



INTERNATIONAL SPORT KICKBOXING ASSOCIATION



ISKA WA SUBMISSION GRAPPLING RULES



**PROMOTING SAFETY, INCLUSION, RESPECT,
INTEGRITY, EXCELLENCE & FAIR PLAY IN
THE COMBAT SPORTS INDUSTRY**



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The Official International Sports Kickboxing Association – Submission Grappling Rules V 3.0
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A.B.N. 17 512 394 793
WESTERN AUSTRALIAN HEADQUARTERS
ISKA WA @ MMA UFC
7 Coogee Road, Mariginiup WA 6078

Mobile: 0418 949 073
Web: mmaufc.com.au
Email: peter@budogroup.com.au

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COMPLIANCE WITH GOVERNMENT REGULATIONS

ISKA WA sanctioned events will be conducted in full compliance with state-based combat sport and mixed martial arts legislation and regulations. If the rules and regulations outlined in this document, conflict with Government Regulations, the ISKA WA will adopt and apply the Government requirements.

Printed and bound in Australia.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

TABLE OF CONTENTS.

1.0 CONTEST AREA REQUIREMENTS

- Enclosure Type Contest Area Specifications
- Ring Type Contest Area Specifications
- All Contest Area Step Requirements
- Enclosure & Ring Type Contest Area Construction and Maintenance
- Certified Structural Engineer Report
- Compulsory Contest Area Requirements
- Other Permitted Contest Area Equipment

2.0 DRESS CODE

- Hand bandages and tape
- Bandaging & taping requirements
- Gloves
- Protective Equipment
- Contest Attire – Contestants
- Competitor Etiquette
- Mouth Guards
- Contest Attire – Officials
- Other Dress Code Matters
- Foreign Substances

3.0 CONDUCT OF THE CONTESTS

- Minimum age to participate in an Amateur Contest
- Minimum age to participate in a Professional Contest
- Minimum experience to participate in a Professional Contest
- Minimum equipment for all contestants
- Age Related Round Limitations
- Weight divisions
- Weigh-in
- Elimination Contests
- Extensions
- Round definition
- Permitted Techniques
- Illegal Techniques
- Striking Limitations
- Activity Requirement
- Scoring Method
- Scorecards
- Judging Criteria

4.0 OFFICIAL REQUIREMENTS AND DUTIES

- Ringside Officials
- Conduct of Industry Representatives
- Duties and responsibilities of the Promoter
- Duties and responsibilities of the Referee & Second Referee
- The Powers of the Referee
- The Powers of the Referee
- Referee's Signals
- Duties and responsibilities of the Judges
- Duties and responsibilities of the Timekeepers



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Duties and responsibilities of the Medical Practitioner
Duties and responsibilities of the Trainer
Duties and responsibilities of the Seconds

5.0 RULES OF THE CONTEST

Cut-Eye Rules
Accidental Injury
Medical Examinations
Accidental Foul
Low Blow Foul
Failure to Leave Corner
Inspection during Rest Period
Stalling
Loss of Mouth Guard
Out of the Ring
Compulsory Eight Count
Stopping a Contest
Decisions
Fouls
Description of Fouls
Injuries Sustained by Fouls
Cautions & Warnings
Disqualification
No Contest
No Decision
Exhibitions
Restrictions following a knockout

6.0 MISCELLANEOUS

Shaking hands
Protests
Drugs
Disclaimer

7.0 FIGURES, DIAGRAMS and ATTACHMENTS

Standard Safety Enclosure/Ring layouts
Sample Scorecards
Protest Form



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

1.0 CONTEST AREA REQUIREMENTS

Enclosure Type Contest Area Specifications

In all competitions, the contest area shall be circular or have at least six (6) equal sides and shall be no less than 6m wide and no more than 9.8m wide.

The enclosure posts must be made of metal, not more than 15cm in diameter, extending from the floor of the building to a minimum height of 1.5m above the floor ring, and must be properly padded in a manner approved by the ISKA WA. The padding shall be completely covered by a non-slip canvas, duck or similar material tightly stretched and laced to the platform of the contest area. Material that tends to gather in lumps or ridges must not be used.

The floor height should be a maximum of 1.2m above the floor of the building. The floor must be padded by a layer of rubber, soft cloth, rubber mat or other suitable material that is approved by the ISKA WA with a minimum thickness of 2.5cm and a maximum of 3.7cm.

The walls of the enclosure shall be made of a suitable chain link fence coated with vinyl or an appropriate substance (i.e. powder coat). There must not be any obstruction on any part of the walls surrounding the contest area.

There must not be any obstruction, without limitation, a triangular border on any part of the ring floor. Any logos or images painted onto the canvas/cloth must consist of a non-slip material/paint.

The contest area may have one or two entrances.

Ring Type Contest Area Specifications

In all contests, the size of the ring shall be no less than 5.18m x 5.18m & no more than 9.0m x 9.0m inside the line of ropes. The ring lighting must be appropriate and adequate for the conduct of combat sport contests.

All contest rings shall:

Have a minimum floor height of 1 metre with a maximum of 1.2m from the building floor.

Have all four posts must be properly cushioned.

Be padded with materials approved by the ISKA WA.

There will be four (4) ropes and where possible five (5) ropes with a minimum diameter of 3cm and a maximum of 5cm, stretched and linked to the four corner posts. The distance between the five (5) ropes from the lower rope and to the top rope will be evenly spaced.

The ropes will be covered by a soft or cushioned material and shall be joined on each of the four sides at equal intervals by rope stays hung vertically, that are not less than 3cm and not more than 4cm wide, and that do not slide along the ropes.

A minimum of four (4) rope stays must be used on each side of the ring.

Turnbuckles shall be covered by suitable padding.

The floor must be padded by a layer of rubber, soft cloth, rubber mat or other suitable material that is approved by the ISKA WA with a minimum thickness of 2.5cm and a maximum of 3.7cm

The padding shall be completely covered by a non-slip canvas cloth that is stretched & secured in place.

Any logos or images painted onto the canvas/cloth must consist of a non-slip material/paint.

Step Requirements

Safety Enclosure •

A set of steps is required for each entrance to the height of the enclosure platform. • The Medical Practitioner must be seated next to one set of steps.

Ring Type Enclosure •

At least 3 sets of steps are required to the height of the ring platform. • One set is to be located at each Contestant's corner and a third shall be positioned at the neutral corner closest to the Medical Practitioner and other Officials. All steps shall be kept clear of obstructions at all times.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Enclosure Contest Area Construction and Maintenance

Newly constructed enclosures must have a Certified Structural Engineer Report prior to being used. Enclosures must be checked for wear and tear every three years and an updated Certified Structural Engineer Report obtained.

Ring Contest Area Construction and Maintenance

Newly constructed rings must have a Certified Structural Engineer Report prior to being used. Rings must be checked for wear and tear every three years and an updated Certified Structural Engineers Report obtained.

A Certified Structural Engineer Report must include:

- Level of metal fatigue.
- Damage sustained to supporting boards.
- All wear and tear.
- The load capacity – load capacities must be greater than 850kg or equal to 12 people.

A contest area shall not be used by a Promoter for a contest or contests unless the area has been inspected by a Certified Structural Engineer. A report detailing compliance with the specifications above must be provided to the commission.

Compulsory Contest Area Requirements:

In all contests, the following is required ringside:

- Oxygen supply unit.
- Stretcher.
- Medical practitioner.
- A bell in good working order.
- Two stopwatches.
- Whistle & clacker.
- Stools in each corner.
- Tables and chairs for officials.
- Bin in Neutral/Doctors corner for swabs & gloves from Medical Practitioner & Referees.

Other Permitted Contest Area Requirements:

- Drinking bottles, buckets and spray bottles.
- Towels
- One set of round indicators, signs or boards.
- Blunt edged scissors.

2.0 DRESS CODE

Hand Bandages and Tape:

Competitors will not be required to bandage or tape their hands in this type of match. Any wrist support, hand bandage or tape applied will be subject to ISKA WA approval & the discretion of the Referee.

Bandaging and Taping of Contestant's Feet & ankles:

Taping and bandaging of the feet & ankles is not permitted. It provides an unnecessary reinforcement of the foot which may be detrimental to the opponent. Normal elastic type ankle, knee, wrist or elbow supports may be worn by a Contestant to prevent injury. It must be worn on the specified joint and must not have any buckle, zip, clip or strap that may be detrimental to an opponent. Any ankle, knee, wrist or elbow support worn is subject to inspection and approval of the ISKA WA. The feet must be bare.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Protective Equipment

In all competitions, the protective equipment shall conform to the following standards and practices.

No Gloves

Submission Grappling is a non-striking combat sport. The wearing of gloves is not permitted.

Minimum Equipment for all Submission Grappling Contestants

Minimum equipment for all Submission Grappling contests is a mouth guard and suitable attire.

Contest Attire - Contestants

Only appropriate mixed martial arts shorts, board shorts, biking shorts, Kickboxing, Thai Boxing shorts, wrestling trunks or pants may be worn as approved by the ISKA WA. The shorts/pants should contain no pockets (or have them completely sewn shut), no buttons, no snaps, nor any plastic or metal piece that presents any potential risk of injury to the Opponent.

A Contestant must be clean & tidy in appearance. This includes not wearing any attire that displays any obscene language, offensive images or profanity.

Single elastic wraps are allowed to be worn to prevent injury, however insertion of any sort of padding or protection is not allowed. Toenails & fingernails must be clipped. Shoes and any type of padding on the feet are prohibited during competition. The feet must be bare.

Ear protection: Competitors shall not wear ear protection.

No metallic materials, decoration or jewellery is to be worn.

Any infringement to the dress code may result in Contestant disqualification. In the case of any problem with a Contestant's attire, the Referee may temporarily halt the match until the problem is corrected.

Male Contestants:

Male Competitors may wear sleeved or sleeveless form-fitting rash guard shirt, tight lycra / elastic top (that hugs the body), as approved by ISKA WA. No loose-fitting tops are allowed. Male Competitors can be naked to the waist.

Female Contestants:

Must wear a sleeved or sleeveless form-fitting rash guard shirt and/or sports bra. No loose-fitting tops allowed. Female competitors will follow the same requirements for Contest Attire as the male competitors.

Competitor Etiquette:

Contestants must be clean & tidy in appearance. Nails must be trimmed.

A Contestant's hair shall not be allowed to interfere with the vision or safety of either Contestant.

