

**JU-JITSU INTERNATIONAL FEDERATION
(JJIF)**



**1st JJIF World E-Tournament
Duo System**

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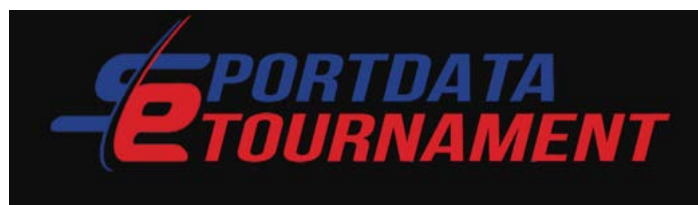


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1. Introduction

E-Tournaments are completely transforming the way to participate in martial arts competitions. Compared to a traditional tournament, E-Tournament make a competition simpler, more inclusive and cost-effective.

Join this new adventure from any place on this planet, without travel and accommodation costs. Come to compete against professional and amateur athletes from all around the world and improve your skills.

Join us in this new experience and be part of the future.



2. Entry Fee

The entry fee is 10 Euro per entry.

3. Tournament categories

- The tournament will be carried out in different categories, separated by age and gender:
 - Age categories (based on the year of birth):
 - U8 (6-7 years old)
 - U10 (8-9 years old)
 - U12 (10-11 years old)
 - U14 (12-13 years old)
 - U16 (14-15 years old)
 - U18 (16-17 years old)
 - U21 (18 to 20 years old)
 - ADULTS (**both have to be older than 18 years old**)
 - MASTERS (**both have to be older than 35 years old**)

Sporting code rule #1.3.2.1 will be applied for all age categories except for adults and Masters.

http://www.ijif.org/fileadmin/documents/Competition-Ranking/Organization_and_sporting_code_2020.pdf

- Gender:
 - Women
 - Men
 - Mixed
- Divisions
 - Advanced:
 - athletes who already competed on national and reached top 3 as a result,
 - athletes who already competed on international level competitions (Grand Slam, Continental or World championships) and reached top 5 as a result.
 - Beginner:
 - all athletes that don't meet the advanced criteria.
- Categories may be split or merged if needed.



- *List of categories*

BEGINNER	ADVANCED
U8	
U10	
U12	
U14	
U16	U16
U18	U18
U21	U21
ADULTS	ADULTS
MASTERS	

4. Tournament system

- *Rounds*

- Category with 2 couples will go direct in the final fight
- Category with 3 couples will be in the final point table
- Category with 4 couples will be in semi-finale
- Category with 5 couples and more:
 - Elimination point table round
 - The best four will proceed to the semi-final
 - First against fourth
 - Second against third

- *Results*

- 1. place will be awarded the winner of the final match
- 2. place will be awarded to the other finalist
- 3. places will be awarded to the competitors who lose in the semi-final
- 5. places will be awarded to the 5th of the elimination pool.
- And so on

5. Registration

Registrations will be open from the 16th of February to the 18th of March 8pm UTC

- *Athletes*

For registration, you need a team/club account on Sportdata system which can also be used as an individual account.



Users who already have registered a team/club account, please re-use your account. In this case, you can also re-use all your competitors' profiles.

For teams that have no account yet, please register online and create a new team/club account here:

https://www.sportdata.org/ju-jitsu/set-online/registrate_registrator_main.php?active_menu=registration

For registration of competitors, please follow these steps:

- Log in with your account
- Check your team data. Please check if the data is correct and up to date
- Enter or update the data of your competitors if necessary.
- In the event calendar search for the E-Tournament event you want to register for and click on the "Registration" button of the event
- On the registration site, you will see the functions to make new entries
- Register your competitors

If you have any questions, please check the online help and video tutorials:

https://www.sportdata.org/ju-jitsu/set-online/faq_en.php?active_menu=faq

Entries will be confirmed from the waiting by the event management team.

▪ *Referees*

Referees have to be registered on this E-Tournament. JJIF will decide which e-referee will be selected for the different rounds.

