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# Jiu Jitsu



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## General Information

### Guiding Bodies

World Police and Fire Games Federation (WPFGF)

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Competition Regulations & Guidelines

Sport Jiu-Jitsu International Federation Rulebook on [www.sjjif.org](http://www.sjjif.org)

Rules Video: [https://youtu.be/AqSoXDy4o\\_w](https://youtu.be/AqSoXDy4o_w)

### Venue

RBG Convention Centre

### Entry Deadline

July 28th, 2023

### Events List

Male and Female Experience Level Divisions:

- **Beginner** - BJJ White belts or up to 2 years of experience
- **Intermediate** - BJJ Blue and Purple belts or 2 to 5 years of experience
- **Advanced** - BJJ Brown and Black belts or over 5 years of experience

Age Divisions:

- Men: 18+, 30+, 40+, & 50+
- women: 18+, 30+, & 40+



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Weight Divisions:

Weight Division	Male		Female Adult & Masters	
	Gi	No-Gi	Gi	No-Gi
<b>Rooster (Galo)</b>	127.5 lbs (57.6kg)	123.5 lbs (56kg)	107 lbs (48.5kg)	103 lbs (46.7kg)
<b>Super Feather (Pluma)</b>	141 lbs (64kg)	137 lbs (62.1kg)	120 lbs (54.4kg)	116 lbs (52.6kg)
<b>Feather (Pena)</b>	154 lbs (70kg)	150 lbs (68kg)	135 lbs (61.2kg)	131 lbs (59.4kg)
<b>Light (Leve)</b>	167.5 lbs (76kg)	163.5 lbs (74.2kg)	150 lbs (68kg)	146 lbs (66.2kg)
<b>Middle (Medio)</b>	181 lbs (82.1kg)	177 lbs (74.2kg)	165 lbs (74.8kg)	161 lbs (73kg)
<b>Medium Heavy (Meio- Pesado)</b>	194.5 lbs (88.2kg)	190.5 lbs (86.2kg)	180 lbs (81.6kg)	177 lbs (80.3kg)
<b>Heavy (Pesado)</b>	207.5 lbs (94.1kg)	203.5 (92.3kg)	Over 180 lbs (+81.6kg)	Over 177 lbs (+80.3kg)
<b>Super Heavy (Super Pesado)</b>	221 lbs (100.2kg)	217 lbs (98.4kg)		
<b>Ultra Heavy (Pesadissimo)</b>	Over 221 lbs (100.2kg)	Over 217 lbs (98.4kg)		

*\*The WPFG reserves the right to expand and combine divisions to accommodate competitor numbers*

Women will not be permitted to compete in men’s divisions. Men will not be permitted to compete in women’s divisions.

**Medical**

One EMT on site and an ambulance will be available. In addition, basic medical supplies will be available at the venue.



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## COMPETITORS' MEDICAL REQUIREMENTS

Prior to or during Host Registration all competitors must submit a Medical Release, signed by a licensed physician and based on a physical exam conducted within six months of competition. This release may take the form of a doctor's note stating the entrant's fitness to compete in a contact sport.

### Sport Equipment (Uniforms)

#### Uniform Regulations - GI Competitions:

- GIs are to be constructed of cotton or similar material and in good condition. The material may not be excessively thick or stiff to the point where it hinders the opponent from executing a submission. The GI top must be made of single weave, gold weave, double weave, or a similar weight material.
- Colours may be black, white or royal blue. No combined colours will be allowed (e.g. white gi with blue pants or a white gi with black lapels).
- The jacket is to be of sufficient length, down to the pelvis.
- The sleeves must reach a point no more than 5 cm back from the wrist when the arms are extended in front of the body.
- When the arms are held out to the sides, level shoulder, the material of the sleeves must have at least 7 cm of slack along the length of the arm.
- The lapen of the jacket must be 4 - 5 cm wide and less than 1.3 cm thick.
- A belt with a width of 4 - 5 cm and color corresponding to rank tied around the waist with a double knot, tight enough to secure the GI closed. The belt must have the degree bar.
- The pants are to be tied securely at the waist. If they are grabbed and pulled down, they should remain affixed where they are secured at the waist. They must be of appropriate length, reaching a point no more than 8 cm up from the ankle.



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- When the athlete is standing, the material of the pants must have at least 5 cm of slack along the length of the leg.