Facial hair must be neat and soft with no stubble. If the hair or facial hair of a Contestant presents such a hazard or will interfere with the supervision & conduct of the contest or exhibition, the Contestant may not compete in the contest or exhibition unless the circumstances creating the hazard or potential interference are corrected to the satisfaction of the ISKA WA.

Competitors must obey the Referee's instructions and respect the Judge's decisions.

The use of grease, Vaseline or any other foreign substance is not permitted on the Contestant's face or body.

Competitors are not to show intentional malice or attempt to hurt their opponent in an un-sportsman like manner.

Mouthguards

In all competitions, mouthguards shall conform to the following standards and practices:

A Contestant shall wear a properly fitted mouthguard during a contest.

The Contestant's mouthguard shall be examined by the Referee prior to the contest and shall be worn in the mouth by the Contestant at the start of each round.

Should the Contestant drop the mouthguard during a round, the Referee may call a "stop" the contest & call time. The Contestant may be taken to their corner and the mouthguard is to be re-fitted while being supervised by the Referee. The Contestant is not to receive any instruction from their corner during this time.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Attire – Officials

In all competitions, the following dress standards shall be adhered to by the ISKA WA Combat Officials:

Referees shall be neatly dressed in black dress pants, official ISKA shirt and shoes without a heel.

Black shoes shall be worn. The Referee shall not wear glasses, watch, necklace, rings or any other object which may injure a Contestant. Referees may wear surgical gloves & a black bow tie when officiating in the ring. Judges and Timekeepers shall be neatly dressed in black dress pants, official ISKA shirt, black dress shoes, and a blazer if applicable.

Other Dress Code Matters

In any contest:

The Corner men & Seconds shall be clean & tidy in appearance. This includes not wearing any attire that displays any obscene language, offensive images or profanity. We are the image of our sport.

Foreign Substances

Before the contest starts the Referee shall inspect both Contestants to ensure that no foreign substances have been applied and must take steps to ensure that no foreign substances are held by the Corner men. The use of grease, Vaseline or any other foreign substance is not permitted on a Competitor’s face, body or attire.

3.0 CONDUCT OF THE CONTESTS

Minimum age to participate in an Amateur Submission Grappling Contest

Contestants are to be over the age of 12 years for all Amateur Submission Grappling contests that are run according to ISKA WA rules.

Minimum age to participate in a Professional Submission Grappling Contest

Contestants are to be over the age of 18 years for all Professional Submission Grappling contests that are run according to ISKA WA rules.

Minimum experience to participate in a Professional Submission Grappling Contest

A Contestant may not compete as a Professional under ISKA WA with less than 6 bouts of experience. Boxing, BJJ, K1 Kickboxing, Judo, Oriental, Muay Thai, Sanda, Submission Grappling, Wrestling & MMA, or similar legitimate forms of Combat Sports are acceptable forms of contest experience. Professional applications will be granted at the discretion of the ISKA WA Regional Director.

AGE RELATED ROUND LIMITATIONS

Round Limitations for Submission Grappling Contests:

CLASS	ROUNDS		
Junior 12 –16 years	Non-Championship 2 x 3 minute rounds	Championship Contests	3 x 3 Min
Cadet 16 – 18 years	Non-Championship 2 x 3 minute rounds	Championship Contests	3 x 5 Min
Adult 18 years +	Non-Championship 2 x 5 minute rounds	Championship Contests	3 x 5 Min

The duration of a Non-Championship Submission Grappling contest will be two (2) rounds, with each round lasting between three (3) & five (5) minutes depending on Competitor age and class. Championship Contests will be scheduled for three (3) rounds lasting between three (3) and five (5) minutes. The rest periods between rounds will be one (1) minute.

Weight Divisions

The following weight classifications will apply to all ISKA WA Submission Grappling Contests:

Sub Atomic	Below 43.1kg	Welterweight	74.8 - 77.1kg
Atomweight	43.1 - 47.6kg	Super Welterweight	77.1 – 79.4kg
Strawweight	47.6 - 52.2kg	Middleweight	79.4 - 83.9kg
Flyweight	52.2 - 56.7kg	Super Middleweight	83.9 - 88.5kg
Bantamweight	56.7 - 61.2kg	Light Heavyweight	88.5 - 93.0kg
Featherweight	61.2 - 65.8kg	Cruiserweight	93.0 -102.1kg
Lightweight	65.8 - 70.3kg	Heavyweight	102.1 -120.2kg
Super Lightweight	70.3 – 74.8kg	Super Heavyweight	120.2kg - No upper limit

(ABC Unified Rules of MMA Weight Divisions 2017)



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

In all non-championship and championship contests, there can be no weight allowances. The participants must compete within the same weight class. The ISKA WA may not approve catch weight bouts. Competitors must compete within weight divisions without any other associated limitations.

Weigh-in

The weigh-in should take place no earlier than 24 hours prior to the promotion taking place, and no later than three hours prior to the contest. The Contestant shall be weighed with minimum clothes.

Prior to the contest, all Contestants must be examined and certified fit to compete in a contest by a licensed Medical Practitioner.

Contestants must present their Contestant Record Book or an equivalent acceptable record of contests to both the Medical Practitioner and ISKA WA Rep for authentication.

Title Bouts

If a Fighter cannot make weight at the official weigh-in and that Fighter is the Champion, the title will be declared vacant and the bout will ensue. Should the Challenger win the bout, they will become Champion. In the event the former Champion wins the bout, the title will be declared vacant, and a run off for the title will be established, according to the rules of the ISKA. If the Fighter who cannot make weight is the Challenger, the bout will proceed as scheduled; however, should the Challenger win the bout, the title will be declared vacant, and a run off will be established, according to the rules of the ISKA. In either case, the Fighter who cannot make weight will also be subject to the purse penalties as specified in the contract and by the ISKA.

Exhibition Contests

Exhibition Contests may be conducted in accordance with the Commissions mandatory conditions for Exhibition Permits. Contestants who participate in an exhibition contest must be novice contestants and not have any previous experience in combat sports – i.e. Boxing, K1 kickboxing, Oriental Rules, Muay Thai, Sanda, Submission Grappling or MMA. An Exhibition contest permits Contestants with limited experience to compete for a decision under modified rules and/or conditions approved by the Commission. Contestants with previous combat sports experience may only participate at the discretion of ISKA WA and may be subject to further registration conditions.

A Referee must be in the ring and a Second Referee must be ringside while an exhibition contest is in process to ensure the safety of the Contestants. Exhibitions must be announced as such. They may be scored by Judges and decisions may be announced. Contestants taking part in exhibitions must hold current registration and have a pre-bout medical examination. Exhibition contests cannot be run as eliminator events. Contestants can only compete once at any given event. All exhibition contests are subject to ISKA WA approval.

Demonstration Bouts

Demonstration bouts maybe allowed at the discretion of ISKA WA. Demonstration Bouts allow two or more Competitors to display their skills. A demonstration bout will be no more than 2 x 5-minute rounds (Subject to Competitor Age & Class)

A Referee must be in the ring and a Second Referee must be ringside while an exhibition contest is in process to ensure the safety of the Contestants. Demonstration bouts must be announced as such and no decision shall be made on the outcome. Contestants taking part in a demonstration bout must hold current registration and have a pre-bout medical examination.

Demonstration bouts will be subject the Age and Experience Limit requirements above. Demonstration bouts cannot be run as eliminator events. Contestants can only compete once at any given event. All demonstration bouts are subject to ISKA WA approval.

Elimination Contests

Eliminator contests maybe allowed at the discretion of the ISKA WA. All eliminator contests will consist of 2 x 3 minute rounds Junior and Cadet or 2 x 5 minute round Adult depending on the Age related classes & round limitations set out above. The Final will consist of 3 x 3 minute rounds Junior and Cadet or 3 x 5 minute rounds Adult.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

The Ringside Doctor must complete a health check on all Contestants after each contest. The Doctor has final say whether a Contestant can continue to progress to the next round.

One or two reserve bouts may be held prior to the elimination bouts. If for any reason a winning Contestant is unable to continue to the next stage of the tournament, a reserve match Competitor, the Contestants most recent Opponent or another Competitor from within the tournament pool can take their place. There are exceptions (eg. a fighter who lost by knockout will not be eligible to replace another Competitor)

All Submission Grappling Elimination tournament Contestants must attend the official weigh in, pre bout medical examination & satisfy registration requirements of. Contestants must be cleared by the Ringside Medical Practitioner after each contest to allow progress to the next stage of the tournament.

No Extension Round in case of Draw

In Submission Grappling elimination tournament matches: Each elimination match is scheduled for 2x rounds in duration. The Final match is scheduled for 3x rounds. If at the end of the contest the decision is a draw, the Judges must make a decision by reference to the guidelines on the scorecards and ISKA WA Judging & Scoring Criteria. Drawn rounds (particularly in the finals) must be avoided whenever possible.

All Submission Grappling elimination tournament Contestants must attend the official weigh in, pre bout medical examination & satisfy the registration requirements of the Commission. Contestants must be cleared by the Ringside Medical Practitioner after each contest to allow progress to the next stage of the tournament.