Interested referee have to send a mail to mail@jjif.org

With:

- Name
- Country
- Phone number
- Duo license level
- Personal e-mail

JJIF will give you a way to follow to register to the E-Tournament as e-referee



6. Tournament schedule

- The event will be run in 2 phases:
 - Elimination phase
 - Semi-finals and finals
- To accommodate time constraints participants might have to face because of school or job, we will try a more flexible approach to recording the videos. We will only use one match code for the event. The match code will be published once the registration period starts.
- To speed up the process of recording and submitting the videos in our E-Tournaments, we enable the function to upload all needed videos during the registration period. With this simple option, you can upload all videos at once, without waiting time for the matches to be called. Deadline to upload all videos expires 2 days after the end of the registration.
- One day before the start of the tournament, the point table will be published, and all participants informed.
- A detailed timetable will be published before the start of the tournament on the event page
- After your submission, your video will be validated in order to make sure it meets all requirements
- This process will be the same for semi-finals and finals.
- All the videos you will submit, have to follow the video requirement:
 - Your video recording must follow specific requirements which are explained in detail here:
https://www.sportdata.org/etournament_howto.html
A sample video can be found here:
https://www.youtube.com/watch?v=GpbGSSlv_4Y&feature=emb_logo
- how to upload a video:
https://www.sportdata.org/etournament_tutorials.html#nine

ATTENTION!

If your video recording doesn't meet the requirements as mentioned above, you may not be able to compete.



7. Results and awarding ceremony

- The results will be published the day after the end of the last final.
- Awarding ceremony will be held online
- Medals will be sent to national federation headquarter, and certificates will be sent by mail.

8. Contact

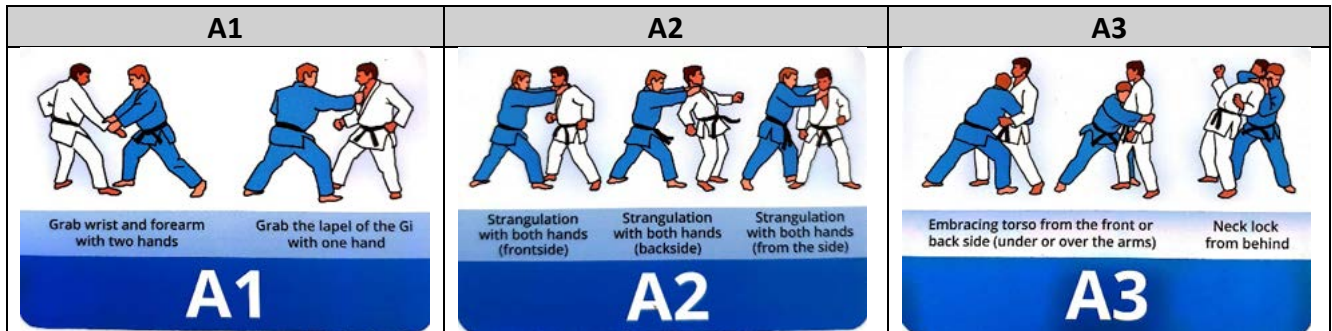
- mail: mail@jjif.org
duo@jjif.org
- Technical support: sportdata@jjif.org



