical integrity of the contestants will prevail at all times.

When a contestant leaves the match either verbally (by yelling or saying "stop", "quit") or physically (touching the opponent or mat with their hand/foot at least twice), the opponent will be declared the winner immediately, regardless of the number of points accumulated to or the time of the match.

If a contestant loses consciousness as a result of a choke performed with a legal technique by his opponent or due to an accident not resulting from a illegal technique, the central referee will stop the match help the unconscious Grappler to regain consciousness and declare defeating the opponent by submission.

In these cases, if the athlete is under 18 years of age, as a security measure, they will not be able to continue participating in the competition (disqualified due to injury).

Competitors who lose consciousness due to head trauma will be disqualified due to injury for the remainder of the competition and will be subject to review by medical personnel.

When a Grappler obtains an advantage over his opponent of 15 points, the central Referee will stop the match and declare victory by technical superiority.

If at the end of regulation time, none of the situations described above have occurred, the Grappler with the highest number of technical points will be declared the winner.

In the event that there is a tie on points at the end of regulation time, the winner will be determined based on the following criteria:

1º The Grappler who scored the highest value technique

2º The athlete with the fewest cautions.

Warnings for passivity or warnings for illegal techniques will have the same value in the criteria of this article.

If these criteria do not determine the winner, the winner of the match will be decided in an extension regulated in the following article.

ARTICLE 19 – EXTENSION

An extension period will be established if at the end of regulation time, none of the criteria of the previous article can determine the winner.

It will have duration of 1 minute for all categories with the objective of submitting the opponent from specific positions.

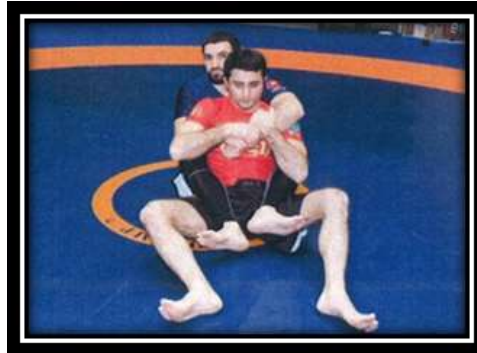
The Grappler who obtains the right to choose will be determined by drawing a coin, where one side will be red and the other blue.

The resulting color in the coin toss must be shown to the Carpet Manager, the athletes, coaches and the public. When the result of the toss is displayed, the central Judge-Referee will show the resulting color matching the color of his wristband, (Red/left arm, Blue/right arm). The result will be recorded on the match sheet.

The Grappler who obtained the right to decide, will choose one of the following positions,

- 1) Restart Position in Mounted/Back Mount Restart Position. It is done in the center of the mat (crown) with the two Grapplers sitting on the

floor, the winning Grappler of the toss will hit his chest with his opponent's back, place his heels between the opponent's thighs (hooks) and take one arm and head (arm up, arm down) closing with both hands. You can close with hand to wrist or by shaking both palms perpendicularly and indistinctly. Finger interlocking is not allowed. The defending grappler will grasp with both hands the forearm that passes over his opponent's shoulder. Once the position is approved by the Judge-Referee, the fight will resume at the blow of the whistle.



- 2) Armbar Restart Posaition/Ambar Restart Position. It is performed in the center of the mat (crown), the defending Grappler will lie with hsi back to the ground and the free hand will grab about 5cm. Above the oponent's ankle (you can put it on the ground). The winning Grappler of the toss will sit on the ground placing both legs above their opponent's head. The free arm will either grab an opponent's leg or place it on the ground.

3)



The competitor has 1 minute to subdue his opponent, if he achieves the objective, he will be declared the winner. Otherwise, yor opponent will be the winner.

Important: Points for Attack and warnings cannot be applied in this period.

ARTICLE 20 – RECLAMATION AND VIDEO REQUEST

This possibility will only be available during competitions where video control is formally established by **FIDAM**.

No claim can be made at the end of the match and in no case will the result be modified after a declared victory on the mat.

A protest may be requested during the bout if the Chief Referee (Controller) or the Trainer of a Grappler considers the existence of an officiating error.