PERMITTED TECHNIQUES

Techniques considered legal or permitted under ISKA WA Submission Grappling Rules are defined below; NOTE; *variations for Junior & Cadet divisions are also covered below.*

LEGAL GRAPPLING and WRESTLING TECHNIQUES

1. Chokes (except using the hand to close the throat)
2. Arm bars, shoulder bars & wrist locks
3. Leg & ankle locks
4. Take-downs
5. Throws

ILLEGAL TECHNIQUES IN ALL CLASSES

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. No Striking of any kind 2. No eye gouging or fish hooking. 3. No grabbing the ears or pulling of hair. 4. No finger or toe holds. 5. No scratching or pinching. 6. No thumbing | <ol style="list-style-type: none"> 7. No kicking or knee kicks. 8. No Biting. 9. No touching the groin area. 10. No hands, knees or elbows on Opponents face. 11. No Full Nelson or Crucifix. 12. No Slamming or Spiking |
|--|--|

Junior 12 –16 years

Non Championship 2 x 3 minute rounds

Championship Contests

3 x 3 Min

LEGAL SUBMISSIONS

- Chokes Including Head and Arm Chokes
- Arm Bars
- Shoulder locks
- Straight Ankle Locks

ILLEGAL

- Bicep and Calf Crushers
- Finger or Toe Holds
- Knee Bars or Knee Reaps
- Heel Hooks
- Foot Locks that Twist the Knee
- Wrist Locks
- Neck Cranks or Can Openers
- Spine Twisters
- Cross Face Holds or Cross Face Chokes
- Rear Naked Choke
- Stretch Locks, Electric Chairs or Banana Splits
- Full Nelson or Crucifix
- Slamming or Spiking



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Cadet 16 – 18 years Non Championship 2 x 3 minute rounds Championship Contests 3 x 3 Min

LEGAL SUBMISSIONS

Chokes Including Head and Arm Chokes
Arm Bars
Shoulder locks
Straight Ankle Locks
Straight Knee Bars
Stretch Locks, Electric Chairs or Banana Splits

ILLEGAL

Bicep and Calf Crushers
Finger or Toe Holds
Knee Reaps
Heel Hooks
Wrist Locks
Neck Cranks or Can Openers
Foot Locks that Twist the Knee
Cross Face Holds or Cross Face Chokes
Spine Twisters
Full Nelson or Crucifix
Slamming or Spiking

Adult 18 years + Non Championship 2 x 5 minute rounds Championship Contests 3 x 5 Min

LEGAL SUBMISSIONS

Chokes Including Head and Arm Chokes
Arm Bars
Shoulder locks
Straight Ankle Locks
Straight Knee Bars
Stretch Locks, Electric Chairs or Banana Splits
Bicep and Calf Crushes
Toe Holds
Wrist Locks
Heel Hooks
Knee Reaping (On agreement)
Twisters (On agreement)

ILLEGAL

Neck Cranks
Slamming or Spiking

STRIKING LIMITATIONS

Striking of any kind (including the hand, fist or elbow) is prohibited in Submission Grappling contests.
Kicking of any kind (including the foot, heel, shin or knee) is prohibited in Submission Grappling contests.

SUBMISSIONS, GRAPPLING AND WRESTLING

LEGAL TECHNIQUES ALL CLASSES

Submissions, Grappling and Wrestling techniques (both standing and ground) permitted under all ISKA WA Submission Grappling Rules (regardless of Class) include:

Standing & ground-based Grappling, Wrestling, Submission & large joint manipulation techniques permitted.
Submission techniques (ground & standing) can only include large joint manipulation, muscle stretch submission & choke type holds (by use of arm or leg around the neck) but exclude without limitation all throat holds or choke holds using the hands, including grabbing the trachea.

All Small joint or small muscles group manipulation are prohibited as submission techniques – small joints include but not limited to fingers, neck & spinal vertebra, jaw and toe joints. Submission “stretch” type techniques aimed at large muscle groups (such as abdominal, leg & arm) are permitted. Legal joints include ankle, knee, hip, shoulder, elbow, wrist & limited throat and neck (in the form of “head-lock” type techniques). Head-lock techniques only to be use in submissions techniques – NOT as a throw of any kind.

It is the intent of these rules that the only Grappling, Wrestling & Submission Techniques that can be applied be limited to, and must be categorised as: Aikido, Chin Na, Glima, Jiu-Jitsu, Judo, Sambo, Sanda, Sumo, Wrestling or a legitimate and internationally recognised “Traditional Martial Art”, as determined & recognised by ISKA WA.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

ILLEGAL GRAPPLING TECHNIQUES

1. Suplex, Spiking or any throw that may damage the neck or spine
2. Attacks to the digits (fingers or toes)
3. Cranks intended to damage the neck or spine

OTHER ILLEGAL ATTACKS

1. Biting or pressing with the teeth
2. Grabbing the trachea
3. Placing fingers in the Opponents eyes, ears, nose or mouth
4. Pinching the skin with the fingers or scratching with the nails
5. Pulling the hair, nose or ear lobes
6. Catching or pulling the Opponents or a Contestants own clothing wear
7. Attacks or defenses using the ropes, enclosure, corner or mat
8. Attacks to a knocked-out opponent
9. Pushing or throwing the Opponent out of the ring or cage
10. Disobeying the Referees instructions
11. Offensive language or insulting gestures towards an Opponent, Official or Spectator

ACTIVITY REQUIREMENT

All Grappling (standing or grounded) must be deemed “active” which includes executing or working toward effective offense or defence. Grappling will only be permitted whilst deemed active or effective by the Referee. Effective grappling is deemed as actively working toward: control, successful executions of a legal sweep, takedown, reversal, hold or submission.

If competitors are deemed in “nullified” or “inactive” defensive positions or if the fight has stalled on the ground or in standing grapple for 5 seconds, the Referee will warn the contestants. If neither Contestant becomes active within a further 5 seconds the grappling will be stopped by the referee. Once the referee has determined that grappling is inactive, stalled or in stale mate – the bout will be stopped, and then restarted in a standing position.

A Competitor may be cautioned, warned or disqualified for failing to engage in activity ie Stalling.

Stalling includes: -

Holding on in an attempt to neutralize or prohibit action or advancement.

Delaying action by not trying to improve position or create action.

Deliberately falling to the ground or deliberately standing up completely disengaging to avoid contact with the Opponent or avoid engagement.

Deliberately leaving the combat area or intentionally spitting out the mouthpiece.

Scoring Method

The following objective scoring criteria shall be utilized by the Judges when scoring a round.

10-10 When both Contestants appear to be grappling evenly and neither shows clear dominance.

10-9 When a Contestant wins by a close margin, demonstrating slightly superior execution of technique, groundwork and other manoeuvres.

10-8 When a Contestant overwhelmingly dominates in a round.

10-7 When a Contestant totally dominates with near submissions in a round.

SCORECARDS

At the end of the contest, the Referee shall collect the scorecards from the Judges. The Referee shall check then deliver the scorecards to the Official Scorekeeper who shall tally all scores, subtract all penalties and deliver the totals to the ISKA Recorder assigned to verify them. The majority opinion of the three Judges, less penalty points, shall be conclusive. If there is no majority opinion, then the decision shall be a draw.

Drawn rounds should be avoided whenever possible unless, after all elements are taken into account, a Judge cannot separate the Contestants. Whenever a Judge deducts a point for fouls or illegalities when directed by the



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Referee, they shall mark the scorecard accordingly to testify such. Those deductions will be taken from the Contestants total score at the completion of the contest.

All scorecards and sheets shall be handed to the Official ISKA WA Recorder on completion of the contest. A record of the scorecards and recorder sheets duly signed and witnessed will be kept by the ISKA WA Rep for a minimum of 2 years. The Commission will be given access to the scorecards after each bout for the purpose of recording the scores and results.

When a points decision is awarded, the individual scores may be announced. A Judge must not keep Secondary cards or tallies of points.

Only official ISKA WA & Commission scorecards and tally sheets shall be used.

JUDGING CRITERIA

Three Judges shall use the "ten point must system" to score the contest. The Winner of a round must be awarded ten (10) points while the Loser receives anywhere from nine (9) to seven (7) points, depending on the decisiveness by which the round was won. In the rare instance that there is an even round, a score of 10-10 is given.

The Judges shall evaluate Submission Grappling techniques, such as:-

EFFECTIVE GRAPPLING

Effective grappling may be defined in the most general sense as the execution of any legal non-striking skill that even temporarily diminishes the opponent's ability to function successfully as a Competitor. Effective grappling is judged by considering the amount of successful executions of sweeps, throws, takedowns, submission attempts, reversals, and the amount of control a Competitor demonstrates on the ground by achieving advantageous positions that produce immediate or cumulative impact with the potential to end the match. The immediate weighs more heavily than the cumulative impact.

Examples are takedowns from standing position to mount position, passing the guard to a more dominant position, and bottom position Competitors using an active threatening guard to create submission attempts. A Competitors ability to keep their Opponent in a dominated position from which they can attempt or attempt to create submission opportunities. Submission attempts which cause an Opponent to weaken or tire from the effort required to defend the technique or come close to ending a fight.

Judges must evaluate whether the grappling was used merely to reduce or stall their Opponent's effectiveness. Or, is the grappling being used to initiate and advance a transitional positioning strategy in an effort to acquire a submission or full mount position. Recognize who is being the more offensive or controlling Competitor when on the ground; it will not always be the Competitor on top.

Understand that the relative physical position of each Competitor is not as important as how much each Competitor takes advantage of that position to gain success in the match. Similarly, how a Competitor capitalizes on their "hold position" to advance to a further superior position or to attempt a submission, than only by merely gaining or maintaining what may be generally recognized as a "superior" position.

Submission attempts which come close to ending a match will be weighted more highly than attempts which are easily defended. Submission attempts which cause an opponent to weaken or tire from the effort required to defend the technique will also be weighted highly in scoring.

EFFECTIVE TAKEDOWNS

Effective Takedowns are judged by determining the degree of force of the take down and the position it nets the Competitor as a result of the takedown.

Judges must be able to:-

Recognise that high amplitude takedowns and throws which have great impact will be scored more heavily than a takedown which does not have great impact.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Understand that a Competitor who gets an Opponent to the ground but without force and ends up being controlled in their Opponents guard will get little credit for that take down. Solid takedowns should put the Opponent on the ground hard and reap a positional advantage like side control or mount.

EFFECTIVE AGGRESSION

Effective Aggression is determined by the extent to which a Contestant forces the action & attempts to finish the match. Considering who made the greatest successful effort to attack and control.

This includes moving towards the Opponent and attempting takedowns and sweeps.

Attempting takedowns that cause the Opponent to lose balance or force a defensive action.

Attempting to create submission opportunities that cause the Opponent to defend.

Attacking from the guard with threatening submissions that force a defensive response from the Opponent

Obtaining & maintaining dominant positional control.

Judges must recognize that the aggressive action must be an effective attempt that forces the Opponent to protect or defend themselves. Aggressive takedown attempts that cause the Opponent to become off balance or exert energy by resisting the attempt to defend. Effective aggression must at least cause the Opponent to defend.

CONTEST AREA CONTROL

Contest area control is judged by determining who is dictating the pace, place and position of the bout.

Judges must consider: -

Taking down an Opponent to force a ground fight.

Creating threatening submission attempts, or passing the guard to achieve mount, and creating potential submission opportunities.

Avoiding being swept, taken down, submitted or reversed while countering with offensive techniques.

DEFENCE

Effective defense is determined by the extent to which a Competitor avoids being taken down or reversed while countering with offensive attacks. Defense is its own reward. A Contestant who chooses to avoid using defensive actions will invariably suffer the consequences. For example, if a Contestant doesn't protect themselves from a submission, or avoid a throw or takedown then they will suffer the results of those offensive actions being used against them.

