



## **QUINTET RULES**

### **※GENERAL※**

QUINTET is a Team grappling Match. The Team wins a QUINTET match, not the individual.

Matches consist of two teams of five facing each other in a “winner stays on” elimination format.

Matches begin with one fighter from each team competing. This is called a “round”. When a submission is scored, the round is over and the defeated fighter is out of the match. The winning fighter immediately faces the next member of the opposing team in a new round.

The match continues, round by round, fighter by fighter until one team is completely eliminated.

### **※WAYS TO WIN※**

Submission/tapout/ref stops round

Disqualification -for serious foul

Disqualification: Round will be ruled a DRAW if no finish in the allotted time (both fighters are then immediately eliminated from the match)

Tie-Breakers-if the last match ends in a draw both teams will elect a team member to participate in an EBI overtime.

Bout will be ruled a DRAW if no finish in the allotted time

### **※TIME LIMITS※**

1X8min round

1X4min round (in case of 20kg+ weight deference)

### **※BOUTS ARE WON BY※**

Submission

Passing out / loss of consciousness

Disqualification (3 verbal cautions=warnings)

Bout will be ruled a draw if no finish in the allotted time.

If the last match ends in a draw both teams will elect a team member to participate in an EBI overtime.



**※FOULS※**

**Stalling in anything other than a dominant position**

**IBJJF Fouls**

**The first penalty will result in a warning, the second penalty will result in a loss of position (front headlock "referees position), and the third penalty will result in a DQ loss and elimination from the Quintet Match.**

**※SURVIVOR STAYS-ON SYSTEM ※**

**Winner fights to the next fighter from the opposing team.**

**Draw means both fighters are out.**

**If the final fighter loses, the team loses**