#### **Uniform Regulations for No GI Competitions**

- Rash guards must be fitted and hug the body with a round collar (V necks are not allowed).
- Rash guard may have short sleeves or long sleeves but it cannot be without sleeves.
- The shorts can be of any colour, they must be free of zippers and pockets.
- The shorts must be properly secured to avoid exposure.
- Shorts may be a loose board like short or tight vale-tudo shorts as long as they are at least mid-thigh length.
- Lycra pants may pass the knee, but not the ankle, and cannot be a loose fit.
- Athletes must choose to compete in shorts or lycra pants, or both.
- The shorts are to be tied securely around the waist. If they are grabbed and pulled down, they should remain affixed where they are secured at the waist.
- Athletes are not permitted to compete with torn shorts or torn rash guards.
- Patches and embroidery may be securely affixed in any place on the shorts or rash guard. Any patched with unfixed edges or tears must be removed.

#### **General Uniform Regulations (Both GI and No GI):**

- If a competitor does not meet any of the standards for equipment or uniform he/she will be given 5 minutes to change. If the competitor cannot meet the equipment and uniform standards within those 5 minutes, they will be disqualified.
- The competitor must wear undergarments under the shorts or pants, due to the risk that the suit might become torn or undone. In the case that pants are torn, the



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competitor will be given 5 minutes to find another pair of pants to wear. The competitor must be cleared by the uniform inspector prior to returning to the mat area. If the competitor cannot change within 5 minutes, he/she will be immediately disqualified.

- Competitors must compete in the uniform they wore when they weighed in. Should the competitor weigh in with one uniform and then change into another before their first competition or between their competition, he/she will be disqualified.
- Wrestling shoes, or any shoes, socks, cups and headgear are not permitted. Any brace or piece of protective equipment that may alter the outcome of the match may not be worn. This includes, but is not limited to, braces with metal parts and supports that provide extra grip against the mat.

The use of a mouth piece is optional.

Uniform, both in Gi and no Gi, may not have patches or text in any form that contain phrase, symbols, or slogans that are offensive to gender, culture, race, sexual orientation, religion, and /or political ideologies or that promote violence, sexual acts, drugs, alcohol and/or tobacco.

It is required that all competitors wear shoes, sandals, or slippers when off the competition area to avoid foot injury and/or germs on the mat area.

In order to standardize uniforms in competition, general guidelines are as follows:

1. All male competitors are allowed to wear rash guards only underneath the Gi
2. All female competitors are not allowed to wear t-shirts, tank tops, or any cotton material undergarment and are required to wear rashguards, sports bras, or an equivalent lycra garment underneath their Gi. Femal undergarments should not be sexually explicit or provocative.

Female athletes are permitted to cover their heads. The Head Cover requirements are as follows:

1. Must be fixed and made with elastic fabric (or have elastics at the borders);



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2. Be made without any kind of plastic or hard materials;
3. Be made with no strings of any kind;
4. Be clear of any inscription or logo;
5. Must be completely black in colour;
6. The head covering can be made of elastic material, must be fully black in colour and can cover the neck, ears and hair, like a wetsuit headpiece. The face must remain fully visible.

## Competition Format

### Scheduling

Scheduled for 2 days of competition. See [Sport Schedule](#) for details.

Male & Female match times are five (5) minutes for all divisions.

### Awards

Medals are awarded First through Third Place (1<sup>st</sup>–3<sup>rd</sup>).

## Sport Rules

*\*WPFG follows the [Sport Jiu Jitsu International Federation Rule Book](#).*

**Safe Match:** In beginner division matches the referee has the discretion to call a match for use of excessive force (i.e. competitor refuses to release pressure after opponent submits or opponent refuses to submit and referee believes that the submission will cause immediate damage or injury). The referees will be shown maximum respect at all times.

### Hygiene Requirements

Competitors must meet the following regulations or they may be disqualified:

1. Their uniform must be washed, dry, and free of unpleasant odors
2. Competitors' toenails and fingernails must be kept short, clean and free from sharp edges
3. Individuals with long hair must secure it so that it will not interfere with their performance or that of their opponent during a match





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4. Competitors may not use makeup, hair spray/dye, or any other substances that will come off onto their own GI, the mats or onto their opponent
5. Any individual with a transmittable disease, viral, bacterial, or fungal, will not be allowed to compete. An individual with an uncovered cut, sore, rash, wound or lesion will not be allowed to compete. Individuals with cuts, sores, rashes, wounds or lesions that are bandaged may be allowed to compete at the discretion of the medic and tournament officials.

### Scoring

To score points for position, the competitor must show clear control of a position for three seconds (except on takedowns as the points will be awarded immediately).