The only role defensive action plays is to keep a Contestant in the contest longer so that they can attempt to score using offensive actions. Having two Competitors avoid offensive actions and rely solely on defence goes against the basic primary consideration of any combative sport: That is to score using offensive techniques & manoeuvres.

Effective defence is to be used only to split very close bouts, where other criteria above are insufficient to split the Competitors.

JUDGING NOTE

The Judges scoring evaluations shall be made in the order in which the techniques appear above, giving most weight in scoring to effective grappling, effective takedowns, effective aggression, control of the contest area and defence. Judges must consider initiation and aggression. Who made the greatest successful efforts to attempt takedowns and sweeps. Who had dominant positional control and most importantly who attempted submissions.

In the event of a draw the Judges must consider who skillfully controlled the Pace, Place, and Position.

- Pace is which Contestant determined the tempo of the match.
- Place is which Contestant dictated where in the contest area the match took place. This is commonly seen when one competitor moves forward while the other circles or backs away.
- Position is which Contestant successfully controlled dominant grappling positions such as Side Control, Mount, Knee on Belly and Back Grab variations.

If the competitors are still considered equal on Points, Pace, Place and Position, the Judges will give the decision to the Competitor with less Warnings or Penalties.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

4.0 OFFICIAL REQUIREMENTS AND DUTIES

Ringside Officials

Every Submission Grappling contest shall have the following registered ringside officials:

A non-scoring Referee who shall be the Head Official in the contest and shall maintain supervision and control over the contest while it is in progress. A Second Referee is required ringside to assist or provide advice to the Referee as needed.

Three Judges who will evaluate and score each round and be seated on different sides of the ring in a central position.

A Timekeeper, but preferably two Timekeepers, who will keep the time of the rounds and rest periods.

The mandatory Medical Practitioner who as per Part VII, Section 49 of the Combat Sports Act 1987, shall be present at ringside. It is the aforementioned Medical Practitioner's duty to inform the Referee officiating to terminate the contest if they are of the opinion that the Contestant should not participate in the contest because of the Contestant's medical condition.

Conduct of Industry Representatives

An Official must not wager on the result of a contest in which they officiate or publicly predict the result of a contest in which they will officiate. An Official must not align themselves with any Contestant and must always be totally impartial. Confidence in their ability and judgment is a most important factor in the make-up of a first class Official. The audience must not sway the Officials and when a decision is given, must display strength of character irrespective of the audience. Under no circumstances should names, reputations, creed, nationality or colour have any influence whatsoever on any Official's Judgement.

Upon arrival at the promotion venue and prior to commencing official duties, Officials shall report to the Medical Practitioner at the promotion for a medical examination to determine whether they are fit to officiate in the contest, if they feel it is required. Officials and registered participating Contestants must not consume illicit drugs or alcohol on the day of a promotion, until their duties are completed.

Duties and Responsibilities of the Promoter

The responsibilities of the Promoter include, but are not limited to, the following:

The Promoter must ensure they are currently registered and be aware of all conditions attached to this registration. A promotion permit has been issued in relation to the scheduled contests and all conditions placed on this permit are adhered to.

Ensure that all weigh-in conditions are adhered to.

Promotion personnel – Officials, Trainers, Managers Etc – are present at the weigh-in and/or contests and are registered with the Commission as required.

The contest area has been set-up and approved by ISKA WA prior to the contest, including the provision of a Certified Structural Engineer's Certificate as requested.

Contestants are reasonably matched, are registered with the Commission or another approved authority, and have current serology and fitness certificates.

The nearest hospital is notified of the date, time and location of the event, no less than five days prior to the event. A stretcher and oxygen delivery system are present ringside for all contests.

Ensure that all promotion personnel follow the instructions of the Promoter and the ringside Commissioners.

If people outside the ring continually harass a Contestant, Referee, Judges or any other Officials, the Referee may seek the Security in attendance to deal with and/or remove such people.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

The Promoter must ensure that sufficient security is provided to handle this situation.

Duties and Responsibilities of the Referee

The duties of the Referee are as follows:

The Referee's prime concern is the safety & welfare of the Contestants, and the enforcement of all rules. The basic commands a Referee is to use are "stop", "fight", "break", "freeze", "don't move" and "time" and they should be expressed clearly and with authority on all occasions.

Understand and be familiar with the rules of a Submission Grappling contest.
Evaluate both Contestants' techniques neutrally and fairly during the contest.
Maintain control of the contest at all stages.
Prevent a weak Contestant from receiving undue and unnecessary punishment.

Check contest area equipment is correctly set up and officials are in place prior to contest commencement. Prior to the start of contests and preferably at the weigh-in, give each Contestant the same specific instructions. Ensure before the start of each bout and round that the canvas and apron are free of any equipment, foreign matter, excess water or blood. He or she shall ensure the ropes are properly taut and the tapes between the ropes, corner buckles and padding are secure.

Preferably at the weigh-in, but prior to the start of the contest give each Contestant the same specific instructions. The Referee must ensure that both Contestants are wearing the correct protective equipment, attire & are aware of the rules. The Referee shall give Contestants final instructions in the middle of the contest area, prior to the start of the contest. At this time the Referee shall seek a signal from each Judge and the Medical Practitioner to ensure they are ready and then signal to the Timekeeper to sound the bell.

The Referee shall move about the contest area during the contests so as not to obstruct the Contestants but to observe their offence and defence clearly. Indicate to a Contestant by a suitable brief explanation, signs or gesture any infringements of the rules.

Apart from cautions "in running" a Referee shall always give the order to "stop" and "freeze" or "don't move" whilst placing a hand on each Contestant, before instructing, warning or moving between them to "break". The Referee must then give the order and signal to "fight" for the contest to continue. The order to "fight" should only be given at the start of a round or after the command "stop". When a Referee orders Contestants to "stop" and calls "time", the Timekeeper shall stop the watch and only restart it when the Referee orders to "fight".

When a Referee considers a Contestant should be officially warned or lose points for a foul, he must call "stop" & "time", demonstrating their decision by:

- Sending the other Contestant to a neutral corner.
 - Indicating clearly to the Judges the Contestant who is being penalised & demonstrating the foul committed
 - Indicating clearly the number of points to be deducted if any before ordering the bout to continue.
- The round will resume when the Referee orders "fight".

At the end of each round or contest, collect & check all scorecards, then hand them to the Official Recorder. Indicate the winner by raising a Contestant's hand after the announcement has been made. Inform the Official Recorder if they have disqualified a Contestant or stopped the bout and inform them of the reason, so to enable the Official Recorder to inform the announcer.

When a Contestant has been submitted or appears to have lost consciousness or, the Referee should immediately remove the Contestant's mouth piece and call the doctor to the ring, to attend to the Contestant.

The Referee must always ensure that no other persons are in the ring/enclosure or on the apron while the round is in progress; he must immediately stop the contest until they are removed. He shall not permit Seconds to slap on the canvas or distract Contestants.

If any incident occurs, be it covered by rules or is unusual or irregular, and such incident warrants the stoppage of the contest & the Referee's view of the incident is unsighted or partly obscured.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

They may order time out, sending both Contestants to opposing neutral corners, before conferring with the Sub Referee or Judges and making a decision.

A Referee should terminate a contest at any stage if they believe the Contestants are not competing in earnest. He may disqualify one or both Contestants or declare a "no-contest".

If during a round a Referee or Judge is injured, becomes ill or is unable to continue, the Timekeeper shall sound the bell and stop the round. The supervisor shall appoint another Referee or Judge to officiate. If the Referee has been replaced the time will resume from when it was stopped. If a Judge is replaced, then the replacement Judge will use the incapacitated Judge's scorecard for the remainder of the contest. The interrupted round must be re-started from the beginning.

A Referee shall not wager on the result of a contest in which they officiate or publicly predict the result of a contest in which they will officiate. They must not align them self with any Contestant and must always be totally impartial. Ring officials, including Referees or any registered participants, must not consume alcohol on the day of a promotion, until their duties are completed.

Confidence in their ability and judgment is a most important factor in the make-up of a first class Official. The audience must not sway them and when giving a decision, must display strength of character irrespective of the audience. When the result is known they must raise the winner's hand in a determined and unhesitating manner. Under no circumstances should names, reputations, creed, nationality or colour of the contest have any influence whatsoever on any Official's Judgement.

A Referee may perform the duties of a Judge and a Timekeeper.

If people outside the ring continually harass a Contestant, Referee, Judges or any other Officials, the Referee may seek the Security in attendance to deal with and/or remove such people. The Promoter must ensure that sufficient security is provided to handle this situation.

Referee's Commands

The calls & commands of a Referee are "Stop", "Fight", "Break", "Freeze", "Don't move" & "Time". These commands should be expressed clearly and with authority on all occasions. A Referee should avoid whenever possible physically "breaking" Contestants and should express his or her authority in his or her commands.

The Powers of the Referee include the right to:

Terminate a contest at any stage if they consider it too one-sided.

Terminate a contest at any stage if one of the Contestants has received an injury on account of which the Referee decides the Contestant should not continue.

Terminate the contest at any stage if they consider the Contestants are not fighting in earnest, in which case the Referee may disqualify one or both Contestants.

Caution a Contestant or stop the contest and administer a warning to a Contestant, against fouls or for any other reason in the interest of fair play, or to ensure compliance with the rules.

Disqualify a Contestant who fails to comply immediately with the Referee's orders or behaves towards them in an offensive or aggressive manner at any time.

Disqualify a Contestant's Second who has infringed the rules and the Contestant himself if the Second does not comply with the Referee's orders.

With or without previous warning, disqualify a Contestant for committing a foul.

Make a decision arising from any circumstances or conditions not mentioned in the rules in so far as they are applicable or relevant to the actual contest, or to decide and take action on any circumstance of the contest which is not covered by a rule, but may be overridden by the Medical Practitioner when the considerations of health or safety are involved.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

The Referee shall declare a contest terminated when:

A Contestant verbally submits or submits by tapping the mat or tapping Opponent's body more than two (2) times.

A Contestant is unable to properly provide a defence and there may be danger of serious injury by not submitting. A

Contestant has received a serious injury, and after consultation with the Medical Practitioner, the Referee considers serious consequences may result to the health of the Contestant if the bout is allowed to continue.

When the Chief Second or Trainer "throws in the towel" or otherwise indicates that they want the bout stopped.

The Medical Practitioner may instruct the Referee to stop a contest because the Medical Practitioner is of the opinion that a Contestant is exhausted or injured to such an extent as to be unable to provide a defence or to continue that contest.

