

ICNZ Contender Series Rules

WEIGH IN

Weigh ins will be conducted the night before or the morning for out of town people

Any special requests regarding the rules or clothing and equipment considerations, must be lodged with the event management by no later than the official weigh-in time to give the other fighter and the event officials time to be notified and to respond.

WEIGHT DIVISIONS

Males

- 65kgs
- 70 kgs
- 75 kgs
- 80 kgs
- 90 kgs
- 110 kgs
- +110 kgs

FEMALE

- 62
- +62

If a fighter fails to make the entered Weight Division a \$10 Admin fee will be charged to enter the weight division above. If the fighter does not agree to this then they forfeit their entry fee and cannot continue to fight.

TIME

The contest will consist of 1 round of 3 minutes duration. Points will be scored throughout the duration of the round. Winner will be by points accumulated or by submission.

A single overtime round of two minutes may be utilised if there is no clear winner after ordinary time.

COMPETITION SYSTEM

Each division will be separated into pools of up to 4 competitors. Each pool will be contested in Round Robin format. The top two competitors will continue from pool play into single elimination matches continuing until the final match. Ascension from pool play will be using the following system of match classification points.

- Match Victory by Submission in ordinary time 5 pts
- Match Victory by Technical Superiority 4 pts
- Match victory by submission in extra time 4pts
- Match victory by Technical points in ordinary Time 3 pts
- Match Victory by Technical points in extra time 2 pts
- Match Victory by weight differential 1 pt

NOTE://

- 1) Technical Superiority is when one competitor achieves a ten point clear margin over their opponent and will conclude the match.
- 2) Weight Differential is only awarded at the end of the overtime round. If the match is still drawn the lighter fighter will be awarded the win
- 3) For Technical Superiority and technical point's victories a 1 match classification point will be awarded to the loser if he manages to score 1 or more technical points.
- 4) Wins may also be awarded via DQ (5 pts), Forfeit (5 pts), Default (5pts)

TECHNICAL POINTS

- Mount position = 4 points
- Back mount with hooks = 4 points
- Side Control = 2 points
- Knee on stomach = 2 points
- Major Takedown = 4 points
- Minor Takedown = 2 points

- Jumping to guard = -1 point
- Passivity = -1 point

Each position must be established for 3 seconds or more in order for points to be awarded.

When changing multiple positions points will be awarded only for the position that has been established for 3 seconds or more. Consecutive side-control positions will not be scored

The referee has the right to deduct points for any rule breaches or for fighters displaying passivity.

LEGAL TECHNIQUES

- Any locking or submission technique applied, in a controlled manner, to the wrist, elbow or shoulder.
- Any straight leglock applied in a controlled manner to the knee or ankle.
- Any controlled strangulation technique, excepting where direct pressure is applied to the trachea by the hands or fingers.
- Any neck crank, where the neck is kept in a straight line
- All throws excepting those where,
 - they result in a fighter being thrown onto their head, or neck.
 - The thrower uses leg entanglement(or grapevining) to throw their opponent.

FOULS/ILLEGAL ISSUES

No fish hooking

No smothering the mouth or nose with the hand

No striking of any kind

No twisting/rotational leg locks

No intentionally exiting the competition area.

No interference by the corner

No twisting neck cranks or spine manipulation

No biting

No eye gouging of any kind

No orifice insertion or insertion into any cuts or lacerations on opponent

No hair pulling

No small joint manipulation (fingers & toes)

No grabbing the trachea

No grabbing the clavicle

No pinching, twisting or clawing the flesh

No attacking the opponent who is under the care of the referee

No deliberately throwing an opponent out of bounds

No throwing an opponent onto his neck or head (spearing or spiking)

No holding onto the opponent's shorts or intentional pulling of clothing

No holding onto the mat surface

No spitting

No swearing or abusive language

No blatantly disregarding the referees instructions

No deliberately avoiding the contact

No inappropriate or unsportsman-like behaviour as deemed by the referee

No stagnate fighting

RULE BREECHES/INFRINGEMENTS

If a fighter is given a warning by the referee, the fight will not be stopped.

