



Tournament Rules ver. 1.2

Section One - Attire and Gear

- Students must wear TXBBA-approved uniforms with appropriate patches.
- Uniforms must be clean and presentable.
- Officials will wear “TXBBA Official” t-shirts with black gi pants.
- Sparring gear must be double-padded foam dipped P2 gear.
- At the beginning of each sparring or jiu-jitsu match, one competitor will be denoted as red with a red sash placed in the back of their belt. The competitor without a red sash will be denoted as white.

Section Two - Ring Setup

- Rings will be 16’ x 16’ area surrounded by an 8” border
- The scoring table will be outside of the ring opposite of the head judge
- There will be a 5’5” diameter circle (TXBBA Logo) in the center to space out competitors at the start of the match
- For karate a side judge will stand opposite of the head judge, but to the left or right as to not inhibit the view of the head judge to the score.
- Competitors denoted as red will start on the outside of the center circle on the “T” side
- Competitors denoted as white will start on the outside of the center circle on the “A” side
- “Out of bounds” is any contact on the line or outside by a competitor.

Section Three - Roll Call

- At the beginning of each bracket, the head judge will roll call all of the competitors in that bracket. If a competitor does not hear their name and they believe they are supposed to be in that bracket, it is their responsibility to alert the head judge.
- When the head judge calls competitors to start a match they will have three minutes to report to the ring for their match. The head judge will do their initial call and give one minute. If the competitor does not report, the head judge will do an additional call and give an additional minute one minute. If the competitor still does not report, the competitor will be called over the PA and an additional minute to report.
- If a competitor does not report within one minute after the final call, they will receive a loss for that match.

Section Four - Flag Sparring

- One-minute rounds.
- Each competitor will have four flags. At the end of time, the competitor with the most flags wins.
- If all of one competitor’s flags are pulled before the time ends, the competitor with flags remaining wins.

- If the competitors are tied at the end of time, they will go into sudden death overtime. Remove the remaining flags from both competitors and place one flag in the center of their belts. The first competitor to pull the flag wins.
- Illegal Moves
 - Stepping out of bounds
 - Grabbing the opponent.
 - Grabbing your flags.
 - Covering your flags with your hands.
 - Bending your knees more than 90 degrees.
 - Being grounded (any body part other than feet touching the ground).
- Competitors are allowed two warnings for illegal moves. For each infraction after the second warning, a flag will be removed.

Section Five - Bopper Sparring

- One-minute rounds.
- Each competitor will have a bopper, blocking pad, and headgear.
- Target areas are anywhere on the body above the elbow, the head excluded.
- Competitors score one point for each successful hit with a bobber to a target area.
- At the end of time, the competitor with the most points is the winner.
- In the event of a tie, the competitors will go into sudden death overtime.
- The competitor to get the first point wins.
- Illegal moves:
 - Stepping out of bounds
 - First infraction: warning
 - Second and beyond: a point awarded to the opponent
 - Striking to the head.
 - First infraction: warning.
 - Second infraction: a point awarded to the opponent.
 - Third infraction: disqualification from the round.
 - Striking while grounded.
- Each match will have two judges, a head judge and a side judge.
- Points and fouls must be confirmed by both judges.
- When the head judge calls break, the competitors will return to their start points to be awarded points or fouls.
- Judges will hold up the color of the competitor who got the point.

Section Six - Point Sparring

- Two-minute rounds
- Each competitor must wear:
 - P2 helmet.
 - Mouthguard.
 - P2 gloves.
 - P2 shin guards.

- P2 boots.
- Athletic cup (males).
- At the end of time, the person with the most points wins.
- In the event of a tie, the competitors will go into sudden death overtime. The competitor to get the first point wins.
- Points are accrued by executing a punch or kick to a target area.
 - Hand techniques are worth one point.
 - Foot techniques are worth two points.
 - Approved techniques include any hand and foot techniques taught in the TXBBA curriculum.
 - Elbows, knee strikes, and headbutts are illegal.
- Target areas:
 - Forehead.
 - Sides of the headgear.
 - Chest.
 - Ribs.
 - Abdomen.
- Fouls:
 - Stepping out of bounds
 - Face contact.
 - Excessive contact.
 - Deliberate contact to non-target areas.
- Penalties for fouls:
 - First infraction: warning.
 - The first time out of bounds will be a verbal warning,
 - The second time out of bound will be a full infraction.
 - Second infraction: a point awarded to the opponent.
 - Third infraction: disqualification from the round.
- Each match will have two judges, a head judge and a side judge.
- Points and fouls must be confirmed by both judges.
- When the head judge calls break, the competitors will return to their start points to be awarded points or fouls.
- Judges will hold up the color of the competitor, as well as the number of fingers equal to the number of points being awarded.
- If judges confirm points for the same competitor but differ on the number of points, one point will be awarded to that competitor.
- If judges disagree on points and fouls, there will be no confirmation. Nothing will be awarded.