The claim is the act that allows a Coach, on behalf of the Grappler he represents, to stop the fight and request the refereeing body, reconsider the technical score attributed by viewing the video for it. The Coach wishes to make a claim, will launch a sponge within 10 seconds after the points attributed or not to the controversial situation. The central Judge-Referee will interrupt the combat when possible and without hindering technical actions in execution. Once the fight is stopped, he will ask the Grappler if he confirms his Trainer's claim, if he rejects, the fight will continue. In the estimative case, the technical assessment granted by viewing the video by the refereeing body of that mat together with the Controller will be reviewed, in case of modifying their decision, the markers will be updated, the sponge will be returned to its Coach and the match will continue. If the claim is unsuccessful and the refereeing body together with the Controller confirm the score, the claim will be lost and 5 points will be awarded to the opponent by removing the sponge, losing the right to another claim during that bout.

Exclusively the refereeing body of that mat together with the Main Referee (Controller), will view the action on video and issue a final ruling. In case of disagreement, the Controller of the competition will have the last word and final decision.

Only technical actions or situations may be claimed, therefore, in no situation, reprimands, passivities or illegal techniques will be grounds for challenge.

In technical incidents or where the viewing of the video does not allow to see the challenged action properly, (Wrong camera angle, etc), the claim will be considered null and the sponge returned to the coach continuing the fight.

After a protest regardless of the result, the bout will start according to the terms of article 14 (resumes).

The claim and video request will not be allowed in competitions whose age category is less than 18 years.

ARTICLE 21 – CLASIFICATION POINTS

The ranking points earned by Grapplers after each match will determine their final ranking and serve to determine results in team competitions.

- **Victory by Submission (5 points for the winner – 0 points for the opponent)**

Occurs when a Grappler admits defeat, either verbally (by yelling or saying “stop”, “quit”) or physically (double-slapping the opponent or mat with their hand/foot). Except in continental, World or high-level championships, the central referee has full authority to stop the fight if he considers that a Grappler is in imminent danger of serious injury or finds that he cannot withstand a dislocation or strangulation, even if the athlete has not given up (clapping, screaming in pain, etc.) The physical integrity of the contestants will prevail at all times.

- **Victory by Disqualification (5 points for the winner – 0 points for the opponent)**

When a Grappler is expelled from the match or competition for the reasons set forth in these regulations.

- **Victory by Abandonment/Injury (5 points for the winner – 0 points for the opponent)**

Occurs when a Grappler is unable to continue the match for any reason or when the medical service declares an injury and therefore unable to continue. In these cases, the coach can also request it, throwing a towel on the mat.

- **Victory by default (5 points for the winner – 0 points for the opponent)**

It happens when one of the Grapplers does not appear on the mat to start the fight after three notices under article 14. Also when a Grappler does not comply with the uniformity rules and the 2 minutes of correction have elapsed.

If an athlete is injured, unless it is impossible, he must go out to the mat so that the central Judge-Referee raises his hand to the winner.

Note: Grapplers who do not show up for a bout without a medical certificate will not be able to continue participating throughout the competition (even in other styles) and will be eliminated from the final ranking.

- **Victory by Technical Superiority (4 points for the winner– 1 point for the opponent)**

Occurs when a Grappler gains an advantage of 15 points or more over their opponent.

- **Victory by Decision (3 points for the winner – 1 point for the opponent)**

When at the end of regulation time, the winning Grappler obtains an advantage of less than 15 points over his opponent.

- **Victory in Overtime Decision (2 points for the winner – 0 points for the opponent)**

Victory during overtime occurs when one of the contestants is declared the winner.

ARTICLE 22 – PASIVITY

It is the duty of the Grapplers to remain constantly active during combat in order to improve their position or submit the opponent doing everything possible so that the action remains within the confines of the mat.

When the central Judge-Referee confirms that a Grappler is passive, first of all, he will stimulate the action by giving verbal orders (“Action red/blue”) without interrupting the combat.

If after about 15 seconds, the athlete continues to be passive without changing his attitude despite the verbal warnings of the Referee-Judge, he will indicate passivity by raising the arm corresponding to the athlete’s color pronouncing “passive red/blue” and will award 1 point to your opponent without interrupting the fight.

If after about 15 seconds, the athlete continues to be passive without changing his attitude despite the verbal warnings of the Referee-Judge, he will indicate passivity by raising the arm corresponding to the athlete’s color if another 15 seconds have elapsed since the previous warning and the central judge-referee will continue to stimulate the fight through verbal orders (“Action red/blue”), will indicate passivity again by raising the arm corresponding to the color of the passive Grappler pronouncing “Passive red/blue” and will award another point to his opponent and so on, until his disqualification in the event of a 4th warning for passivity.