If a fighter is given a foul the referee shall consider circumstances such as intent and severity of breach and make decision based on that. The referee may call a time out to allow a fighter to recover after being fouled or to be inspected by a medic. In the event of such a 'time out' the violating fighter must immediately go to the neutral corner as directed by the referee and remain there until otherwise instructed.

If a fighter accidentally fouls the opponent and his opponent cannot continue due to injury sustained by that foul, this fight will be deemed a NO CONTEST.

THIS DOES NOT RELATE TO BLATANT FOULS.

If a fighter cannot continue after a blatant, malicious or reckless foul he will be deemed the victor.

The referee shall consider such a circumstance upon merit if it occurs.

The referee shall also have sole discretion in the penalising of infractions of a repetitive nature and shall be provided full use of the scope of penalty scale in order to discourage or penalise the offending fighter.

The referee will endeavour to let the fight continue whenever possible, however if the fight is in danger of leaving the fighting arena or if the match is becoming stale the referee has complete discretion over restarting of the match in the center of the arena. Restarts will always be from a standing, (fighters will not be dragged back or allowed to restart in grounded positions)

In the case that a fighter is deemed to have deliberately exited the competition area to avoid the fight, and their opponent has lost the advantage due to the restart, a warning or disqualification may be issued to offending fighter at the referee's discretion.

The referee will also designate when points are scored by calling points to the attention of the ringside scorekeeper.

REFEREEING

During the bout the referee shall make all instructions to the clear, he will use the following instructions-

Fight- Instructing the fighters to fight

Stop - Telling the fighters to stop and remain stopped until further instruction

Break -To break the fighters

Passive (Red or Blue) - To indicate a warning to lift activity or receive a penalty.

The referee may also call "timeout" for a doctor inspection, cleaning of the arena or cleaning of a fighter. In either event, the unattended fighter must go to the neutral corner as directed by the referee and remain there until instructed otherwise. The referee may also issue verbal warning as where he deems appropriate to maintain the level of action required to keep the fight from stalemating, or to keep from rules being encroached upon.

The referee maintains the right to call the match at any point and award the victory should he believe a submission attempt is presenting significant danger

FIGHTERS CLOTHING/EQUIPMENT

- Fingernails and toenails must be trimmed or covered
- Fightwear must be fitted and be free of any adverse statements.
- All fightwear must be pre-approved by ICNZ management
- No jewellery is to be worn
- No zips, buckles, ties or tassels will be allowed
- Fight shorts must be worn NO gi pants or full length skins will be allowed
- Fighters shall wear no footwear but must be fitted
- No T-Shirts or loose fitting tops
- No Gang Patches/ Paraphernalia will be allowed
- Rash guards are allowed
- Minimal strapping may be applied (this must be presented for inspection by an official before the match)
- Shall not apply any foreign substances to body, including balm and lubricants

CORNER STAFF CONDUCT

- The fighter shall be allowed 1 corner man mat-side.
- All corner staff must conduct themselves in a professional manner during the event. A fighter may be disqualified by the referee in the event that the conduct of the corner staff is deemed to be unacceptable.
- Corner staff must bring a towel to competition area
- Corner staff must stay in the assigned area during the match.
- Corner staff must sit down so as not to obstruct the spectators view.
- Corner staff must not swear or be abusive.
- Corner staff must listen to the referee.
- Corner staff must not tap or bang on the matted area at any time during the as this may be viewed as a tap out by the referee.
- Corner staff must not touch fighters during the round.
- Corner staff must ensure fighter is dried of any fluids prior to any match and as directed by the referee.
- Only one corner staff from each fighter is allowed to matside

PROTESTS AND COMPLAINTS

All official protests and complaints are to be made and lodged formally in writing to ICNZ Management within 24 hrs of the event.