Section Seven - Forms

- Forms will have three judges. The head judge will be placed at the front of the ring at the center and two judges in the opposing corners of the front judge.
- Forms will be graded on a scale of 8.0-9.9

- Grading scale:
 - 8.0: did not present a form.
 - 8.1-8.4:(poor form) Hesitation, disorientation, loss of balance, weak movements and flaws in the form of movements.
 - 8.5-8.8: (below average form) Weakness in some moves, breaks in concentration, slight loss of balance.
 - 8.9-9.1: (average form) Strong form but lacking in smoothness and/or continuity.
 - 9.2-9.4: (good form) Overall good performance with slight flaws in balance, kicking, punching, blocking, speed, power and timing.
 - 9.5-9.9:(excellent form) Demonstration of superior movement and balance. Extreme level of difficulty taken into consideration. Exceptional power, speed, focus, balance, smoothness and continuity demonstrated.
- Upon completion of a competitors form, judges will prepare their scores and, when the head judge calls for the judges scores, hold them up. The head judge will then verbally confirm each score.
- If two competitors are tied, they must perform again. Upon completion of both forms, both competitors will stand in the center of the ring. All three judges will stand in front facing the competitors. When the head judge calls, each judge will point to the competitor they think had the greater form.
- Traditional Forms
 - Competitors must perform a TXBBA kids or adults form
 - In the event of a tie, beginners and intermediate may do the same form. Advanced belts must do a different form.
- Weapons Forms
 - Competitors must perform with TXBBA taught weapons (nunchaku, escrima, bo staff, sword, tonfa, sai, kama)
 - Competitors may perform a creative form.
- Team Forms
 - Teams must consist of two to five members.
 - Teams may perform creative forms.
 - Judges will also take synchronization into account when scoring.

Section Eight - Gi and No Gi Brazilian Jiu-Jitsu Matches

- 8 year olds and under
 - Match length will be 3 minutes
 - Competitors will start in a knee to knee position
 - The winner of the match will be determined by points only. Submissions will not be allowed.
- 9 - 15 year -olds
 - Match length will be 3 minutes.
 - Competitors will start standing.
 - The winner of the match will be determined by submission, or whoever has a greater number of points at the end of the match time.
- 16 year-olds and up

- Match length will be 5 minutes.
- Competitors will start standing.
- The winner of the match will be determined by submission.
- If no winner is determined due to a tie in points or no submission, all age groups will go into sudden death overtime. The first competitor to receive points will be the winner.
- If a match moves to the border of the ring, the head judge will break the match and have them reset in the same position in the center.
- Points
 - Dominant positions (side control, knee ride, mount, or back mount) held for 3 seconds will be awarded 2 points
 - Takedowns, sweeps, and reversals into a dominant position will be awarded 2 points. The dominant position must be held for 3 seconds to be awarded points. If the dominant position is held, the competitor will also be awarded 2 points for dominant position.

Section Nine - Jits Ball

- Match lengths
 - Ages 15 and under will be 3 minutes
 - Ages 16 and up will be 5 minutes
- All competitors will start knee to knee and palm to palm.
- The ball will start between the competitors' palms.
- The competitor with the most points at the end of the round will be declared the winner.
- Points
 - Possession of the ball for 3 or more seconds will be awarded 5 points
 - A disarm of the ball will be awarded 2 points.
 - A disarm with control of the ball will awarded 5 points
 - Dominant positions (side control, knee ride, mount, or back mount) held for 3 seconds will be awarded 2 points
 - Takedowns, sweeps, and reversals into a dominant position will be awarded 2 points. The dominant position must be held for 3 seconds to be awarded points. If the dominant position is held, the competitor will also be awarded 2 points for dominant position.
- Stalling will not be allowed. Hiding the ball tightly against the body without attempting to move, or hiding the ball in the gi or sleeve will be considered stalling. The judge will give a 10 second countdown for stalling. If the stall continues after the countdown, 5 points will be awarded to the opponent.
- If the match is tied at the end of time, competitors will reset to the start, and the competitor who possesses the ball first will be awarded the win.

Section Ten - Judge Requirements and Scorekeeping

- Karate
 - Head judges must be black belt or higher
 - Side judges must be red belt or higher
- Brazilian Jiu-Jitsu
 - Judges for kids matches must be purple belt or higher,
 - Judges for adult matches must be brown belt or higher,
- Head judges will give verbal confirmation to the scorekeeper for any points or fouls.
- Scorekeepers will record points with tally marks and fouls by writing “F” underneath the competitors name on the bracket.
- Scorekeepers will be in charge of getting the head judges attention when the match time expires.
- Judges may not compete in a style they are judging, and competitors may not judge a style they are competing in.

Section Eleven - Awards

- First through fourth places will be awarded
- Awards will be given as each bracket is completed
- Upon completion of a division the a side judge will deliver the competitors and the corresponding completed bracket to the winner’s circle to distribute awards. Competitors will wait in the designated area to