Referee's Signals

When the Referee orders the Contestants to "stop" they shall place a hand on each Contestant. Contestants must stop attacking and await further instruction from the Referee. If ground fighting is brought to a standstill, the referee shall call "Break" before separating the Contestants immediately and have them resume the contest from a standing position.

If one or both Contestants are in danger of coming out of the ring, or either Contestants effectiveness is hindered by the ropes or the fighting enclosure, or when the clothes of a Competitor come off or are nearly coming off; The Referee shall call "Stop", "Freeze" or "Don't Move" with their hands on each Contestant. The Referee will also call "Time" Once a "Freeze" or "Don't Move" call is announced, both Contestants shall stop moving immediately and stay as they are until the Referee issues further instructions. In this case a Sub Referee may assist the Referee to reposition the Contestants in exactly the same position that they were in prior to the call.

When a contest is terminated by Submission, tap out or injury, the Referee shall indicate that the match is over by crossing their hands above their head.

Duties and Responsibilities of the Judges

The duties of the Judges are as follows:

To sit ringside in their appointed positions.

Judges shall independently & impartially Judge the merits of the Contestants & score according to the rules

Keep score throughout each round to determine how much more effective one Contestant is over the other Contestant to determine the score.

Award to each competitor the appropriate number of points and enter these on the official scorecard immediately after the end of each round before signing the card and handing it to the Referee.

Apply the scoring system for a contest as is declared by the Referee, such as points deducted.

The Judges shall not speak to a Contestant, or to another Judge, or to anyone else except the Referee during the contest, but may if necessary, at the end of a round bring to the notice of the Referee any incident which the Referee may appear to have missed, such as misconduct of a Second, loose ropes etc.

A Judge shall not allow anyone to see their scorecards.

A Judge shall not leave their seat until the verdict has been announced to the public.

Judges are required to follow the instructions of the Referee in control of the contest.

Judges must not keep Secondary cards or tallies of points during a contest.

A Judge shall not wager on the result of a contest in which they officiate or publicly predict the result of a contest in which they will officiate. They must not align them self with any Contestant and must always be totally impartial. Ring officials, including Judges or any registered participants, must not consume alcohol on the day of a promotion, until their duties are completed.

Confidence in their ability and judgment is a most important factor in the make-up of a first-class Official. The audience must not sway them and when giving a decision, must display strength of character irrespective of the audience. Under no circumstances should names, reputations, creed, nationality or colour of the contest have any influence whatsoever on any Official's Judgement.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Duties and Responsibilities of the Timekeepers

The duties of the Timekeepers are as follows:

Timekeepers shall use two stopwatches or digital time keeping devices, one for the general time and the other for the rest periods.

The intervals between rounds shall be one (1) minute's duration for all contests. The Timekeeper will announce "Seconds out" in a loud clear voice ten (10) seconds before the interval is up and sound a warning buzzer or whistle, indicating the Seconds must leave the ring. All foreign objects must be removed from the ring & apron.

When a Referee orders Contestants to "stop" and calls "time", the Timekeeper shall stop the watch and only restart it when the Referee orders to "fight".

If a Referee or Judge is injured or becomes ill during a contest and is unable to continue, the Timekeeper shall ring the bell to terminate the round. On the replacement of that Official, that round shall recommence as a full round. If there are no other registered officials available to fulfil the position of the Referee or Judge, the Timekeeper must sound the bell to signal the end of the contest. The contest will be declared a 'No Contest.'

The Timekeeper shall sound the clacker ten (10) seconds before the end of each round to notify the Referee that the end of the round is near. They must also sound the bell at the precise moment & shall not lengthen or shorten the periods of contest time or intervals. The Timekeeper shall at all times ensure the Referee has heard the bell.

A Referee or Judge may perform the duties of a Timekeeper.

Duties and Responsibilities of the Medical Practitioner

The duties of a Medical Practitioner at any contest shall be to:

Sit at the immediate ringside during a contest.

Provide all necessary medical equipment other than that provided by the Promoter i.e. oxygen supply unit and stretcher.

Terminate any contest where, in his or her opinion, a Contestant is exhausted or injured to such an extent as to be unable to defend them self or avoid further injury. The Medical Practitioner will then blow a foghorn to obtain the Referee's attention, indicating that they wish to have the contest stopped. In this case the Referee must abide by the Medical Practitioners' decision to terminate the contest.

Duties and Responsibilities of the Trainer

The prime objective of Trainers is the safety, health and welfare of their Contestants and shall:

Do all possible to properly prepare them for any contest.

Ensure they do their best not to overmatch them.

Ensure the Contestant is examined by the Medical Practitioner post-contest if the Contestant has sustained a knockout, heavy punishment or injury.

Ensure that any injuries are properly attended to and any instructions from the Medical Practitioner are strictly followed.

All Trainers should be clean and neatly dressed and act in a sportsman like manner and all Trainers must be registered with the Commission and may act as a second.

At the call of 'Seconds out' or the sounding of the whistle, Trainers must immediately vacate the contest area and ensure the stool and all other objects are removed from the contest area and apron before the bell sounds to start the round.

During the round, Trainers must be seated at least half a metre away from the contest area. During a contest Trainers shall not slap the canvas or use any tactics to distract the Referee, or Opponent.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Duties and Responsibilities of the Seconds

Every Contestant is permitted no more than three (3) Seconds including the Trainer in their corner. Only two (2) Seconds may enter the contest area during the rest period between rounds.

A Second shall:

Assist the Contestant as advised by the Trainer.

Assist the Trainer in the preparation of the Contestants.

During the round, Seconds must be seated at least half a metre away from the contest area.

At the call of 'Seconds out' or the sounding of the whistle, immediately vacate the contest area and remove the stool and all other objects from the contest area and apron before the bell sounds to start the round.

The Seconds shall only use the following equipment:

Sterile cotton wool or cotton wads.

Sterile gauze.

Cotton bud sticks.

Blunt-edged surgical scissors.

Icebag.

Adhesive tape.

Water buckets and drinking receptacles shall be provided in each corner.

Solution of adrenalin 1/1000.

No stimulant shall be used other than cold water sprinkled on the body or used as a mouthwash.

Seconds shall not apply petroleum jelly to any part of the Contestant's body or face.

Seconds are not to use on a Contestant:

Iron chloride solution.

Monsol solution.

Ammoniated liniment.

Alcohol or alcohol mixture.

Smelling salts.

Where the Trainer considers the Contestant is in danger of being seriously injured, a towel may be thrown into the contest area, or other similar action taken to indicate a desire to terminate the fight, whereupon the Referee shall terminate the contest.

All Seconds must be registered with the Commission

A Second shall not:

Act as a Manager or Trainer unless that second holds an appropriate certificate of registration.

Attempt in any way to procure a contest for the Contestant.

5.0 RULES OF THE CONTEST

Cut-Eye Rules

These rules apply when a contest is stopped because of a cut or cuts to the surrounds of the Contestant's eyes.

Cut eye – deliberate Foul

The Referee shall immediately stop the contest & notify the Judges of a foul where a Contestant has sustained a laceration to an eye or its surrounds due to a deliberate:

Head clash.

A strike of any kind

Use of palm heel.

Any other foul.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

In the event of a cut eye from a deliberate foul the Referee may disqualify the offending Contestant if the injured Contestant is unable to continue. If the injured Contestant is deemed fit to continue after consultation with the Medical Practitioner, the Referee shall continue the contest, but may deduct point/s from the offending Contestant.

If a contest is later stopped due to the deterioration of a laceration to an eye or its surrounds then:

If the cut Contestant is ahead on points, the Referee shall declare that Contestant the winner of the contest.

If the cut Contestant is behind on points, the Referee shall declare the contest a technical draw.

In the event that the offending Contestant of a deliberate cut eye ruling is also lacerated and the contest is terminated either immediately or within the first third of the scheduled contest, then the Referee may at their discretion disqualify the Contestant who inflicted the deliberate cut eye, or declare the contest to be a technical draw.

In the event that the offending Contestant of a deliberate cut eye ruling is also lacerated and more than the first third of the scheduled contest is completed and the contest is not terminated immediately, then the Referee shall at the end of the contest tally the points and where the offending Contestant is ahead on points the Referee shall declare the contest a technical draw. If the offending Contestant is behind on points, then the Referee shall declare the Contestant who received the deliberate cut eye the winner.

Cut eye – accidental

Where, in the Referee's opinion, a laceration to an eye or its surrounds is caused by an accidental strike or clash, it shall be declared an accidental cut eye.

In the event of an accidental cut eye, the Referee shall declare the contest to be a technical draw if the contest is scheduled for five rounds or less and the contest is terminated prior to completion of the first third of the scheduled contest rounds.

In the event of an accidental cut eye causing the contest to be terminated prior to completion of the first third of the scheduled contest rounds, the Referee shall declare the contest to be a technical draw. If the contest is terminated due to an accidental cut eye after the first third of the scheduled contest rounds are complete. The Referee shall declare the Contestant ahead on points at the end of the previous round to be the winner.

If a Contestant's corner stops a contest due to a cut, irrespective of the cause shall not direct a Referee, if in his or her opinion it does not warrant a stoppage. If the corner demands a stoppage under these conditions and the Referee agrees, the Referee shall declare the other Contestant the winner.

Accidental Injury

If a Contestant cannot continue because of an injury not attributable to legal techniques a Win by TKO Injury shall be awarded to the Contestant who can continue. However, this shall not apply in the case of the cut-eye or low blow foul rule.

If an accidental clash of heads or fall renders one or both Contestants temporarily unable to continue. The Referee may consult with the Medical Practitioner to assess the Competitors condition.

Medical Examinations

If the Referee stops the contest & employs the use of the Medical Practitioner, the examinations shall not exceed five (5) minutes. If five (5) minutes is exceeded, the fight cannot be re-started and the contest must end.

Accidental Foul

If a bout is stopped because of an accidental foul, the referee shall determine whether or not the contestant who has been fouled can continue. The Referee shall inform the Judges of the determination that the foul was accidental. The Referee may consult with the attending Medical Practitioner.

If the Contestant's chances have not been seriously jeopardised as a result of the foul, and the foul did not involve a concussive impact to the head of the Contestant who has been fouled, the Referee may order the bout continued after a recuperative interval of not more than five (5) minutes.

