

International All Martial Arts Federation e.V.



REGULATIONS

Grappling



Introduction:

The regulations of IMAF of February 2017 were revised in October 2019.

Due to the cooperation with the Tiger & Dragon Association, the regulations of IMAF were partly adapted to TDA Int'l and extended by individual categories (such as Grappling and Kumite).

Note:

Each competitor is responsible for his own to read and deal with this rules book.

GRAPPLING

General:

When grappling the athlete shows his physical, mental and technical skills. He tries to immobilize and control the opponent.

Safety equipment / dress:

- Rashguard + Fightshorts
- Free-bodied fighting is allowed (upper body)
- Deep protection – voluntarily
- Teeth protection – voluntarily
- Knee, foot, wrist and elbow bandages are not allowed
- Wrestler or mat shoes, socks or other footwear is not allowed

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Health of the competitor:

Each fighter declares with the registration that he has no health restrictions that would prohibit the participation in the competition.

Each competitor is responsible for himself and has to clarify the suitability of the competition in advance with his doctor.

The organizer assumes no (!) Verification of medical fitness. The organizer accepts no liability for damage suffered by the competitor through participation in the tournament due to his illness, although he has no medical certificate.

Coach:

In continuous fighting, each fighter may have a maximum of one supervisor. Every fighter has to look after his own coach.

The coach is entitled to give up a fight for the fighter if he believes that his fighter's health is at risk.

The coach has to behave always sporty and fair to the opponent and his supervisor. He can not apply for time-out, may not enter the area without the permission of the Referee and he must not interfere in the decisions of the Referee.

Referee (Main Judge)

There is a main referee (Referee).

For the function of the referee see "general rules".

Additional tasks of the referee

- he gives the points
- The fight starts and ends only on his command – not the timekeeper's
- He awards decisions – loud and clearly
- He can give warnings or minus points (minus points will be noticed by the writers and will be considered at the end)
- He has the final decision on complaints
- He can give time-outs

- He can stop the fight,
 - To give warnings and punishments
 - To send the competitors to a neutral position
 - To accept objections and complaints in case of breaches of the rules
 - Due to injury of the competitors
 - To exchange, repair or properly tighten equipment

Judges:

The Judges report every point they see, but only the Referee has the opportunity to score.

Exchange of the officials:

Referees and Judges who score a division can not be exchanged until the division is completed.

Wrong division:

Competitors starting in the wrong division will automatically be disqualified.

Protests:

Protests regarding scoring and unsportsmanship can only be made by the coach.

Possible protests:

Before the fight:

- because of the composition of the judges

During the fight:

- in case of a rule violation by the referee or the opposing side
- in case of injury of the competitors
- in case of incorrect scoring

After the fight:

- in case of a rule violation by the referee or the opposing side
- in case of incorrect scoring

Length of match:

Kids and adolescents:

Beginner	2 x 2 minutes + 1 minute (Golden Point)
Advanced	2 x 2 minutes + 1 minute (Golden Point)
Final	4 minutes + 1 minute (Golden Point)

adults:

Beginner	4 minutes + 1 minute (Golden Point)
Advanced	5 minutes + 1 minute (Golden Point)
Final	8 minutes + 3 minutes (Golden Point)
Master	8 minutes + 1 minute (Golden Point)
Final	10 minutes + no time limit (Golden Point)

Permitted techniques:

All grappling techniques that are not expressly forbidden or grossly endanger the health of the opponent are allowed.

Forbidden techniques:

general:

punching and kicking techniques
 pulling on the hair, ears or nose
 cratching, biting, pinching
 sting in the eye
 hitting or gripping the genital area
 choking with fingers on the larynx
 inserting fingers into body openings
 throws on the head or the neck
 Slams from a height above waist level
 Uncontrolled actions and jerky lever and stangulation techniques
 Unsporting behaviour

Special:

kids:

all submissions
 any slamming
 adolescents / beginner
 all submissions
 any slamming
 adolescents / advanced
 Heel Hooks
 Neckcranks
 Calf- und Bicepslicer
 Knee lever
 Crucifix
 Any slamming Slammen
 adults / beginner
 Heel Hooks
 Neckcranks
 Calf- und Bicepslicer
 Knee lever
 Crucifix
 Any slamming

Scoring:

Backmount: 4 points

Fullmount: 3 points

Side Controll: 2 points

Takedown + controll: 1 point

- points for control after 2 sekunds
- scoring only in ascending order
- für die Kontrolle nach 2 Sekunden
- Points for the takedown / throw only if the thrower can take the position of the top man after the throw / takedown

Commands:

Shake Hands	the athletes shake hands at the beginning and at the end of the fight
Fight	start of the fight
Stopp	the fight must be stopped immediately and may only be continued if the referee issues a new command
Freeze	If the athletes move from the field in the ground combat, the referee interrupts the fight with the command "Freeze". The referee and the fighters remember their position and retake them at the center of the fight area.
Time	the competition time is interrupted. The referee must announce the cause of the interruption. Reasons for stopping the time: Injury (max. 2 minutes for treatment by the doctor) interruption by the doctor force majeure

Disqualification:

In case of unsportsmanlike behavior or the use of prohibited techniques, the referee can disqualify the athlete for the respective fight. For gross offenses, the athlete and / or his entire team may be disqualified from the entire tournament

Decisions:

- By task (Tapout or verbal)
- By coach (towel throw)
- By points
- by Golden Point in the extension
- by referee's decision (if none of the opponents in extra time scores a Golden Point)
- by disqualification

Golden Point:

If no decision is made in the regular fight time (no submission + equality of points), the fight goes into extra time. The fight ends immediately as soon as one of the fighters scores a point, the so-called Golden Point.

Non-Competing Penalty:

Lässt ein Kämpfer keine Absicht erkennen, den Kampf ordnungsgemäß im Sinne der If the competitor has no intention of performing the combat properly in the martial arts, the fight is automatically considered lost.