



Gene LeBell's Tournament Rules

UNIFORM:

Optional (Gi/ Draw String Shorts/ T-shirt/ Rash guard/No T-shirt/ Wrestling shoes/ etc)

Note- The only clothing allowed to be grabbed is a Gi (top or bottom).

ROUNDS:

One, 3 minute round WITH **NO** POINTS.

One, 3 minute overtime round WITH POINTS, if needed.

One Sudden Death round if needed (1st takedown wins).

STYLE:

Modified Double Elimination for brackets with over 5 competitors. (This means if you win through the bracket and meet someone that you have defeated before, for the second time, you do not have to defeat them again.)

True Double Elimination for brackets with 5 or under competitors. (This means that every competitor has to be defeated twice in a match to be eliminated from competition without exception. In this case you may have to face the same person twice even though you have defeated them previously. As well if you have been defeated by someone and meet them again, you may have to defeat them in two separate matches to eliminate them from the bracket.)

WIN BY:

-Submission, Points (in 2nd round), or Opponent Disqualification (2 Fouls or Referee's discretion)

POINTS: (for 2nd round only)

-Takedown: 1 or 2 depending...

(2 if the take down takes the match from standing directly to a position of advantage on the ground. 1 if the take down takes the match from standing to a neutral position)

-Gaining a position of advantage: 1

(Gaining top mount, side mount, head ward hold down, or the back)

-Escaping a position of advantage: 1

(Going from a disadvantaged position to a neutral position)

-Reversal of position: 2



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(Going directly from a disadvantaged position to an advantaged position. ie they have you in side control and you roll your opponent passing through the neutral position, guard or standing, to a position of advantage, side control or mount etc. You have gained two increases in position)

-Neutral position is considered either person standing or the guard position

LEGAL TECHNIQUES:

All finishing techniques must be applied in a gradual and safe manner or will result in disqualification!!! Safety first!! This means pressure gradually instead of jerking or jolting

-Chokes, neck cranks, jaw and chin cranks

-Arm bars, shoulder, wrist, and hip locks (straight and twisting arm bars, shoulder locks, and wrist locks)

-Knee, foot, and ankle locks (heel hooks, compression locks, foot locks, knee bars etc.)

-Key locks

-No Heel Hooks in Kid's Divisions.

We allow many more submissions than almost any other tournament due to the fact that we have a heavy representation from all grappling styles. Wrestlers, Sambo players, BJJ artists, Judo players, etc. all fight differently and we accommodate those differences. We presume to tell any fighter how to fight his game and are only making illegal the things that state commissions and insurance companies mandate.

ILLEGAL TECHNIQUES:

Punishment is 1 foul or disqualification, at referees discretion

-Strikes of any kind, -Not applying any submission in a slow, gradual manner, -Hair pulling, -Body slams from guard above waist high, -Making your opponent land on his/ her head, - Intentionally attempting to injure opponent with throw or takedown, -Touching of the eyes or groin,

-Biting, fish hooking, pressure point use, or small joint manipulation (grabbing individual fingers or toes, or wrenching the ears or nose, etc),

-Thumbing, scratching, pinching, or pulling skin, -Applying any slippery substance to the body, hair, or uniform, -Cursing, arguing with the referee, or general bad attitude,

-Unsportsmanlike conduct (Referee's discretion)



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Remember, above all else we want everyone to have FUN and for there to be no injuries!

CHAMPIONS ABSOLUTE DIVISION: This Division is for 1st place winners only of all adult weight classes and skill level divisions. Teens may enter with a parent or guardian's consent. (This bracket is optional: 1st place winners are not required to compete) The winner of the single elimination Champion's division is the grand champion of the event and will receive the absolute champion's awards listed below.

SKILL LEVELS:

We have beginner, intermediate and advanced skill levels.

Beginner is 18 months experience and under

Intermediate is above 18 months to 36 months experience

Advanced is above 36 months experience

Awards:

1st – Championship Belts

2nd & 3rd place medals for each division;

Team Champions award to the team who wins the most medals;

Men's

Rooster weight – 130 and under

Light Weight - 146-160

Feather weight - 131-145

Light Weight - 146-160



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Welter weight - 161-175

Middle weight - 176-190

Light Heavy weight - 191-205

Heavy weight - 206-220

Super Heavy weight - 221-over

The Men's division will be divided by age and skill level as well. They will be divided as follows.

Experience

Beginner - 18 months and under

Intermediate - 19 months to 36 Months

Advanced - over 36 months

Age

18 - 29

30 - 39

40 and over

Women's

Light Weight

Middle Weight

Heavy Weight

The exact LBS for each category will be determined the day of the event based on the weight of the female competitors that attend.

The Women's division will be divided by age and skill level as well. They will be divided as follows.



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Experience

Beginner - 18 months and under

Intermediate - 19 months to 36 Months

Advanced - over 36 months

Age

18 and over

Children

5-7 years old (girls and boys will compete together)

8-10 years old (girls and boys will compete together)

11-13 years old Boys

11-13 years old Girls

14-15 years old Boys

14-15 years old Girls

16-17 years old Boys

16-17 years old Girls

The exact LBS for each category will be determined the day of the event based on the weight of the competitors that attend.

These Divisions are a basic template and may be modified the day of the event to accommodate the competitors that are on hand.