1. Takedown or throw = 2 points
2. Sweep = 2 points
3. Knee on stomach = 2 points
4. Pass opponent's guard = 3 points
5. Mounted position = 4 points
6. Back mount (opponent flat on the mat) = 4 points
7. Back with a form of hooks in = 4 points

### Conclusion of Matches

No match will end in a draw, all matches will be decided by:

- a) Points
- b) One Man Bracket Result
- c) Submission
- d) Disqualification
- e) "Sudden Death" Overtime
- f) Inability to Continue
- g) Unconsciousness
- h) Referee Decision (only in the event of a double injury)

**Victory by Points:** The referee will stop the match at the end of regulation time. If there is no submission or other match conclusion by the time limit of a match, the athlete with the greater number of points will be declared the winner.



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**Victory by One Man Bracket Results** In this case, the competitor in that bracket will receive the gold medal, however no points will be awarded for the individual or team.

**Victory by Submission:** If the referee observes the competitor submitting with physical or verbal signals, the referee will end the competition and award the victory to the other competitors regardless of the point tally.

An athlete may signal submission with the following:

- a) Tapping with the palm against any surface in a visible manner
- b) Tapping with the feet against any surface if the competitor is unable to use the hands to tap
- c) Requesting verbally to the referee that the competition be stopped (if athlete can neither tap with hands or feet)
- d) Requesting that the competition be stopped if the athlete gets injured or feels physically incapable or unprepared
- e) A coach of one of the competitors may request that the competition be terminated by directing themselves to the referee for any reason
- f) when the competitor is under a submission position and he/she screams or emits noise expressing pain or verbalizes the interjection "Aa!" it will be considered the equivalent of the athlete having tapped
- g) The referee may also choose to stop the competition and declare a submission if he/she notices a competitor in immediate physical danger from a properly applied technique

**Victory by Opponent's Inability to Continue:** The referee may end the competition when one of the competitors is injured or if the medical attendant examines the competitor and declares the athlete is unable to continue. If this occurs, the victory will be given to the opponent as long as the injury was not caused intentionally by conduct worthy of disqualification. When a competitor verbalizes that he/she is experiencing muscle cramps or spasms, it could be considered the equivalent of the athlete submitting.

**Victory by Opponent's Loss of Consciousness:** An athlete shall be declared to have lost the match upon losing consciousness due to a legal hold applied by the opponent or due to an accident not stemming from an illegal maneuver by the opponent. Athletes who lose



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consciousness because of head trauma (concussion) shall not be allowed to compete again in the same tournament and should be directed to undergo treatment from medical staff.

**Referee Decision/Double Injury:** If both competitors are injured and cannot continue the match, the athlete leading on the scorecard shall be declared the winner. If the score is tied and neither cannot continue, then the referee must render a decision based on fighting spirit, superiority of tactics, and superiority of techniques. In all other situations, both competitors will be disqualified from continuing since they cannot continue to compete.

### **Tiebreak “Sudden Death” Overtime**

When there is a tie situation at the end of the matchtime, the referee will call for a tiebreak “sudden death” match. Guidelines for “sudden death” overtime are as follows:

1. The referee will place both opponents in a starting position and will restart the competition for a non-regulation time period
2. Application of rules and negative points for stalling will be more rigid during a “sudden death” match
3. Athletes must actively pursue points and/or submission during a match
4. When a competitor scores points or forces the opponent to submit during “sudden death overtime, the referee will end the match immediately. The first competitor to have scored points or forced the opponent to submit will be declared the winner
5. If a competitor receives a negative point during “sudden death” overtime, the referee will end the match immediately and declare his/her opponent the victor
6. If one or both competitors are stalling, the referee may give negative points to both athletes
7. If there is not enough action from both competitors the referee may do the following:
  - a. If there is insufficient action from a standing position, restart the competitors in the center of the mat in a standing position
  - b. If there is insufficient action from a standing position re start the competitors in the center of the mat area with athletes starting on their knees
  - c. If there is continued insufficient action from both athletes the referee can potentially end the match with double disqualification in the case of a third negative point awarded to both athletes



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- d. A competitor that pulls guard and does not show significant attempts to submit and/or gain points can be seen as avoiding the match, which can result in losing points
- e. A competitor that runs away from the opponent's guard in an attempt to call the fight to the feet and/or does not show significant attempts to pass the guard can be seen as avoiding the match which can result in losing points
- f. The centre referee and/or Referee Director may ask for a three (3)-referee set-up if deemed necessary

