



KOMBAT JIU JITSU
OFFICIAL PROFESSIONAL RULES AND REGULATIONS
Effective March 10, 2026

INTRODUCTION

Kombat Jiu Jitsu (KJJ) is the official professional submission grappling discipline of KOMBAT. KJJ is designed as a professional, spectator-oriented submission format emphasizing submission dominance, positional control, and continuous offensive engagement. KJJ follows the Unified Rules of Professional Submission Grappling and does not follow amateur or sport Jiu Jitsu rules.

PART I — GOVERNANCE

1. Governing Authority & Jurisdiction

Kombat Jiu Jitsu is governed exclusively by KOMBAT regulations. All sanctioned events must comply with these rules and be supervised by a KOMBAT appointed Technical Delegate. KOMBAT retains exclusive authority over the interpretation, enforcement, and modification of these rules. Any dispute arising from Kombat Jiu Jitsu competition shall fall under the jurisdiction designated by KOMBAT.

2. Sanctioning & Event Approval

- A. No event may use the name “Kombat Jiu Jitsu” or “KJJ” without written sanction approval from KOMBAT.
- B. All promoters must be licensed or officially authorized by KOMBAT.
- C. A KOMBAT-appointed Technical Delegate must be present at all sanctioned events.

Failure to comply with KOMBAT standards may result in:

- Revocation of sanctioning
- Suspension of promoter license
- Event cancellation
- Disciplinary sanctions

3. Rule Amendment Authority

KOMBAT reserves the right to amend, revise, or update these rules at any time in the interest of Athlete safety, Competitive fairness, Professional integrity, and Sport development. Updated rules become effective upon official publication.



4. Championships & Rankings

- A. Kombat Jiu Jitsu maintains official professional rankings in all weight divisions.
- B. Title bouts may only be sanctioned and approved by KOMBAT.
- C. Champions may be required to defend their title within a designated period determined by KOMBAT.
- D. Failure to comply with championship obligations may result in:
 - Stripping of title
 - Vacancy declaration
- E. KOMBAT retains final discretion over rankings and title eligibility.

PART II — PARTICIPANT ELIGIBILITY & CONDUCT

5. Eligibility

All athletes must:

- A. Hold a recognized Black Belt in Jiu Jitsu.
- B. Be recommended by a recognized academy, federation, licensed promoter, or licensed Jiu Jitsu coach.
- C. Be a minimum of eighteen (18) years of age.
- D. Provide valid medical clearance from a licensed medical doctor.

6. Code of Conduct

- A. All fighters, promoters, coaches, and officials must conduct themselves professionally.
- B. Match fixing, betting manipulation, or collusion will result in suspension or permanent ban.
- C. Unsportsmanlike behavior may result in disciplinary action.
- D. Public misconduct damaging the Kombat brand may result in fines, suspension, or license revocation.

7. Anti-Doping Policy

- A. Kombat Jiu Jitsu follows recognized professional anti-doping standards.
- B. Athletes may be subject to testing before or after competition.
- C. Refusal to submit to testing results in immediate disqualification.
- D. Positive results may result in Bout cancellation, Suspension, Fine and Title stripping.



PART III — MEDICAL & SAFETY

8. Medical & Safety Regulations

- A. Extreme dehydration methods, intravenous (IV) rehydration, or unsafe weight-cutting practices are prohibited.
- B. KOMBAT reserves the right to cancel or modify a bout due to safety concerns.
- C. A licensed medical team and ambulance must be present at all sanctioned events.
- D. Referees shall prioritize athlete safety above competitive continuation.
- E. Medical suspensions may be imposed following injury, choke submission, or stoppage.

PART IV — COMPETITION RULES

9. Competition Area

All contests take place inside an octagonal cage measuring 7m x 7m.

If action becomes stalled against the cage:

- The referee shall stop the action
- Athletes will be repositioned in the center
- The fight resumes in the same relative position

Fence grabbing results in penalty.

10. Apparel

- Official Kombat GI (White, Blue, or Black)
- Mandatory rash guard for men and women
- No unauthorized alterations
- Athletes GI shall undergo an inspection weigh no more than 1.8kg and 550 GSM maximum, hygiene, belt, and overall condition.

11. Weigh-In

The weigh-in will be held one day before the event and without the Gi & belt.

12. Weight Categories

FEMALE - Weight Category	
Fin Weight	-54 kg
Fly Weight	54.1 kg – 58 kg
Bantam Weight	58.1 kg – 63 kg
Feather Weight	63.1kg – 68 kg
Light Weight	68.1 kg – 74 kg



MALE - Weight Category	
Fin Weight	-54 kg
Fly Weight	54.1 kg – 58 kg
Bantam Weight	58.1 kg – 63 kg
Feather Weight	63.1 kg – 68 kg
Light Weight	68.1 kg – 74 kg
Welter Weight	74.1 kg – 80 kg
Middle Weight	80.1 kg – 87 kg
Heavy Weight	87.1 kg – 100 kg
Super Heavy Weight	+100.1 kg

13. Duration of Bout

All bouts consist of:

One (1) round of Ten (10) minutes. No overtime.