You cannot be reprimanded for passivity, if there is previously no encouragement through verbal orders from the central Judge-Referee (“Action red/blue”) in each of them (1st, 2nd...)

Verbal commands must be given to both the passive Grappler and his trainer.

1ª Passive	1 point againts	---
2ª Passive	1 point against	---

3 ^a Passive	1 point against	Require Controller
4 ^a Passive	Disqualification	Present Controller

In the cases that the Judge-Referee stops the combat, it will be resumed according to article 15.

Each warning for passivity must be reflected on the combat score sheet.

Note: It is recommended that before disqualifying an athlete for passivity, the presence of the Controller is required.

- **Types of passive attitude**

- Attempt to neutralize or prevent an action, avoiding contact.
- Delay the start of the match by communicating with the trainer.
- Exit the mat without the permission of the Judge-Referee.
- Taking too long to return to the center of the mat for resumption of combat.
- Wrong reset/resume position.
- Abuse of time-outs.
- Position yourself constantly near the edge of the mat in order to avoid scoring techniques for your opponent
- Dropping to the mat in order to avoid an action.
- Push the opponent beyond the limits of the mat.
- Do not try to improve your position by remaining inactive.
- Escape the limits of the tapestry.
- Sitting on the ground without contact with the opponent while he is standing, or if the athlete who is fighting on the ground from above gets up during the ground fight without trying to achieve a dominant position or a submission.
- Wrong reset/resume position.
- Start before the whistle of the Judge-Referee in a resumption.

Note: In cases where the Grappler is submitted in a submission attempt and intentionally steps out of the protection area for the purpose of the match or escaping without making a proper defense, he will be immediately disqualified.

ARTICLE 23 – TECHNIQUES AND ILLEGAL ACTIONS

If the actions of one or both Grapplers flagrantly violate the **FIDAM** Code of Ethics and Sportsmanship, the Central Referee may disqualify them from the bout or competition. The Judge-Referee must inform **FIDAM** about the infraction committed so that his affiliation to it can be reviewed.

If a Grappler is injured by an illegal action of his contestant and cannot continue the match, the latter will lose the match (article 16).

In the first infraction, 1 point will be awarded to your opponent, in the second one another point and in the third another one more and in the 4th infraction it will lead to disqualification.

1 ^a Illegal Technique	1 point against	---
2 ^a Illegal Technique	1 point against	---
3 ^a Illegal Technique	1 point against	Require Controller
4 ^a Illegal Technique	Disqualification	Present Controller

Note: Any illegal action taken to prevent the opponent from completing a submission will result in immediate disqualification.

- **Illegal Techniques:**

- Intentional grabs to the contestant's clothing (except in Grappling-Gi)
- Attacks on the mouth, eyes, ears, nose, genitals or hair pulling.
- Grab less than 4 fingers or toes.
- Combinations of projections and techniques on joints or against them.
- Covering the skin with any substance, gauze, creams or any protective material without medical authorization and that of the Judge-Referee.
- Discussions, insults or disrespectful gestures against the opponent, coaches, Judge-Referees or members of the organization.
- Faking an injury
- Intention to break bones or joints.
- Dislocations of the heel in torsion, except American at the foot.
- Dislocations on small joints.
- Pitches, that is, projections or throws from the standing position on the opponent's head or neck.
- Punches, slaps, kicks, knees, forearm strikes, elbow strikes, head butts, biting, chin ripping and the like.
- Slams above the hip with projection against the mat (brutality). It could be removed directly.
- Strangling the opponent with the belt (Grappling-Gi)
- Techniques to the neck (Crucifix, Double Nelson from the top position, Full Nelson, Can Opener, etc.)

Attention: It is legal to leverage the neck while executing a legal choke (e.g. in a guillotine or rear naked choke).

- Jumping, jumping or jumping on the opponent's back when he is on the ground.
- Use of the fingers in strangulation techniques, throat, trachea, neck, in general.

- **Restriction by age:**

In the categories of juniors and schoolchildren, guillotines or leg, foot or knee techniques that involve some type of torsion are not allowed (in extension it is allowed).