### **Out of Bounds**

During the match it is the referee's responsibility to direct the competitors towards the centre of the mat area. In the event that the competitors move out of bounds during the match, the referee will gesture and call out "stop" or "parou" and competitors will hold their position without movement. Guidelines for Out of Bounds are as follows:

- 1. Both competitors will be considered out of bounds if  $\frac{2}{3}$  of either competitor's body is outside the boundary
- 2. The referee may be assisted by the timekeeper in moving the athletes back to the center of the mat area or the athletes may be asked to walk back to the centre
- 3. The referee will restart athletes in the centre of the mat area in the same position or in the standing position
- 4. The event time is placed on hold from the moment the referee declares, "stop" or "parou" until the match resumes
- 5. No points will be awarded for movements or positions after a referee has called "stop" or "parous"
- 6. After a referee calls "stop" or "parou", points may only be awarded after the referee signals to resume the match

### **Intentional Out of Bounds**

If a competitor flees the ring when a submission is locked in and the competitor is obviously fleeing to avoid submission, he or she will be automatically disqualified

### **Unintentional Out of Bounds During Submission(2 Points)**



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Occurs when a competitor unintentionally goes out of bounds while trying to escape from a submission. The referee will stop the competition, bring the competitors back to the centre of the mat and restart the competitors from the standing position. The competitor who had been applying the submission when the unintentional out of bounds occurred will be awarded 2 points.

### Illegal Submissions and Moves

The following are the illegal submissions and moves according to belt ranks and or level division:

(Techniques marked <b>X</b> are illegal)	White Belts and Beginners	Blue, Purple Belts and Intermediate	Brown, Black Belts and Advanced
Spinal Lock, Cervical Lock, or Neck Crank	X	X	X
Suplex takedown technique, throwing the opponent's head or neck to the ground.	X	X	X
Slamming from the Guard	X	X	X
Slamming to Escape a Submission	X	X	X
Bending fingers backwards	X	X	X
Bent Knee Lock	X	X	X
Lateral Leg Lock	X	X	X
Reaping the Knee	X	X	X
Straight foot lock, turning inward forcing the knee	X	X	X
Outward toe hold, applying pressure to the knee	X	X	X
Heel Hook	X	X	X
Bicep Lock or slicer	X	X	
Calf Lock or slicer	X	X	
Knee bar	X	X	
Toehold	X	X	
Sock Lock	X	X	
Scissor Takedown	X	X	

### Minor Fouls

Any of the following actions will be considered minor fouls:

1. When competitor kneels, sits or lies down before making contact with the opponent



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2. When a competitor runs towards any of the outer boundaries of the competition area, flees while ground competing by crawling or rolling out of the competition area, or stands up to avoid engaging an opponent purposely by stepping out of said area
3. When a competitor on the ground stands to escape combat and does not return to combat on the ground
4. When a competitor breaks the grip of the opponent pulling guard and doesn't return to combat on the ground
5. When a competitor avoids engaging the opponent by taking off his/her GI or by allowing it to be taken off with the intention of stopping the competition to allow himself/herself to rest or to avoid the attacks of the opponent
6. When a competitor intentionally removes his/her own GI or belt, causing the match to be stopped
7. When a competitor inserts his/her fingers inside the cuffs of the sleeves or pants
8. When a competitor disobeys a referee's order
9. When a competitor exits the match area following a match prior to the referee announcing the result
10. When a competitor grabs hold of his/her uniform or that of his/her opponent in any way during a no GI match
11. When a competitor places a hand or foot on his/her opponent's face
12. When a competitor takes more than 20 seconds to tie his/her belts during a match stoppage (when a competitor is also using the identification belt)
13. When a competitor runs around the match area and does not engage in combat
14. When a competitor unintentionally reacts in a way that places his/her opponent in an illegal position

#### **Consequence for Minor Fouls will be as Follows**

1. On the first offense the offender will be given a verbal warning.
2. On the second offense the offender will be penalized with one negative point.
3. On the third offense the offender will be penalized with a second negative point, and if applicable the referee will restart the fight with both athletes standing.
4. After the fourth offense the referee will disqualify the competitor.

Brown and Black belts will receive a verbal command and ~~no~~ negative points upon the first offense of a minor foul (not applicable to lack of combativeness/stalling).



