

SCORING & RULES REFERENCE

JJ1 Modified Scoring — full blog post

JJ1 MODIFIED POINT SYSTEM

Takedown / Sweep / Knee-on-belly	2 pts
Takedown attempt (deep — torso touches mat)	0.5 pts
Guard pass	3 pts
Mount / Back control (both hooks)	4 pts
Pulling guard	-2 pts
Inverse of a takedown — not treated as a lost position	
Stalling — 1st call	Warning
No pts deducted on first offence	
Stalling — subsequent calls	-2 pts each
Per competitor, per match, for each call after the warning	
Advantages	None
Overtime	Sudden death
First to score any points wins	
Control time required	3 seconds

ROUND TIME (BY BELT)

The clock scales with the belts on the mat — the lower belt in the match always sets the ceiling.	
Any white or blue belt in the match	5 min
Regardless of the opponent's rank — e.g. brown vs blue is still 5 min	
Both purple+ (not black v black)	7 min
Black–purple, black–brown, brown–purple, purple–purple, etc.	
Black vs black	10 min

STALLING — DEFINITION & PROCEDURE

Stalling is called by the referee when a competitor fails to actively work to advance their position or attempt a submission for 5 continuous seconds . This applies in any position — guard, top, bottom, or standing.	
What counts as stalling	No positional advance for 5 sec
Guard player not sweeping/submitting; top player not passing/submitting; standing player not engaging	
What does NOT count	Active submission attempt
A player working a submission is not stalling even if position is stationary	
1st offence	Verbal warning
Referee calls stalling and warns the competitor — no points deducted	
Each subsequent call	-2 pts
Applied immediately to the offending competitor’s score	

SUBMISSION RULES (CROSS-BELT)

Lower-ranked belt inherits the higher belt’s submission permissions when competing against them.	
White Belt	Armbar, RNC, Triangle, Guillotine, Kimura, Americana, Omoplata, Ankle Lock, Chokes
Blue / Purple Belt adds	Wrist Lock, Knee Bar
Brown / Black Belt adds	Toe Hold, Calf Slicer, Bicep Slicer
Brown / Black No-Gi adds	Heel Hook

SYSTEM 2 — HANDICAP + RESILIENCE + CONTROL

Same handicap scale as System 1 plus a sex modifier, with Resilience Lives for the disadvantaged competitor. The favourite competes under control rules — no explosions, every submission secured and released, intensity penalised. The score never resets — the handicap rides to the buzzer — and the favourite wins only by spending every life plus one, or by leading on points.	
× 2 Multiplier: when the gap in any factor reaches 2× the minimum scoring threshold, that factor's points double. Factors apply independently.	
Belt gap · 1 rank	+2 pts
To the lower belt	
Belt gap · 2 ranks	+8 pts
×2 multiplier — gap ≥ 2 ranks	
Belt gap · 3 ranks	+12 pts
Belt gap · 4 ranks	+16 pts
Weight gap · <10 kg	+0 pts
Weight gap · 10–19.9 kg	+2 pts
To the lighter competitor	
Weight gap · 20–29.9 kg	+8 pts
×2 multiplier — gap ≥ 20 kg	
Weight gap · 30–39.9 kg	+12 pts
Weight gap · 40+ kg	+16 pts
Sex · Female vs Male	+2 pts
To the female competitor	
Age difference · <10 yrs	+0 pts
Age difference · 10–19 yrs	+2 pts
To the older competitor	
Age difference · 20–29 yrs	+8 pts
×2 multiplier — gap ≥ 20 yrs	
Age difference · 30+ yrs	+12 pts
Resilience Lives	floor(pts ÷ 2)
Max 5. 2–3 pts = 1 life; 4–5 = 2; 6–7 = 3; 8–9 = 4; 10+ = 5.	
Control rules: the favourite wins by control, never by force.	
The start	Disadvantaged chooses
Their pick: on the feet · favourite in their closed guard · favourite seated while they pass on the feet	
Favourite restrictions	No explosions
No takedowns, throws, slams, diving or jumping passes	
Secured submission	-1 life · score stays
Ref calls "Control" — favourite releases. Position resets to the chosen start; the scoreboard does not	
Submission win	Lives + 1 controls
5 lives = 6 controls. The buffer soaks the first batch; the last one wins	
Safety tap	-1 life
Disadvantaged may tap any time. Returned if the favourite forced it	
Score resets	Never
Handicap + every point ride to the buzzer — the favourite can't wipe the lead by submitting	
At 0 lives	Last stand — not a loss
The next secured control wins for the favourite; survive to time and the board still decides	
Force penalty · crank / explode / dive / illegal shot	Warning → loss
1st: warning + underdog regains a life. 2nd: underdog wins	
Force penalty · slam	Instant DQ
No warning — same as IBJJF	
Disadvantaged player wins by: keeping at least one life and/or leading on points at the buzzer (the score never resets, so their handicap rides to the end), or a real submission of the favourite.	
Favourite wins by: landing lives + 1 secured controls (5 lives = 6), or erasing the whole handicap on points through position.	

Handicaps are calculated automatically from each competitor’s belt, age, and weight and appear as starting points on the match card. In System 2 the favourite wins by control, never by force — secure the submission, release on the call, and let the lives and the clock decide.