Should an accidental foul terminate a bout during the first third of a scheduled contest, the Referee shall declare the contest to be a technical draw.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

If an accidental foul causes the receiving Contestant to be unfit to continue, after the first third of the scheduled contest rounds are complete. The bout shall be terminated. The Scorekeeper shall tally all scores, subtracting all penalties. If the injured Contestant is behind on points in the majority opinion of the Judges, then the Referee shall declare the contest to be a technical draw. But if the injured Contestant has a lead in points, then the Referee shall declare him or her to be the winner by technical decision.

Low Blow Foul

A Contestant who has been struck with a low blow is allowed up to five (5) minutes to recover from the foul as long as in the Medical Practitioner's opinion the Competitor may possibly continue on in the contest.

If the Contestant states that they can continue on or before the five (5) minutes of time have expired, the Referee shall, as soon as practical, restart the contest. If the recipient of the low blow is unable to continue the contest, or goes over the 5 minute time allotment the termination procedures of the above accidental foul rule above shall apply.

Failure to Leave Corner

If the Chief Second advises the referee his Contestant cannot continue, the Contestant will lose by TKO. If there is no such advice and the contestant refuses to leave the corner the referee will apply a count and, on reaching ten, declare the Opponent to be the winner by KO.

If the Contestant leaves the corner before the count ends, the Referee may order a point deduction, if he or she considers the Opponent has been significantly inconvenienced, before ordering the contest to continue.

Inspection during Rest Period

Unless it is beyond doubt that an injured or distressed Contestant is not in a fit condition to continue the Referee will allow him or her the full intervals rest between rounds before checking his or her condition.

The Timekeeper shall sound the bell at the appropriate time for the next round but shall not start the clock until the Referee orders 'fight'.

The Referee may order the contest to be terminated on his own discretion or at the discretion of the Doctor and then give the Judges his ruling on what type of decision relates to the specific circumstances.

Stalling

A Contestant who intentionally refuses to engage an Opponent for a prolonged period of time, or who deliberately refuses to engage with their Opponent shall receive an immediate warning from the Referee. If the Contestant continues to utilize such passive tactics after receiving one warning during the round, points shall be deducted from the contestant's total score as determined by the Referee.

Loss of Mouthguard

Should a Contestant lose their mouthguard the round may be stopped until the mouthguard has been cleaned and replaced. Should the mouthguard be lost in an exchange the Referee may wait until the cessation of the exchange to order its replacement. In the event that the mouthguard is intentionally expelled, the Referee may at his discretion penalise the offending Contestant with point's deduction, or for continual occurrences deduct further points or disqualify the offending Contestant.

Out of the Ring

If a Contestant is knocked out of the ring or falls out of the ring and the apron, they must return inside the ropes, unaided, within ten seconds. Failure to do so shall result in the Contestant being counted out.

Should a Contestant be knocked out of the ring or fall off the apron to the floor outside the ring base, they must return inside the ropes, unaided, within 20 seconds or the same decision shall be given.

Stopping a Contest

The Referee shall put the safety of Contestants above all else in making a decision to stop a contest.

ISKA WA's principle of "**Safety First**" applies to all Submission Grappling contests.

The Referee is the only person empowered to stop a contest. However, shall accept the direction from the Medical Practitioner to end a contest. Section 49 of the Western Australian Combat Sports Act 1987.

The Referee & Medical Practitioner are the only individuals authorized to enter the fighting area at any time during a contest. Only the Referee, Chief Official or Medical Practitioner can call a stop to the action while the timer is running if it is in the interests of Contestant or public safety.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

The Referee must stop a contest when:

A Contestant verbally submits by screaming or yelling “stop” or “tap” or a Contestant submits by tapping the mat, them self or the Opponent’s body more than (2) times. A Contestant may tap with their feet if they are unable to use their hands.

A Contestant is unable to properly provide a defence and there may be danger of serious injury by not submitting. A Contestant has received a serious injury, and after consultation with the Medical Practitioner, the Referee considers serious consequences may result to the health of the Contestant if the bout is allowed to continue.

A Contestant vomits or loses control of bodily functions, such as involuntary urination or bowel incontinence. When the Chief Second 'throws in the towel' the Referee accedes to the corner's request to stop the fight.

The Medical Practitioner may instruct the Referee to stop a contest because the Medical Practitioner is of the opinion that a Contestant is exhausted or injured to such an extent as to be unable to provide a defence or to continue that contest.

Decisions

At the end of a contest, after the scorecards have been assessed or a decision by the Referee made, the result shall be announced as one of the following:

- Submission;

Tap Out: Competitor physically uses the hand or feet to indicate that they no longer wish to continue by tapping the mat, them self or the Opponents body more than two (2) times.

Verbal tap out: When a Competitor verbally announces that they do not wish to continue by screaming or yelling “stop” or “tap”.

Physical Signs of Distress: When a Competitor shows clear and visible signs of distress & the Referee decides that they should not continue or may be danger of serious injury by not submitting.

When a Contestant is rendered unconscious due to choke, submission hold or another legal manoeuvre.

- Stoppage:

When the Referee stops the contest (Technical);

When an injury as a result of a legal manoeuvre is severe enough to terminate a bout (Technical);

When a Contestant presents bleeding that can't be contained after being treated by the Medical Practitioner; or. A Contestant vomits or loses control of bodily functions, involuntary urination or bowel incontinence. (Medical)

The Medical Practitioner may instruct the Referee to stop a contest because they are of the opinion that a Contestant is exhausted or injured to such an extent as to be unable to provide a defence or continue. (Medical)

A Second in a Contestant's corner throws a towel into the contest area, indicating a desire for the contest to be stopped. (Technical)

- Decision via scorecards, including:

Unanimous decision – when all three (3) Judges score the contest for the same Contestant;

Split decision – when two (2) Judges score the contest for one Contestant and one (1) Judge scores for the Opponent;

Majority decision – when two (2) Judges score the contest for the same Contestant and one (1) Judge scores a draw; or

- Draws, including: - Unanimous draw: when all three (3) Judges score the contest a draw;
- Majority Draw: when two (2) Judges score the contest a draw; or
- Split Draw: when all three (3) Judges score differently.
- Disqualification; When an injury sustained during competition due to an intentional foul is severe enough to terminate the contest.
- Forfeit; A competitor fails to begin competition or prematurely ends the contest for reasons other than injury.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

- Technical Draw; When a Contestant is accidentally injured owing to a cut or injury occurring from an accidental head clash or similar incident. If the contest is stopped before a third of the scheduled rounds have been completed, the contest shall be declared a technical draw.
- Technical decision; If one third of the scheduled rounds have been completed before the injury becomes severe enough to stop the fight, the Contestant who is ahead on points shall be declared the winner by technical decision.
- No Contest: When the Referee stops a contest due to accidental injury and a sufficient number of rounds have not been completed to render a decision via the scorecards.

Fouls

The following acts constitute fouls in a contest or exhibition of Submission Grappling (mixed martial arts) and may result in penalties. A Referee has the discretion to warn, deduct points from or disqualify a Contestant who engages in any of the practices listed below:

Butting with the head
Eye gouging of any kind
Biting or Spitting at an opponent
Fish hooking or putting fingers into any orifice, or into any cut or laceration of your opponent
Hair pulling
Spiking an opponent to the canvas on the head or neck
Striking of any kind including the hand, fist or elbow
Kicking of any kind including the foot, shin, knee or stomping
Grabbing the trachea or clavicle
Outstretching the fingers toward an opponent's face/eyes: In the standing position
Groin attacks of any kind
Holding the shorts, pants, shirt or protectors of oneself or Opponent
Holding or grabbing the fence or ropes with fingers or toes for any purpose
Small joint manipulation
Throwing an Opponent out of the ring or contest area
Clawing, pinching or twisting the flesh, including grabbing the clavicle or ears
Timidity, including, without limitation, avoiding contact with an opponent, intentionally or consistently dropping the mouthpiece or faking an injury
Using abusive language in the ring or contest area
Flagrantly disregarding the instructions of the Referee
Any unsportsmanlike conduct that causes an injury to opponent
Attacking an opponent after the bell has sounded to end the round
Attacking an opponent on or during the break
Attacking an opponent who is under the care of the Referee
Any Interference by the corner or Seconds
Applying any foreign substance to the hair or body to gain advantage

Description of Fouls

Butting with the head: The head may not be used as a striking instrument in any fashion. Any use of the head as a striking instrument whether head to head, head to body or otherwise is illegal.

Eye gouging of any kind: Eye gouging by means of fingers, chin, or elbow is illegal.

Biting or spitting at an Opponent: Biting in any form is illegal. A Competitor must recognize that a Referee may not be able to physically observe some actions and must make the Referee aware if they are being bitten during a contest.

Fish Hooking: Any attempt by a Contestant to use their fingers in a manner that attacks their opponent's mouth, nose or ears, stretching the skin to that area will be considered "Fish hooking". Fish hooking generally is the placing of fingers into the mouth of your opponent and pulling your hands in opposing directions while holding onto the skin of your Opponent.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Intentionally placing a finger into any orifice, or into any cut or laceration of your opponent: A Contestant may not place their fingers into an open laceration in an attempt to enlarge the cut. A fighter may not place their fingers into an opponent's, nose, ears, mouth, or any body cavity

Hair pulling: Pulling of the hair in any fashion is an illegal action. A Competitor may not grab a hold of the Opponent's hair to control them in any way. If a Contestant has long hair, they may not use their hair as a tool for holding or choking in any fashion.

Spiking the opponent to the canvas onto the head or neck (pile-driving): Spiking is considered to be any throw where you control your opponent's body placing his feet towards the sky with his head straight down and then forcibly drive your Opponent's head or neck into the canvas or contest floor. It should be noted when a Contestant is placed into a submission hold by their Opponent, if that Contestant is capable of elevating their Opponent, they may bring them down in any fashion they desire, because they are not in control of their Opponent's body. The Competitor who is attempting the submission can either adjust their position or let go of their hold before being slammed to the canvas.

Strikes of any kind are illegal including the hand, fist or elbow.
Kicking of any kind are illegal including the foot, heel, shin or knee.

Grabbing the trachea: A Competitor may not gouge their fingers or thumb into their Opponent's neck or trachea in an attempt to submit their opponent.

Fingers outstretched toward an Opponent's face/eyes: In the standing position, a Contestant that moves their arm(s) toward their opponent with an open hand, fingers pointing at the Opponent's face/eyes, will be a foul. Referees are to prevent this dangerous behavior by communicating clearly to the Competitors. Contestants are directed to close their fists or point their fingers straight up in the air when reaching toward their opponent.

Groin attacks of any kind: Any attack to the groin area including, striking, grabbing, pinching or twisting is illegal.