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### **Lack of Combativeness (Stalling)**

Lack of combativeness (stalling) is defined by one competitor clearly not pursuing positional progression in a match and also when a competitor impedes his/her opponent from carrying out said progression. If a competitor is stalling, the referee will make the gesture to indicate this and verbally warn the stalling athlete. He may verbally warn the athletes with phrases like: “Lute”, “work to improve”, “you have to move”, or “you have to work”. Any of the following actions will be considered stalling:

1. Lack of combativeness (stalling) is considered holding the opponent in a position without trying to improve or submit for more than 15 seconds, standing up to disengage the opponent, or any position designed to stall
2. When both competitors simultaneously demonstrate a lack of combativeness (stalling in any position in a match)
3. When both competitors pull guard at the same time, the referee will start a 20 second countdown. If at the end of this 20 second countdown, even if the competitors are moving, if one of the competitors does not reach the top position, does not have a submission in hold, or is not imminently completing a point scoring move, the referee will stop the fight and give a penalty to both competitors. In this situation, the referee will restart the combat in standing position
4. Lack of combativeness (stalling) is not declared when a competitor is defending his/herself from an opponent's attacks from mount, back control, side control, or north-south positions
5. Lack of combativeness (stalling) is not declared when a competitor is in the mount or back position, as long as the characteristics of the technical position are respected

### **Examples of Situations Constituting Lack of Combativeness (Stalling)**

1. When a competitor, upon achieving side control or north-south positions over an opponent, does not seek positional progression
2. When a competitor in an opponent's closed guard does not seek to pass guard and at the same time prevents the opponent from seeking positional progression from the ground
3. When a bottom competitor playing closed guard wraps his/her arms around the opponent's back or performs any other controlling movement clutching the opponent to him/her without intending to achieve a submission or score



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4. When a competitor on foot grabs and maintains their hand on the opponent's belt, preventing the opponent from completing a takedown movement without attempting an attack of any kind
5. The aforementioned examples are merely illustrative and do not represent all the situations that may be deemed lack of combativeness (stalling)

#### **Consequence for Stalling**

1. On the first offense the offender will be given a verbal warning
2. On the second offense the offender will be given a penalty point
3. On the third offense the offender will be given a second penalty point, ~~article~~ referee will restart the fight with both athletes standing
4. On the fourth offense the referee will disqualify the competitor
5. Brown and Black belts will receive a verbal command and negative points upon the first offense of a minor foul (not applied to lack of combativeness/stalling).

#### **Penalty Procedures for Minor Fouls and/or Stalling on Scoreboard**

1. Penalty points accrued for both minor fouls and stalling are combined, and upon the third penalty point a competitor will be disqualified
2. Brown and Black belts will receive a verbal command and negative points upon the first offense of a minor foul (not applied to lack of combativeness/stalling)
3. Scoreboard procedure for White through Purple belt for minor fouls and/or stalling and Brown through Black belt for ~~stalling~~ stalling only

#### **Serious Fouls & Disqualification**

Serious Fouls will lead to immediate disqualification by a referee. The actions that are considered serious fouls are as follows:

1. Putting fingers into the eyes or nose of the opponent
2. The use of fists, feet, knees, elbows, or head butting with the intention to hurt or gain unfair advantage (e.g. punching, kicking)
3. When an athlete bites, pulls hair, strikes or applies pressure to the genitals or eyes, or intentionally uses a traumatic blow of any kind (such as punches, elbows, knees, head butts, kick, etc)





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4. When an athlete directs profane language, obscene gestures, or disrespectful behaviour at his/her opponent, the centre table, table officials, referee or public during a match or in celebrating a victory
5. When one or both athletes disregard the seriousness of the competition by performing actions simulating or faking combat
6. When an athlete holds to a submission after an opponent has tapped and the referee has told the athlete to stop and let go of the submission to try to intentionally hurt his opponent
7. When an athlete uses his/her own belt or the opponent's belt to assist in a choke or any other circumstance in a match while the belt is untied
8. When an athlete strangles his or her opponent, without using GI, with one or both hands around the opponent's neck or applies pressure to the opponent's windpipe using the thumb
9. When an athlete blocks the passage of air to his/her opponent's nose or mouth using his/her hands
10. When an athlete intentionally attempts to get his or her opponent disqualified by reacting in a way that places his or her in an illegal position
11. When an athlete deliberately flees the match area to avoid submitting to a submission hold applied by his/her opponent
12. When an athlete's GI is rendered unusable and he/she is unable to exchange it for a new one within a period of time stipulated by the referee
13. When it comes to a referee's attention that an athlete is not wearing an undergarment under his or her uniform
14. When an athlete applies creams, oils, gels or any slippery substance to any part of the body
15. When the athlete utilizes any substance that makes the kimono slippery from the grips
16. The suplex movements that will project or force the opponent's head or neck into the ground.

