



ADCC SUBMISSION FIGHTING

2022 ADCC South East Asian Open
Ayala Circuit Makati

Competition Invitation

Time and Place

Sunday September 25

Venue: Ayala Circuit Makati

The **2022 South East Asian Open** will be held at Ayala Circuit Makati Sunday September 25. The winners of these divisions will be rated by **ADCC as the ADCC South East Asian Champions**. To continue to foster the sport in the region the **ADCC South East Asian Open** will have the following divisions; Female, Masters over 35, Adult Beginners, Intermediate and Advanced divisions open to competitors regardless of country.

This is classified similar to a National Championships, the concept is to bring the best competitors in the region together competing locally in the region to gain experience and skills needed to compete at Qualifying events. The South East Asian Open is not regarded as a qualifying event for the trials or for the Worlds

ADCC Competition rules below.

<https://adcombat.com/>

Referees:

A rules seminar will be given prior to the event.

All interested parties please feel free to attend for clarification.

Contact Mike : info@bjjphilippiners.com

Registration link ;Please click the link below

http://www.grapplingcontests.com/register_adcc_phil.php?event=217

Registration Fee:

On or before September 4– P1795 After September 4 – P1995

The deadline for registration is Sunday September 18

Click the ADCC poster and look for the registration link below

All registration information is online at: www.bjjfp.com

After registration please check your details on the competitor list the link will be provided below the registration link .

Deadline for entries and Corrections

Sunday September 18

Email : info@bjjphilippine.com subject “ Corrections “

- Check that you are in the correct weight, division and belt level ,team name has been added , correct spelling of your name .
- It is your obligation to check your entry after the deadline no Corrections can be made after the deadline

Brackets and Match Schedule :

Brackets and Match schedule will be released no later than Wednesday September 21

All athletes should be at the venue one hour prior to the designated weigh in time.

Match Times :

Advanced: Brown / Black Belts

Qualifying Rounds = 6 Minutes / 3 Minutes overtime if there is a draw with no advantage

Finals = 8 Minutes / 4 Minutes overtime if there is a draw with no advantage

Intermediate Blue / Purple belts

Qualifying Rounds = 6 Minutes / 3 Minutes overtime if there is a draw with no advantage

Finals = 8 Minutes / 4 Minutes overtime if there is a draw with no advantage

Weight classes;

Female

-50.0 kg, -55.0 kg, - 60kg, - 65kg Over 65kg

Masters 35years and over White / Blue belt

-65kg, - 70kg, -76.kg, -83.kg, -91.kg, +91kg

Masters 35years and over Purple / Brown / Black

-65kg, - 70kg, -76.kg, -83.kg, -91.kg, +91kg

Men: Beginners (White Belts)

-60kg, -65kg, -70kg, -76kg, - 83kg, - 91kg, - 100kg, Over 100kg and Open class

Intermediate Divisions (Blue / Purple)

-60kg, -65kg, -70kg, -76kg, - 83kg, - 91kg, - 100kg, Over 100kg and Open class

Men: Advanced division's

-65kg, -76kg, -87kg, -98kg, +98kg and Open class

Medals

Every weight classes' three best fighters receives medals

Team that gets most of the points gets the “Best Team Award ”

Team Points: Points: 1st place 5 points; 2nd place 3 points; 3rd place 1 point

CHECK LIST FOR WEIGH-IN (on the day prior to your 1st match)

Fighters must have the following when arriving at the venue

- ID (passport, driver's license etc.).
- Equipment must be clean and in good shape
- Short nails

What to wear:

Fighter may use tights, shorts, rash guard, or Kimono

Event Information:

- Please show respect to Mall Patrons
 - Please follow instructions given by Guards, Officials, Event and Mall Staff
 - Change rooms are provided, please use them.
 - **Please wear footwear round the event area and do not walk round with your shirt off.**
- Entrance is free to the public

Other information:

Mat escape, same position as the fighter were in when they crossed the mat line or referee say, "stop"

Fighters are called-in two fights before their own, so one pair fighting, next pair waiting behind referee table and third pair in weigh-in check.

Fighters have to give ID to the referee's table and they will get it back after the fight.

Legal Techniques

Any kind of choke (except for using the hand to close the wind pipe) With or without the use of the uniform

Any arm bar, shoulder lock, or wrist lock

Any Leg Lock or Ankle Lock

Slamming can be used only in order to prevent a submission in the elite division only otherwise this is considered an illegal technique (No slamming in the Beginners, Master, Women's divisions) and an immediate disqualification will follow.