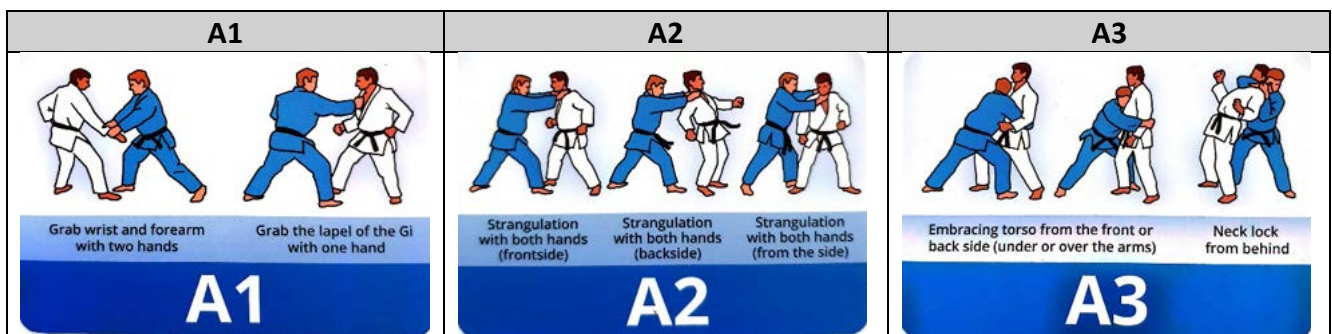
9. DUO TECHNICAL DETAILS

ATTACKS TO PRESENT BY AGE CATEGORY

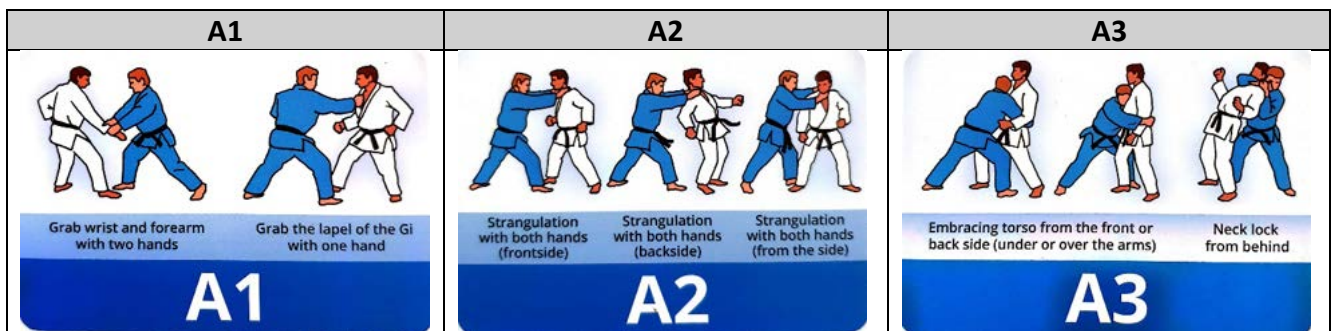
U8







U10







U12





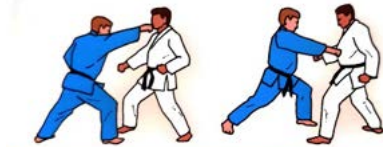



○ **U14**

A1	A3	B1	B3
 <p>Grab wrist and forearm with two hands Grab the lapel of the Gi with one hand</p> <p>A1</p>	 <p>Embracing torso from the front or back side (under or over the arms) Neck lock from behind</p> <p>A3</p>	 <p>Straight punch (Jodan or Chudan Tsuki, from the front to the head or torso)</p> <p>B1</p>	 <p>Front kick (Mae Geri, to solar plexus or stomach)</p> <p>B3</p>

○ **U16**

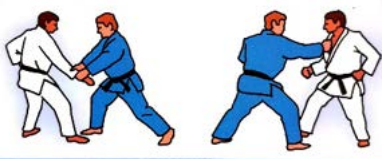





A1	A3	B1	B3
 <p>Grab wrist and forearm with two hands Grab the lapel of the Gi with one hand</p> <p>A1</p>	 <p>Embracing torso from the front or back side (under or over the arms) Neck lock from behind</p> <p>A3</p>	 <p>Straight punch (Jodan or Chudan Tsuki, from the front to the head or torso)</p> <p>B1</p>	 <p>Front kick (Mae Geri, to solar plexus or stomach)</p> <p>B3</p>