**Note:** The suplex takedown is defined as the attacking of an athlete by lifting the opponent at the waist in order to take him/her down, by throwing him backwards or sideways to the ground. The use of this technique is still permitted provided that the movement does not force the opponent's head or neck into the ground



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17. When an athlete applies a hold prohibited for their respective division, as indicated in the Illegal Submissions and Moves chart
18. Vomiting
19. Passing excrement

### **Disqualification**

An athlete may be disqualified at any time for committing a serious foul or utilizing an illegal technique as determined by their age and skill division. Guidelines for disqualification are as follows:

1. An athlete will be disqualified by the third time he/she commits a minor foul
2. Competitors that do not show up to the warmup/bullpen area and have been summoned to the match area will be called up to three times to the designated area; they will have five minutes to arrive to the designated area. After the third and final call, if the competitor does not show they will be subject to disqualification
3. If one of the competitors does not show up for a given match, the competitor present will be awarded the win. The competitor who is not present will not receive a medal or classification
4. Competitors who are not waiting for a match or unauthorized spectators who are inside the specified competition area will be warrant disqualification of the corresponding competitor at the discretion of the referee
5. Competitors who are disqualified by a serious foul in the Semifinals will not be allowed to compete for third place
6. Competitors who are disqualified by a serious foul in the Finals will not receive a medal and will not receive a medal and will not be awarded team points

### **Medical Timeouts**

**Bleeding:** If a Competitor begins bleeding during a match the referee will immediately stop the time, separate the competitors, placing the non-injured competitor on his knees to wait, and signal to a medic present at the tournament to assist the bleeding competitor. Once the bleeding is under control, the match may continue. Guidelines for bleeding are as follows:

1. The Medic may treat the same bleeding injury on two (2) occasions. The third time that the same bleeding injury occurs, the Referee shall end the contest for the athlete's own safety and shall declare the opponent to be the victor



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2. At the discretion of the referee and the medic, the match may be stopped if the cut or bleeding is too severe and cannot be contained with the appropriate dressing or tape
3. Blood must be cleaned immediately from uniforms and mat surfaces. The medical personnel must then clean the surface with chloride type germicidal

**Injuries:** If a competitor complains of an injury during a match, the referee will stop the match and call the medic to attend to the injured competitor. It is important to note that this may be considered the same as verbally tapping out to a submission. Guidelines for injuries are as follows:

1. The Medic may declare that the injured competitor can continue without danger to their health, and if agreed by the Referee the match continues
2. The Medic may declare that the injured competitor cannot continue because their health is in danger. The Referee may declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor (must be able to continue within 1 minute) or the Referee may declare the injured competitor the winner if the injury was of a prohibited act outlined in this rule book
3. The Medic may declare that the injured competitor cannot continue as a result of an attack and of a pre-existing conditions (i.e. Asthma, physical ailment). The Referee may declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor (must be able to continue within 1 minute).
4. If both competitors are injured and cannot continue the match, the athlete leading on scorecard shall be declared the winner. If the score is tied and both cannot continue, then the referee must render a decision based on fighting spirit, superiority of tactics, and superiority of techniques. In all other situations, both competitors will be disqualified from continuing since they cannot continue to compete.
5. If it is impossible to determine which of the competitors caused the injury, the athlete unable to continue shall lose the match

**Sickness:** Generally, if a competitor is taken sick during a contest and is unable to continue, he/she shall lose the match and the opponent will be declared the winner.



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**Accident** : If an accident occurs which is due to an outside influence (force majeure), after consulting with the Referee Director, the match shall be considered cancelled or postponed. In those cases of 'force majeure', the Referee Director will take the final decision.

### **Pre Competition Meeting/Weigh-In**

All competitors must attend the mandatory meeting the night prior to the competition for weigh-ins and explanation of rules. If a competitor does not attend the mandatory meeting, they will not be allowed to compete in the competition. (More Details will be shared on the Confirmation Letter)

### **Disciplinary Action / Intervention**

The WPFGF may impose Disciplinary Action on any person or persons under the auspices of the WPFGF and may take immediate action known as Intervention, for violations of WPFGF Rules, for reasons of safety or security or for inappropriate or unprofessional conduct not in the best interest of the WPFGF.

Allegations of Misconduct/Incidents that do not require immediate Intervention will follow the "APPEALS AND PROTESTS" section of the GENERAL RULE Book or may be independently brought by the WPFGF.