PART V — METHODS OF VICTORY

14. Submission

- Athlete taps (hand, foot, or body)
- Athlete verbally submits
- Athlete screams or audibly expresses pain
- Referee stops bout due to imminent danger

15. Technical Stoppage

- Doctor declares athlete unable to continue
- Bleeding cannot be controlled after two attempts
- Athlete vomits or loses bodily control
- Athlete declares cramping

16. Referee Stoppage

- Loss of consciousness
- Imminent danger
- Serious injury risk

17. Coach Stoppage

- Towel thrown
- Athlete signals surrender



18. Disqualification

- More than five penalties
- Use of illegal techniques

19. Judges' Decision

If no submission occurs within regulation time, judges determine winner.

PART VI — PROHIBITED TECHNIQUES SCORING SYSTEM

The following are illegal:

1. Cervical locks
2. Heel hooks
3. Knee reaping
4. Scissor takedown
5. Pile driver
6. Finger locks
7. Twisting knee locks
8. Vertical head throw
9. Outward toe hold pressure
10. Slam
11. Spinal lock without choke
12. Bending fingers backward
13. Spiking opponent on head
14. Suplex landing on head or neck
15. Twister spine lock
16. Fence grabbing results in penalty.

PART VII — JUDGING AND SCORING

10-Point Must Scoring System

Kombat Jiu Jitsu uses the 10-Point Must System, the internationally recognized judging method used in professional combat sports including MMA, boxing, kickboxing, and Muay Thai. Under this system, the winner of each round must receive 10 points, and the opponent receives 9 points or fewer, depending on the dominance of the round. Three judges score each round independently.



Standard Round Scoring

10 – 9 Round

The most common score. One competitor wins the round by demonstrating superior technique, control, or submission attempts.

10 – 8 Round

A competitor wins the round by a clear and dominant margin, showing strong positional control, effective submission attempts, or near-finish situations.

10 – 7 Round

A rare score awarded when one competitor completely dominates the round, with multiple submission threats and overwhelming control.

Primary Judging Criteria

Judges evaluate each round based on the following criteria in order of priority:

Effective Submission Attempts

Submission attempts that place the opponent in immediate danger of being finished are the highest scoring actions.

Examples include:

- Fully locked chokes
- Deep joint locks
- Submission attempts forcing defensive reactions
- Near-finish situations

A submission that nearly ends the match weighs heavily in scoring.

Positional Control and Dominance

Judges evaluate which competitor maintains superior positional control.

Dominant positions include:

- Back control
- Mount
- Knee-on-belly
- Guard passing
- Top control

Maintaining dominant positions while advancing toward submissions scores highly.



Effective Grappling

Judges evaluate successful grappling techniques including:

- Takedowns
- Sweeps
- Guard passes
- Reversals
- Positional advancements

These actions must contribute toward improving position or creating submission opportunities to score significantly.

Aggression

The competitor who actively pursues submissions and advances position demonstrates effective aggression. Aggression without technique or advancement does not score highly.

Mat Control

Mat control includes:

- Dictating pace
- Controlling positioning
- Preventing opponent advancement
- Maintaining dominant control

Stalling

Competitors who intentionally avoid engagement or fail to advance position may be warned by the referee. Penalties for stalling may include:

- Verbal warning
- Point deduction
- Position reset

Fouls and Point Deductions

If a competitor commits a foul, the referee may deduct points from the score.

Examples:

10 – 9 → becomes **10 – 8**

10 – 8 → becomes **10 – 7**

Judges must record deductions as instructed by the referee.



End of Match Decision

At the end of the match, judges add the total scores of all rounds.

Possible outcomes:

- **Unanimous Decision**
- **Split Decision**
- **Majority Decision**

No overtime if there is a tie. Judges will choose one winner.

PART VIII — JUDGES' EVALUATION CRITERIA

If bout reaches 10 minutes, judges evaluate in this order:

1. Number of legitimate submission attempts
2. Number of legitimate takedowns
3. Aggressiveness
4. Positional dominance
5. Offensive guard usage

Penalties may nullify scoring advantages. Athletes must continuously seek technique application.

PROFESSIONAL INTENT

Kombat Jiu Jitsu is a professional submission discipline rewarding aggression, dominance, and submission pursuit. Passive strategy contradicts the professional nature of KJJ and may result in penalties.

The rules established for Kombat Jiu Jitsu are always subject to the governing laws and ethical standards of the event's location. These rules may be altered or withdrawn as necessary to align with the regulations set by the Athletic Commission, Sanctioning Organization, or another authorized Regulatory Body responsible for overseeing the event. In cases not explicitly addressed in this document, the presiding commission, in consultation with the sanctioning organization and the Kombat Jiu Jitsu Technical Delegate, possesses the authority to make suitable determinations.