ADCC RULES FOR BEGINNERS:

(Juniors / White Belts Adults / Masters White Blue belts)

Illegal Techniques for BEGINNERS:

- No slamming
- No neck cranks
- No any crucifix
- No "Full Nelson"
- No can opener

- No opposite RNC applying pressure on the neck
- No spine twisters
- No heel hooks
- No toeholds
- No knee bars
- No any foot locks that twist the knee
- No crossfade holds or crossface chokes
- No biceps pressure locks
- No calf pressure locks
- No banana split
- No striking of any kind
- No eye gouging or fish hooking
- No grabbing the ears
- No hair pulling
- No holding of fingers or toes (less than 4 fingers or less than 5 toes)
- No thumbing
- No scratching and pinching
- No kicking
- No biting
- No touching groin area
- No hands, knees or elbows on face
- No slippery substances allowed on body or clothing
- Referees will stop the fight if a submission is applied and is too dangerous for the fighter, even if the fighter didn't gave up yet.

Fight Time for BEGINNERS:

Beginners, Women's,- White belts and Masters (White /Blue belt in BJJ)

Qualifying Rounds (5 min), the first 2 minutes are without points. The points are starting after the first 2 minutes until the end of the fight as well as on the overtime. 2 Minutes overtime if there is a draw with no advantage. (Max. 1 overtime per fight).

Finals (6 min), the first 3 minutes are without positive points, only the negative points are starting from the beginning. The positive points are starting after the first 3 minutes until the end of the fight as well as on the overtime. 3 Minutes overtime if there is a draw with no advantage. (Max. 1 overtime per fight).

Illegal Techniques for INTERMEDIATE:

Adult Blue / Purple Belts National Team Wrestlers Judo Black Belts

- No slamming
- No neck cranks
- No any crucifix
- No "Full Nelson"
- No can opener
- No any cross face holds or crossface chokes
- No heel hooks
- No toeholds
- No any foot locks that twist the knee
- No striking of any kind
- No eye gouging or fish hooking
- No grabbing the ears
- No hair pulling
- No holding of fingers or toes (less than 4 fingers or less than 5 toes)
- No thumbing
- No scratching and pinching
- No kicking
- No biting
- No touching groin area
- No hands, knees or elbows on face
- No slippery substances allowed on body or clothing

Match Time for INTERMEDIATE:

Qualifying Rounds (6 min), the first 3 minutes are without points. The points are starting after the first 3 minutes until the end of the fight as well as on the overtime. 3 Minutes overtime if there is a draw with no advantage. (Max. 1 overtime per fight).

Finals (8 min), the first 4 minutes are without positive points, only the negative points are starting from the beginning. The positive points are starting after the first 4 minutes until the end of the fight as well as on the overtime. 4 Minutes overtime if there is a draw with no advantage. (Max. 1 overtime per fight).

Illegal Techniques ADVANCED Division

Black / Brown Belts / Wrestlers / Judo Black belts

No "Full Nelson" or "Crucifix"
No striking / kicking of any kind
No eye gouging or fish hooking
No grabbing the ears
No hair pulling, biting
No finger or toeholds
No thumbing
No scratching and pinching
No touching groin area
No hands, knees or elbows on face
No slippery substances allowed on body or clothing

Points for All Divisions:

2 - Mount position
2 - Knee on stomach
2 - Sweeps (ends Guard or Half Guard)
2 - Takedown (ends Guard or Half Guard)
3 - Back mount with hooks
3 - Passing the guard
4 - Clean sweep (ends passed the guard)
4 - Clean takedown (ends passed the guard)

Lost of points (Point deduction)

1 - Go to your back (sit in guard)
1 - Running away
The referee's decision/judging cannot be overruled!

The winner will be decided according to the following:

If one competitor gives up or submits by tapping the leg, arm or verbally
If Referee feels one competitor is unable to defend himself or that the competitor is in danger,
Referee will stop the match and declare the winner
If a fighter breaks the rules twice he will be disqualified by the Referee
If a fighter is disqualified for bad conduct

Ways to win

Submission
Points
Referee's decision
Disqualification

Mat size

4 mat areas will be used depending on numbers - (7x 7m, 1m safety area)

Hosted by:

ADCC Philippines, KMA Fitness and Martial Arts, Co presented by SM Clark and authorized by the ADCC Federation.

Sample of the venue below



