

D-NET GRAPPLING

■RULE

1. D-NET Grappling rule is based on Brazilian Jiu-Jitsu (BJJ) rules, with a mixture of both wrestling and Combat Sambo rules, which provides a comfortable fighting rule for MMA fighters.
2. The match will start from a standing position.
3. The result of the match will be judged either by winning by submission or based on points. (Look below for details)

■CATEGORY

Pre-beginner : Beginner (about 1 year of experience)

Beginner : BJJ white belt (just enough to wrestle, about 2 years of experience)

Advanced : BJJ blue belt, purple belt

(amateur MMA fighter, some experience in grappling match)

Expert : BJJ brown belt, black belt (Professional MMA fighter, grappling champion...etc)

* These are just examples, so please talk with a coach in your gym and decide your category.

■FIGHT PLACE

Ring, Do-Jo, joint mats which are over 4 square meters.

Mats that provide elasticity and softness suitable for fighting.

■ENTRY QUALIFICATION

A person who has turned 16 years-old or older, with no infectious disease.

■MATCH TIME

Pre-beginner : 3 minutes

Beginner : 4 minutes

Advanced : 5 minutes

Expert : 5 minutes

■WEIGHT CLASS

Male	Female		
Heavy Class	93.1kg or upper	Light Class	65.8kg or upper
Light-Heavy Class	93.0kg or less	Feather Class	65.8kg or less
Middle Class	83.9kg or less	Bantam Class	61.2kg or less
Welter Class	77.1kg or less	Fly-weight Class	56.7kg or less
Light Class	70.3kg or less	Straw-weight Class	52.3kg or less
Feather Class	65.8kg or less	Atom Class	47.7kg or less
Bantam Class	61.2kg or less	Absolute Class	Open-Weight
Fly-weight Class	56.7kg or less		
Straw-weight Class	52.3kg or less		
Absolute Class	Open-Weight		

Participants must weight-in at the exact time the promoter sets. Participants must wear under-shorts for weight-in. Weight-in without any clothes will not be accepted. If participants cannot pass the weight-in within the limited time, participants will be immediately disqualified.

■EQUIPMENT

1. Rash guard or t-shirt...etc which fits your body tightly.
2. Fight-shorts...etc without any pockets and metallic attachments.
Any color
3. Mouthpiece · Foul Cup· Knee pad are not required but acceptable
4. Second must have a towel to throw incase of emergency. (If not, loses the right to participate)
5. Any kind of oils are NOT acceptable to be put on the body.
6. Shoes including wrestling shoes are NOT acceptable.

■SECOND

1. 2 people maximum, second is not necessary or required except pre-beginner.
2. At least one person is required as a second for pre-beginner.

■JUDGEMENT OF THE RESULT

1. Winning by submission
2. Judgement by the point system

If the point is tied, the result is decided by the referee judgement.

3. Disqualification due to foul play.
4. Abstention by throwing a towel.
5. When the player roles out of the ring while being submitted.

■Submission

1. In the situation where the player verbally gives up the fight due to submission.
2. Tapping an opponent's body or a mat more than two times by his/her hand or foot to show the fighter gives up.
3. Second throws a towel or requests "abstention."
4. When the player rolls out of the ring while being submitted.
5. When the referee decides the player can no longer continue the fight due to physical damage. (only pre-beginner and beginner)

■POINT SYSTEM

TAKEDOWN : 2 points

When an opponent is brought to the mat from a standing position and kept there for over 3 seconds.

REVERSAL : 2 points

When the player comes out from below his opponent, and gains control of him for over 3 seconds.

※ This does not need to follow the BJJ rule of coming out from under a guard position.

Ex. : Reverse from side position and reversing mount using bridge.

※But the rule above does not apply while the player on the bottom is still using a technique on his opponent. Points will be given only when the referee judges that the technique is no longer in use and the player holds the position for over 3 seconds.

Pass-guard : 3 points

When the player comes out of the guard position and holds the opponent down from the side or from over his head for over 3 seconds.

Pass-guard will not count as a point unless the player releases themselves out of the guard position.

Mount : 4 points

When the player sits on the opponent's torso for over 3 seconds.

Points count for when the opponent is held on his back, side and stomach.

Back-control : 4 points

When the player gets behind his opponent with both his legs wrapped between the opponent's inner thighs and holds for over 3 seconds. Figure four body lock counts for points but no points will be given when it is a single clutch from a back mount.

■PENALTY

First : Verbal warning

Second : Verbal warning

Third : 2 points to the opponent

Fourth : Another 2 points to the opponent or disqualification

Severe Foul Play

When the referee judges there has been a severe foul play, the opponent receives 2 points without verbal warning or the player is immediately disqualified.

While there is a takedown or reversal in play and the player goes out of the ring, two points is given to the other player without any verbal warning.

If a player leaves the ring while being submitted, the other player wins by (an) ippon.

■Forbidden attack

Forbidden attacks in all categories

- 1.Any kind of attack to the knuckles.
- 2.Attack by striking at any position.
- 3.Dropping the opponent head first into the mat.
- 4.Grappling in which the player uses his/her body weight in a standing position.
- 5.Tricks like Full Nelson which puts a massive burden on the cervical spine.
- 6.Tricks like face lock which puts a massive burden on the neck joints.

Forbidden attacks for pre-beginner

- 1.Any form of submission/joint locks.
- 2.Twisting the knee of the opponent by hooking the foot from the outside. (Outside leg trip)
- 3.Putting pressure on the kidney and ribs in a closed guard. (Body scissors)
- 4.Leg scissor choke.

Forbidden attacks for beginner

- 1.Any form of foot joint lock.
- 2.Wrist lock.
- 3.Putting pressure on the kidney and ribs in a closed guard. (Body scissors)
- 4.Leg scissor choke.

Forbidden attacks for advanced

1. Twisting the opponents ankle by rotating your heel.
(Ankle lock、 heel hook is not allowed)

2. Leg scissor choke

■ Acts which are forbidden

Acts forbidden in all categories

1. Putting a finger inside the eyes, nostril, earhole and mouth.

2. Grabbing hair.

3. Grabbing tools and harnesses.

4. Choking your opponent using the grip of your hand.

6. Escaping outside of the ring.

9. Ignoring the referee and interfering with the progress of the match. ※Also applies to second.

10. Intentionally throwing or pushing the opponent out of the ring.

11. Holding onto the rope or wrapping your hand or feet onto the rope during an offensive and defensive play.

12. Kneeling or sitting down without being in contact/grabbing your opponent.

13. Acts which are against moral manners. ※making provocative remarks towards your opponent, spitting...etc.

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