○ **U18**

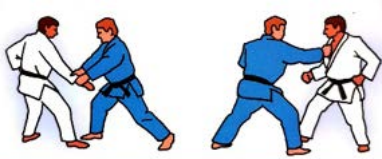





A1	A3	B1
 <p>Grab wrist and forearm with two hands Grab the lapel of the Gi with one hand</p> <p>A1</p>	 <p>Embracing torso from the front or back side (under or over the arms) Neck lock from behind</p> <p>A3</p>	 <p>Straight punch (Jodan or Chudan Tsuki, from the front to the head or torso)</p> <p>B1</p>
B3	C 2	C4
 <p>Front kick (Mae Geri, to solar plexus or stomach)</p> <p>B3</p>	 <p>Straight knife attack (from the front to the stomach)</p> <p>C2</p>	 <p>Inside stick attack (horizontally or diagonally to the side of the head)</p> <p>C4</p>



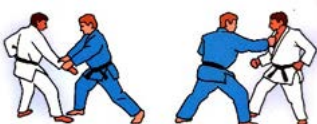



○ U21

<p>A1</p>  <p>Grab wrist and forearm with two hands Grab the lapel of the Gi with one hand</p> <p>A1</p>	<p>A3</p>  <p>Embracing torso from the front or back side (under or over the arms) Neck lock from behind</p> <p>A3</p>	<p>B1</p>  <p>Straight punch (Jodan or Chudan Tsuki, from the front to the head or torso)</p> <p>B1</p>
<p>B3</p>  <p>Front kick (Mae Geri, to solar plexus or stomach)</p> <p>B3</p>	<p>C 2</p>  <p>Straight knife attack (from the front to the stomach)</p> <p>C2</p>	<p>C4</p>  <p>Inside stick attack (horizontally or diagonally to the side of the head)</p> <p>C4</p>

○ ADULTS

<p>A1</p>  <p>Grab wrist and forearm with two hands Grab the lapel of the Gi with one hand</p> <p>A1</p>	<p>A3</p>  <p>Embracing torso from the front or back side (under or over the arms) Neck lock from behind</p> <p>A3</p>	<p>B1</p>  <p>Straight punch (Jodan or Chudan Tsuki, from the front to the head or torso)</p> <p>B1</p>
<p>B3</p>  <p>Front kick (Mae Geri, to solar plexus or stomach)</p> <p>B3</p>	<p>C 2</p>  <p>Straight knife attack (from the front to the stomach)</p> <p>C2</p>	<p>C4</p>  <p>Inside stick attack (horizontally or diagonally to the side of the head)</p> <p>C4</p>

○ MASTERS

<p>A1</p>  <p>Grab wrist and forearm with two hands Grab the lapel of the Gi with one hand</p> <p>A1</p>	<p>A3</p>  <p>Embracing torso from the front or back side (under or over the arms) Neck lock from behind</p> <p>A3</p>	<p>B1</p>  <p>Straight punch (Jodan or Chudan Tsuki, from the front to the head or torso)</p> <p>B1</p>	<p>B3</p>  <p>Front kick (Mae Geri, to solar plexus or stomach)</p> <p>B3</p>
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- *COMBINAISONS*

The combination to defend these attacks is free. i.e., you can freely choose your combination, except for the attacks.

The combinations are shown one after the other without a long break. Everyone who practices Ju-Jutsu, Ju-Jitsu or other related self-defence sports or styles knows this type of training. - either as "free self-defence against popular attacks" or from technical training itself. A team consists of two people (attacker and defender). The combinations can be defended and shown by one. The roles can also be swapped.

- *TECHNICAL EXPECTATIONS*

- **ADVANCED ATHLETES**

Advanced competitors who have experience in pair competition show off their skills as they would in a "normal" tournament. This includes the pre-attack / main attack and their combination (e.g. shock technique, throwing and closing technique (e.g. lever technique).

- **BEGINNERS ATHLETES**

The "Beginners" can also use a pre-attack to prepare for the main attack. An example here would be a foot kick as a pre-attack with A1. The defender first performs a block or hand sweep so that the defender's hand is within reach for the main attack "grabbing the wrist with both hands". This is followed by further defence, for example, shock technique, loosening the grip, punching, throwing and finishing technique.

Be creative and have fun!

