

Safety is our main priority. Therefore the BATAVI OPEN rules are adapted for kids & teens. Make sure you know the kids & teens rules if your child or student is competing in the BATAVI OPEN.

### PARTICIPATION:

- Kids/Students can only participate by registration at Smooth Comp.
- Only after payment is received the application will be confirmed.
- Parents have to sign a form at the tournament, or authorize a coach to do so, to give their kids/students permission to compete.

### WEIGHT CLASSES:

- Boys / Girls.
- -25 kg/- 30 kg/- 35 kg/- 40 kg/- 45 kg/- 50 kg/- 55 kg/- 60 kg/+ 60 kg.

### DIVISIONS (1):

There are four age divisions:

- 4 – 6 Years (boys and girls combined).
- 7 - 9 Years (boys and girls combined).
- 10 - 12 Years (boys and girls combined).
- 13 - 15 Years (boys and girls separated).

### DIVISIONS (2):

There are five level divisions

- White belts, Grey belts, Yellow belts, Orange belts and Green belts.

*The organization can put weight classes within an age division together if there are not enough contestants within these divisions. The same goes with the levels, where white and grey will be together and yellow could be either with white and grey or with orange, and orange could be put together with green, based on contestants. A white or grey belt will not be put against either an orange or a green belt. We strive to be as fair as possible! The brackets are put together by Smooth Comp!*

### UNIFORMS AND HYGIENE:

#### Hygiene:

- Take care of your personal hygiene.
- Make sure your nails are clipped.

#### Uniform:

- This is a Gi/Kimono tournament.
- T-shirt or a rash guard is allowed underneath the Gi/Kimono.

#### Allowed protection:

- Mouthguard.
- Ear guards (containing no hard parts).
- Groin protector (no steel cups).
- Knee pads.

### ALLOWED TECHNIQUES:

4 – 9 Years: No Submissions allowed.

7 - 9 years: No Submissions allowed.

10 - 12 and 13 - 15 years: Listed Submissions are allowed.

- Straight armbar.
- Americana.
- Kimura.
- Triangle choke.
- Arm triangle choke.
- Rear naked choke.
- Cross collar choke.
- Zipper choke.
- Guillotine choke.

*All the above mentioned techniques must be applied with control to prevent injuries.*

### ILLEGAL TECHNIQUES AND ACTIONS:

DQ = Disqualification

- 4 – 6 Years and 7 – 9 Years: No submissions are allowed
- 10 - 12 and 13 - 15 years: only the listed submissions are allowed! No wristlocks, no ankle- or leglocks and no neckcranks!

### All divisions:

- Unsportsmanlike conduct (warning or DQ, depending of severity).
- Purposely squeezing the legs together to submit opponent from the guard DQ.
- Head-butting and all other striking- and kicking techniques DQ.
- Fingers in eyes, ears or mouth DQ.
- Scratching and pinching DQ.
- Biting and hair pulling DQ.
- Putting pressure with the point of the elbow or knee in the face of an opponent DQ.
- Jumping Guard (the act of physically jumping off the ground with both feet to attain a guard position on his/her opponent) DQ.
- Throwing the opponent on the head DQ.
- Scissors Takedown DQ.
- Slamming DQ.
- Squeezing Windpipe (closed hand pressure on trachea) DQ.
- Using slippery substances like oil, vaseline or similar substances.

### TIME:

- 4 – 6 Years and 7 - 9 Years: 2,5 minutes.
- 10 - 12 Years and 13 - 15 Years: 3 minutes.

## WINNING:

Each match can be won by:

4 – 6 Years and 7 - 9 Years:

- By points.
- By DQ of opponent.
- By referee decision.

10 - 12 and 13 - 15 years:

- By submission.
- By points.
- By DQ of opponent.
- By referee decision.

## DRAW:

In case of a draw, there will be no overtime and the referee will decide who wins. The referee decision will be based upon:

- The amount of throws that almost succeeded.
- The amount of submissions that almost succeeded.
- The activity of both competitors.
- The ratio of activity and passivity between both competitors.

## POINTSYSTEM:

The pointsystem is based on rewarding control and dominance in a grappling match.

- Throw / Takedown = 2 points.
- Side mount, north-south, knee on belly = 2 points.
- Mount = 4 points.
- Back mount = 4 points.
- Catch, Sweep and Submission attempts = 1 points.

Lack of combativeness (stalling) follows the penalty system:

- first a warning.
- after a warning deduction of 1 point.
- after 3 times being deducted a point the opponent wins by referee's decision.

## *REMARKS IN ACCOUNT TO THE POINT SYSTEM*

Points for a throw or takedown will only be given to the competitor who ends up on top and controls the opponent for 3 seconds.

Points will only be given when a competitor controls the opponent for 3 seconds. When a competitor makes a throw or takedown, the opponent has to be controlled on the ground regardless of the position. Note that if the opponent lands in the turtle position, no points will be given.

If an opponent lands in the turtle position after a takedown, no points will be given. Points for the takedown will eventually be given to the athlete that ends on top and controls the position for 3 seconds. For example, this could be guard, side mount or any of the other positions named in the aforementioned point system.

Points for back mount are only rewarded when:

- Both hooks are in or when a body triangle is established.
- The chest of the attacker is pressed up against the opponents back.
- The opponent is controlled (as described in the previous points) for 3 seconds.