Holding Opponent's shorts or attire: A Contestant may not control their opponent's movement by holding onto their own or the Opponent's shorts or attire. A Contestant may hold onto or grab their Opponent's hand as long as they are not controlling the hand only by using the material of the glove, but by actually gripping the hand of the Opponent. It is legal to hold onto your own gloves or shorts.

Holding or grabbing the fence or ropes with fingers or toes: A Contestant may put their hands or feet on the fence or rope and push off it at any time. A Competitor may place their hands or feet onto the cage and have their fingers or toes go through the fencing material at any time. When a Competitor's fingers or toes go through the cage and grab hold of the fence or rope and start to control either their body position or their Opponent's body position it now becomes a prohibited action.

A Contestant may not grab the ropes or wrap their arms over or under the ring ropes at any time. The Competitor may not purposely step through the ropes or use the ropes in a defensive or offensive manner. If a Contestant is caught holding the fence, cage or ring rope material the Referee may caution, warn or issue a point deduction from the offending Contestant. If a Competitor grabs hold of the cage or ropes and because of the infraction, the fouling Competitor ends up in a superior position due to the foul, the bout shall be re-started by the Referee in the same position that the Contestants were in prior to the infraction, after determining what disciplinary action is appropriate.

Small joint manipulation: Contestants must grab the hand (at least 4 fingers) or the foot (at least 5 toes) Not the individual fingers or toes for use as defense or manipulation. Fingers and toes are small joints. Wrists, ankles, knees, shoulders and elbows are all large joints.

Throwing an Opponent out of the ring or cage A Contestant shall not throw their Opponent out of the ring or cage.

Clawing, pinching, twisting the flesh: Any attack that targets the Opponent's skin by clawing at the skin or attempting to pull or twist the skin to apply pain is illegal.

Timidity (avoiding contact, or consistently dropping the mouthpiece, or faking an injury): Timidity is defined as any action that purposely avoids contact with the Opponent or action of the bout. Timidity can also be called by the



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Referee for any attempt by a Competitor to receive time by falsely claiming a foul, injury, or purposely dropping or spitting out their mouthpiece or other action designed to stall or delay the action of the contest.

Use of abusive language in the contest area. The use of abusive language is not allowed during competition. It is the sole responsibility of the Referee to determine when language crosses over the line to abusive. It should be clear that Competitors can talk during a match. The mere use of auditory language is not a violation of this rule. Examples of abusive language would be (Racially motivated or Derogatory language)

Flagrant disregard of the Referee's instructions: A Contestant **MUST** follow the instructions of the Referee at all times. Any deviation or noncompliance may result in a point/s deduction, or disqualification from the contest.

Any unsportsmanlike conduct that causes injury to an Opponent. Every Contestant competing in Submission Grappling is expected to represent the sport in a positive light, emphasizing sportsmanship and humility. Any athlete that disrespects the rules of the sport or attempts to inflict unnecessary harm on a Competitor shall be viewed as being unsportsmanlike.

Attacking an Opponent after the bell has sounded to end the round. The end of a round is signified by the sound of the bell and the call of time by the Referee. Once the Referee has made the call of time, any offensive actions initiated by the Contestant shall be considered after the bell and illegal.

Attacking an Opponent on or during the break: A Competitor shall not engage their Opponent in any way or fashion during a time-out or break of action in competition.

Attacking an Opponent who is under the care of the Referee. Once the Referee has called for a stop of the action to protect a Competitor who has been incapacitated or is unable to continue, a Contestant must cease all offensive actions against their Opponent.

Interference from a corner or seconds: Interference is defined as any action or activity aimed at disrupting the contest or causing an unfair advantage to be given to one combatant. Corners are not allowed to distract the Referee or attempt to influence the actions of the Referee in any fashion.

Disqualification may occur after any combination of fouls or after a flagrant foul at the discretion of the Referee. Fouls may result in a point being deducted by from the offending Contestant's score. The Scorekeeper, not the Judges, will be responsible for calculating the true score after factoring in any point deductions.

If a bottom Contestant commits a foul, unless the top Contestant is injured, the contest will continue, so as not to jeopardize the top Competitor's superior positioning at the time. A Competitor shall not gain a tactical benefit from a foul. The Referee will verbally notify the bottom Contestant of the foul. When the round is over, the Referee will assess the foul and notify the ISKA Representative, Judges and official Scorekeeper. If the top Contestant is injured as a result of the foul the Referee will stop the contest to warn or deduct points from the offending Contestant. The Referee may consult with the Medical Officer, then restart the bout in the same position.

Only a Referee can assess a foul. If the Referee does not call the foul, the Judges must not make that assessment on their own and should not factor such into their scoring calculations. If a foul is committed, the Referee may call "Stop" & "Time", then order the offending Contestant to a neutral corner & check the fouled Contestant's condition and safety. Then address the foul to the offending Competitor, cautioning, warning, deducting point/s or disqualification, as the Referee deems appropriate. Notify the Judges of their decision on whether the foul was accidental or intentional and whether point/s are to be deducted from the offending Contestant. The Referee may terminate a contest based on the severity of a foul. For a flagrant foul the Contestant committing the foul shall lose by disqualification.

Injuries Sustained by Fouls:

If an injury sustained during competition as a result of a legal manoeuvre is severe enough to terminate a bout, the injured Contestant loses by technical knockout.

If an injury sustained during competition as a result of an intentional foul, as determined by the Referee, is severe enough to terminate a bout, the Contestant causing the injury must lose by disqualification.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

If an injury is sustained during competition as a result of an intentional foul, as determined by the Referee, and the bout is allowed to continue, the Referee shall notify the Judges & Scorekeeper to automatically deduct point/s from the Contestant who committed the foul.

If an injury sustained during competition as a result of an intentional foul, as determined by the Referee, causes the injured Contestant to be unable to continue, the injured Contestant shall win by technical decision, if he or she is ahead on the score cards. If the injured Contestant is even or behind on the score cards at the time of stoppage, the outcome of the bout shall be declared a technical draw.

If a Contestant injures them self while attempting to commit a foul, the Referee may not take any action in their favour. The injury shall be treated in the same manner as any injury produced by a legal manoeuvre.

If an injury sustained during competition as a result of an accidental foul, as determined by the Referee, is severe enough for the Referee to stop the bout immediately, the bout shall result in a no contest if stopped before one third (1/3) of the scheduled contest has been completed.

If an injury sustained during competition as a result of an accidental foul, as determined by the Referee, is severe enough for the Referee to stop the bout immediately, the bout shall result in a technical decision awarded to the Contestant who is ahead on the score cards at the time the bout is stopped provided that more than one third (1/3) of the scheduled contest has been completed.

Incomplete rounds should be scored utilising the same criteria as the scoring of other rounds up to the point said incomplete round is stopped.

Cautions & Warnings

The Referee may issue a caution or warning for minor infringements of the rules. After the initial caution or warning, if the prohibited conduct persists, the Referee can issue a point deduction or disqualification.

Severity of the penalty relates to the impact the illegal act had on the bout. A competitor should never profit from an illegal act. If the act in question results in giving the competitor a positional advantage, the referee must stop the action to take away the advantage.

If the competitor uses an illegal technique to escape from a disadvantaged position, the referee will reposition the competitors to the closest position.

Disqualification

Should a Contestant be disqualified, the Referee shall report details to ISKA WA who shall take any action, deemed necessary.

The Referee has the discretion to intervene in the case of unfair acts not covered in these rules & may Caution, Warn, order point/s deduction or Disqualify a Competitor at their discretion.

It is the Referee's responsibility to decide if a foul was accidental or deliberate.

If the view of the foul was unsighted or partly obscured the Referee may confer with the Judges and ISKA Supervisor prior to making a decision but shall have the final decision.

No-Contest

The Referee gives a no-contest verdict when, in his opinion, the two Contestants are not doing their best, when both repeatedly ignore the rules or disobey them after several warnings, or when a contest, in the opinion of the Referee, is not being conducted honestly by both Contestants.

If a no-contest decision is given, the Referee shall report it to ISKA WA.

No-Decision

A no-decision verdict may be given if a contest is stopped in unusual circumstances, such as a ring collapsing or a long power failure. The Referee should consider the circumstances prior to making a decision and if in any doubt may consult with the ISKA WA Representative or Commissioner.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

Restrictions Following a Knockout

Combat Sports Regulations 2004; Division 2 (15) Subclause (1), where a Contestant is knocked out:

The Contestant must not participate in a contest for a period of at least 30 days.

For the second consecutive time, the Contestant must not participate in a contest for at least 60 days.

For the third consecutive time, the Contestant must not participate in a contest for a period of 90 days or for such longer period as the Medical Practitioner determines, referred to in Section 49 of the Act.

6.0 Miscellaneous

Shaking Hands

The shaking of hands takes place before beginning the first round and before the beginning of the last round. Any further shaking of hands is not compulsory.

Protests

Any protest must be lodged to the ISKA WA by hand or email no later than 7 days after the contest in question.

The decision given in a contest by a Referee and/or Judge shall be final, unless:-

The ISKA WA Representative and or the Commission can verify a proven mathematical error on the scorecards. An announcement of a decision has been incorrectly conveyed, extraordinary circumstances and/or a disregard of the rules.

In this case the ISKA WA Representative can overturn the decision, document it & announce the decision publicly at the next available opportunity.

Drugs

Prohibited drugs are those defined by the (Australian Sports Anti-doping Authority ASADA).

It is the responsibility of the Contestant and their Trainer to check and ensure that the Contestant is not taking any medication or mixture that is prohibited.

Any Contestant testing positive for prohibited substances shall be dealt with by ISKA WA at a special meeting. The ISKA WA can suspend a Competitor, remove them from the ratings, declare any ISKA title held by the Contestant vacant, or any other penalty it considers necessary, depending on the severity of the offence.