Notes:

When an illegal technique is committed, the fight will be stopped (except in the reliable execution of an opponent's submission technique), the warning will be indicated and the points will be scored, warning the Grappler and his coach of the commission of the illegality.

The bout will resume at the position where the bout was stopped (Article 20).

In cases where the Grappler is under a submission attempt and intentionally leaves the protection area for the purpose of stopping the match or escaping without making a correct defense, he will be immediately disqualified (article 14. Flight).

In verbal warnings, the fight never stops, only when the athlete is penalized.

Examples Illegal's techniques



Neck Crank



Full Nelson



Crucifix Neck Crank



Chinripping



Inside Heel Hock



Outside Heel Hock



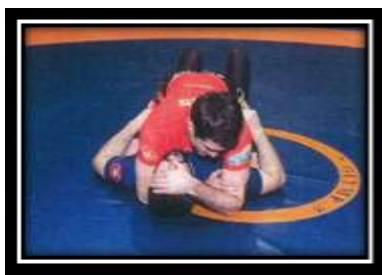
Heel hook with Americana



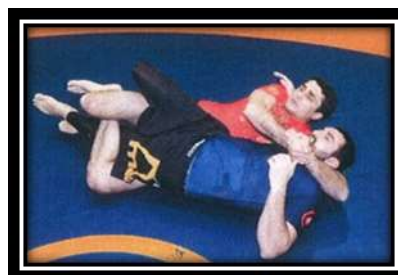
Holding less than 4 fingers



Choking using finger grip



Neck Crank, it would be legal with his hand around his neck (Ezequiel)



Espinal Lock

ARTICLE 24 – CODE OF ETHICS AND SPORTSMANSHIP

The National Grappling Committee refers to the **FIDAM** Disciplinary regulations condemning any form of aggression, harassment, brutality or violence in the competition venue.

Participants must respect each other and treat umpires, coaches, Judges-Referees staff members and spectators with the same respect.

Any behavior that violates these principles will lead to disqualification, any unsportsmanlike act must be brought to the attention of the head of the Judges-Referees and the competition director so that they can take the appropriate measures.

Any person, coach, athlete or fan who violates the code of ethics and sportsmanship for the first time will receive a yellow card. In the case of a second violation, a red card will be shown, meaning expulsion from the sporting event.

If the central Umpires consider that the behavior goes well beyond a normal violation, they can directly show the red card.

Yellow card	1 point against the Grappler/Equip
Red Card	2 points against the Grappler/Equip and expulsion

The exhibition of the cards will be reflected in the match sheet.

Examples of conduct violations:

- Arguing and interrupting the fight.
- Agree on the outcome of the combat.
- Cursing during the combat.
- Being aggressive towards the referees.
- Threatening or insulting the referees.
- Coming into physical contact with the referees
- Throw objects
- Refusing to remain on the mat at the declaration of the winner.

ARTICLE 25 – REFEREE STAFF

In all **FIDAM** competitions, the refereeing team in each bout and mat will be made up of:

- Central Judge-Referee.
- Tapestry Chief. In addition, there will be a Chief Judge-Referee or Controller responsible for the competitions under the responsibility of **FIDAM**

The category of the Judges-Referees will determine the combats to participate and will be divided into:

- Category I. Elimination rounds, repechages, semifinals and finals.
- Category II. Elimination rounds, repechages and semifinals.
- Category III. Elimination rounds and repeaches.

The decisions of the central Judge-Referee will have priority, but he may consult the Mat Leader if necessary.

In National and International competitions, the members of the refereeing body, in no case, may be of the same nationality or autonomy.

The substitution of a Judge-Referee during a match will be strictly prohibited, except in cases of serious illness certified by a doctor.

ARTICLE 26 – REFEREE UNIFORMITY

When they exercise their functions, the refereeing body: Central Judges-Referees, Mat Chiefs and Controller must be uniformed as follows:

- Official long or short sleeve polo shirt.
- Black pants.
- Black sneakers or sports shoes and socks of the same colour.
- Whistle.
- Cuffs/wristbands, (red left wrist and blue right wrist)
- Disposable gloves for hygienic use.
- Two cards, yellow and red.

ARTICLE 27 – GENERAL FUNCTIONS

The refereeing body has the duty to comply with and perform the functions described in these regulations, in addition to complying with any circulars, rules provisions and functions established by the organization in the development of the competitions.