ISKA WA SUBMISSION GRAPPLING RULES

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

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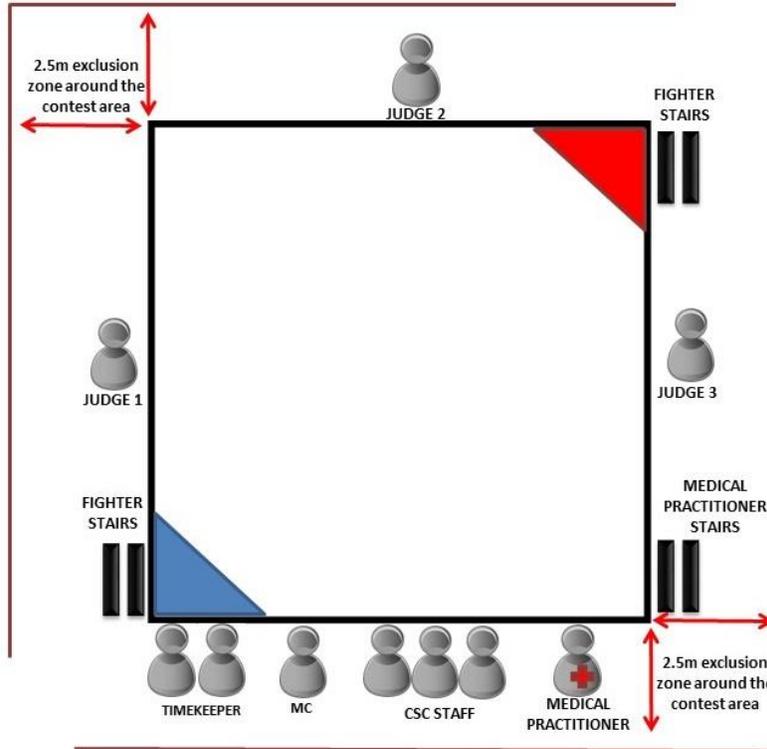
Peter Hunt
ISKA WA Representative

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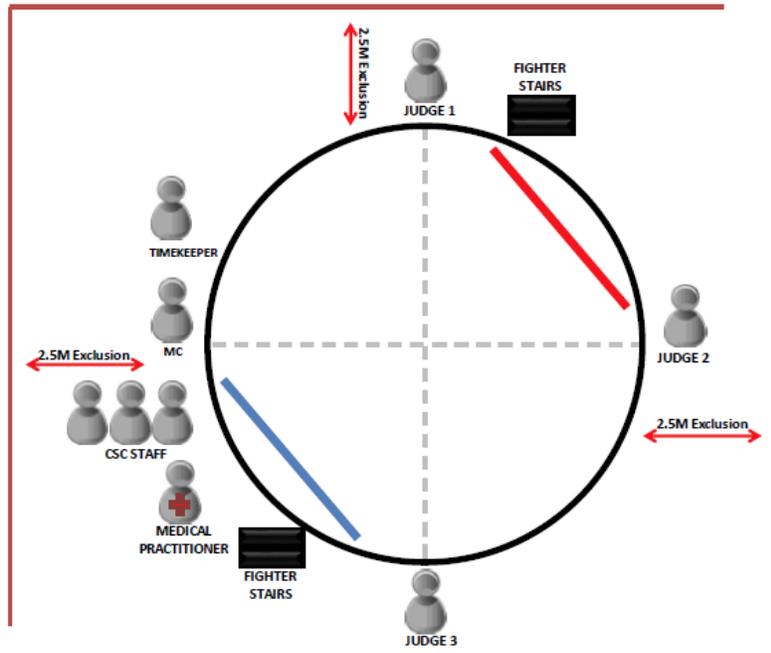
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7.0 Figures & Diagrams

Standard ring layout



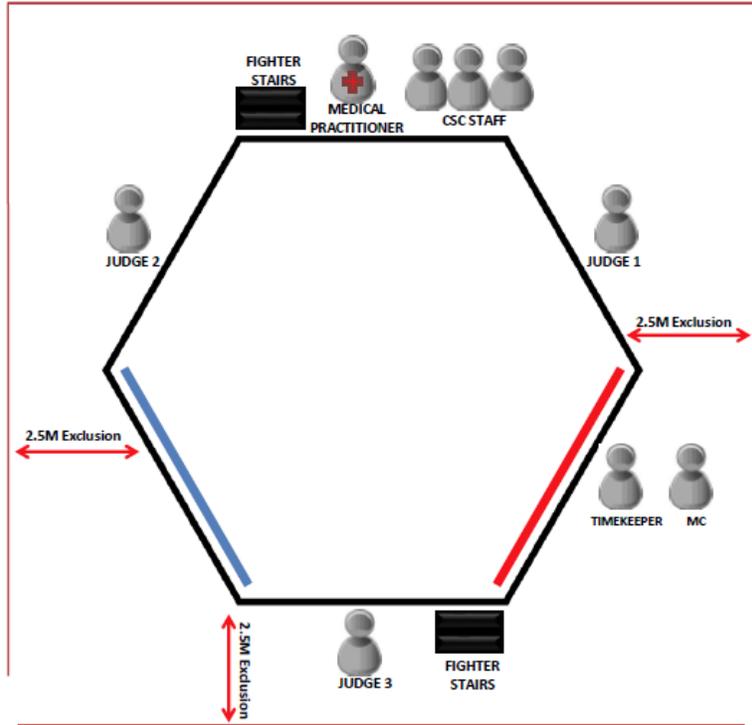
Safety Enclosure layout A



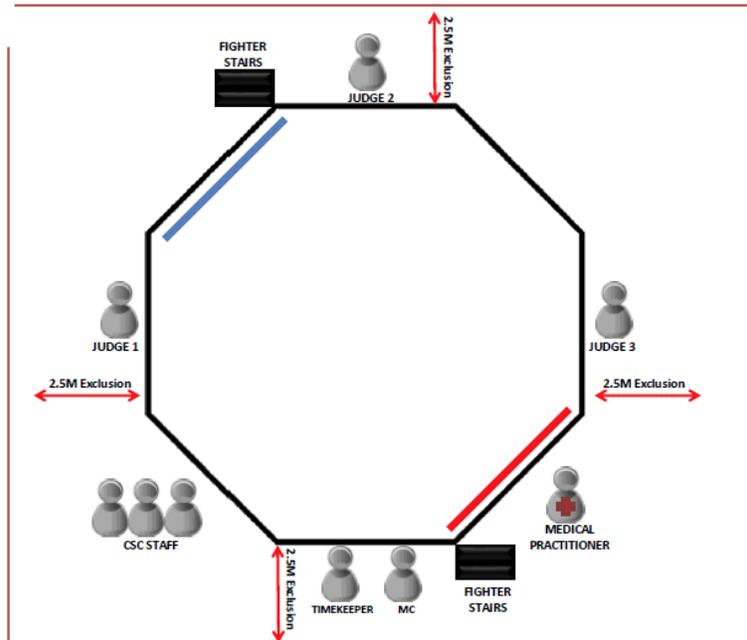
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Safety Enclosure layout B



Safety Enclosure layout C





ISKA WA SUBMISSION GRAPPLING RULES

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Sample Scorecards

Professional Scorecard

 Government of Western Australia Combat Sports Commission		Official Score Card			PREPARE WELL PERFORM BETTER
RED CONTESTANT			BLUE CONTESTANT		
NAME:		VS	NAME:		
RED CONTESTANT SCORE			BLUE CONTESTANT SCORE		
<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	
POINTS SCORED	ORDERED DEDUCTION		POINTS SCORED	ORDERED DEDUCTION	
GREEN JUDGE'S NAME:					ROUND #
GREEN JUDGE'S SIGNATURE:		DATE:			



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PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS



ISKA SCORE CARD



DATE / / BOUT No _____

VENUE _____ Judge _____

NOV / AM / PRO WEIGHT _____ KG RULES _____

REFEREE _____ JUDGE _____

RED			BLUE										
NAME _____			NAME _____										
COMMENTS & DEDUCTIONS	POINTS	ROUND	POINTS	COMMENTS & DEDUCTIONS									
		1											
		2											
		3											
		4											
		5											
		<u>TOTAL</u> LESS DEDUCTIONS											
DECISION IN CASE OF DRAW													
STRONGER OVERALL		FINISHING STRONGER		TECHNIQUE PRIORITY									
BETTER OFFENCE			BETTER DEFENSE										
RED		WINNER		BLUE									
SUB	W.P	K.O	DISQ	RET	TD	R.S.C	W.O	N.C	ROUND				
		H B				H B INJ O.C CCT			1	2	3	4	5

JUDGE SIGN _____



ISKA WA PROTEST FORM

PROMOTING SAFETY, INCLUSION, RESPECT, INTEGRITY, EXCELLENCE & FAIR PLAY IN COMBAT SPORTS

RE: Protest in regard to the fight between _____

And _____

for a decision on the -----/-----/ 20----

at _____

The ISKA WA formally acknowledges your protest and will follow the formal "Protest" Guidelines of the ISKA WA.

Any protest must be lodged to the ISKA WA by hand or email no later than 7 days after the contest in question.

The decision given in a contest by a Referee and/or Judge shall be final, unless:-

The ISKA WA Representative and or the Commission can verify a proven mathematical error on the scorecards. An announcement of a decision has been incorrectly conveyed, extraordinary circumstances and/or a disregard of the rules.

In this case the ISKA WA Representative can overturn the decision, document it & announce the decision publicly at the next available opportunity.

ISKA Protest Process

The Protest process will be conducted in the following way.

1. ISKA WA will conduct a protest review.

Your letter will be reviewed by the ISKA WA State Representative to determine:

A. if there is sufficient cause to warrant further review.

B. If it is determined that there is no grounds for a protest - it will be dismissed.

C. If it is determined that you do have grounds for a protest, then the formal ISKA Protest process will be undertaken.

2. The ISKA Australia will be informed of your protest and the results of that bout temporarily put on hold.

3. The rules will be reviewed in regard to the particular concerns you have raised.

4. Video footage of the match will be reviewed by the ISKA WA Representative and ISKA WA Officials.

5. The State Representative will consult the decision with the Commission, ISKA WA Officials as needed.

6. The rules and footage will be used to make a preliminary decision – This will be sent to the ISKA Australia for clarification.

7. The State Representative will contact you and provide you with a formal ISKA WA position.

8. If you are unhappy with the ruling - the protest can be sent to the ISKA Australia to make a ruling.

9. The ISKA Australia, will review the footage & the ISKA WA ruling and either support or dismiss the protest.

Please note

1. Clear documentation of the issue or concern is required to establish the grounds for protest.

2. Video footage of the match must be received before any actions can be taken.

3. Protest Rulings or Decisions made by the ISKA WA are rarely over turned by the ISKA Australia.

4. Protests lodged with the State cost \$100.

5. Protests lodged with the ISKA Australia Cost \$150.

6. The ISKA Australia decisions are final.

Signed :- _____

Date;- ____/____/____

Name :- _____

Position :- _____

Specific issues & concerns can be attached in writing or email mrmartialarts51@yahoo.com.au