The central Judge-Referee and the Mat Leader may not speak to anyone during the fight, except if they have to consult in the exercise of their functions. In case of disputes between the two, they will require the presence of the Controller.

- **Central Judge-Referee**
 - Attribution of points and/or warnings.
 - Beginning, interruption and end of the combats.

- Declare the winner in combat legitimately.
- **Mat boss**
 - Awarding of points and/or cautions by means of paddles, the hand or electronic systems.
 - Declare the winner in combat legitimately.
 - Preparation of the match sheet (points, reprimands, signatures, etc.).
 - Communicate the result to the Judge-Referee to proclaim the winner.
- **Controller**
 - Distribute the Judges-Referees at the weigh-in, medical control and on the mats.
 - Will have the last word in disputes between the refereeing staff.
 - Review video claims.

ARTICLE 28 – THE CENTRAL JUDGE-REFEREE

The central Judge-Referee is responsible for correctly directing the combat on the mat.

He must make himself respected by the athletes and exercise full authority over them so that they immediately obey his orders and instructions.

In the same way, he will direct the combat without tolerating inopportune external interventions.

After the execution of a technique (if it is valid and executed within the limits of the mat), he will award with the fingers and the raised arm of the same color as the Grappler who performed it, the corresponding number of points attributed.

- **Duties of the central Judge-Referee**
 - Use of the whistle to start, interrupt or end the fights.
 - Order the athletes to go to the center of the mat from their corners to start the match.
 - Review the uniformity of the athletes, forcing them to change within the established time in case of non-compliance according to the literal of article 10.
 - Inspect the skin of the Grapplers in order to detect possible greasy or sticky substances.
 - Do not turn your back on the competitors or get lost at any time with the risk of losing control of the fight.
 - Do not obstruct the view of the Tapestry Boss (especially in an imminent submission).

- Verbally encourage the passive grappler without interrupting the fight and admonish him if necessary.
- Make sure that the athletes do not rest during the fight under any pretext (drying, blowing their nose, faking injuries, etc.). In this case, the central Referee will stop the match, caution the Grappler in question and award 1 point to his opponent.
- Change position at any time (knees, side, etc.), on or around the mat to get a better view of an impending submission.
- Interrupt the combat and proclaim victory by superiority when the score between the Grapplers exceeds 15 points of difference. In this situation, the central referee must wait until the end of an attack or counterattack.
- During the development of the combat, you will not get too close to the athletes when they are in a standing position, instead, you should get closer if they are on the ground.
- Be prepared to stop the match if athletes step outside the confines of the mat.
- Evaluate if a technique carried out in the limits of the mat is valid.
- On restarts, quickly and clearly order the starting position in accordance with article 15.
- Interrupt the fight at the exact moment if necessary.
- Use the whistle to stop the match after a Grappler has lost by submission (slap, shout, verbally, etc).
- Removing the hand of an athlete who is pulling on his opponent's clothing.
- Ensure that the Grapplers remain on the mat until the announcement of the result of the match.
- Proclaim the winner (by raising the arm) prior agreement with the Mat Leader.
- Penalize actions for rule violations, unsportsmanlike or brutality.
- Indicate whether there has been control or not, in situations that are required.

ARTICLE 30 – THE CHIEF OF THE TAPESTRY

Tapestry Boss will closely follow the fight and will not be distracted under any pretext. After each action and based on the indications of the central Judge-Referee, it will reflect the points awarded both on the match sheet

and on the scoreboard located near it. The marker must be visible to both spectators and wrestlers.

The Mat Commander must write a P (mark in the box on the score sheet) on the match sheet each time a wrestler receives a passivity warning and appropriately mark warnings for running off the mat, illegal techniques or incorrect restart of the bout in the column of the wrestler who committed the foul. In the match sheet you must also clearly indicate the elapsed time in the case of a victory by "Catch", technical superiority, abandonment, etc. At the end of the match, you must sign the match sheet and indicate the result by crossing out the loser's name and putting the winner's name in a circle.

▪ **Duties of the Tapestry Chief**

- Prepare the combat sheet (points, warnings, etc).
- Point count.
- Control the duration of the fights.
- Maintain a different angle of view in submission situations.
- Check the mat and athletes after blood cleaning.
- Declare the extension.
- Confirm the winner to the central Judge-Referee.