

WAR Submission Kings is a **Sub-Only Grappling** promotion based in Italy and born in 2018 which manages individual and team competitions both at a professional and amateur level. Our next event: **WAR Submission Kings 9** is scheduled for **Sunday, July 9, 2023** in **Siena, Italy**.

SUMMARY

WAR Submission Kings 9 will hold competitions in Individual or Team form for both Male and Female, divided into Professional level (highest technical standard) or Amateur level (standard for beginners and intermediates). Amateur level is furthermore divided in 4 age classes (Kids, Youth, Adult, Master). In the Professional format the reigning champion faces the official challenger in a single grappling super fight, the next title challenger is determined instead through a single elimination grappling tournament. In the Amateur format the reigning champion is directly determined by a single elimination grappling tournament. Cash prizes for the best Professional and Amateur athletes. Registration and live streaming on Smoothcomp.com. Registration ends on July 3rd. By May 31st registrations will be at a reduced price, from June 1st registrations will be at an increased price. Upon reaching the maximum number of athletes, registrations will be closed in advance.

All Professional War Submission Kings matches valid for the Individual and Team title do not need pre-registration. They are managed directly by the promotion that can be contacted by email to **info@warsubmissionkings.it**.

The registration fee for the **Professional Individual** competition (1 athlete) is €5 by May 31st and €10 from June 1st. The registration fee for the **Professional Team** competition (5 athletes) is €25 by May 31st and €50 from June 1st.

The registration fee for the **Amateur Individual** competition (1 athlete) is €10 by May 31st and €20 from June 1st. The registration fee for the **Amateur Team** competition (3 athletes) is €30 by May 31st and €60 from June 1st.

All proceeds will go towards prizes for the best athletes.

COMPETITION GUIDELINES

LEVEL

• Professional

This is the highest grappling skill level. Whoever believes this is the own level can join this division. Only people with over 16 years of age are allowed to compete.

• Amateur

This is a lower grappling skill level for beginners and intermediate. Whoever believes this is the own level can join this division.

WEIGHT CLASSES

• Professional

Individual Male Championship & Grand Prix

- Bantamweight: -61.2 kg /-135 lbs
- Featherweight: -65.8 kg /-145 lbs
- Lightweight: -70.3 kg /-155 lbs
- Welterweight: -77.1 kg /-170 lbs
- Middleweight: -83.9 kg /-185 lbs
- Light Heavyweight: -93.0 kg /-205 lbs
- Heavyweight: -120.2 kg /-265 lbs

Individual Female Championship & Grand Prix

- Atomweight: -47.7 kg /-105 lbs
- Strawweight: -52.2 kg /-115 lbs
- Flyweight: -56.7 kg /-125 lbs
- Bantamweight: -61.2 kg /-135 lbs
- Featherweight: -65.8 kg /-145 lbs

Team Male Championship & Grand Prix

- Lightweight: -77.1 kg /-170 lbs
 - Heavyweight: +77.1 kg /+170 lbs
- Team Female Championship & Grand Prix

- Lightweight: -56.7 kg /-125 lbs
- Heavyweight: +56.7 kg /+125 lbs

- **Amateur**

Individual Male Grand Prix

- Kids 10-13 yrs: -24kg/-28kg/-32kg/-36kg/-40kg/-45kg/-50kg/-55kg/-60kg/-65kg/+65kg
- Youth 14-17 yrs: -36kg/-40kg/-45kg/-50kg/-55kg/-60kg/-65kg/-70kg/-75kg/-80kg/+80kg
- Adult +18 yrs: -60kg/-65kg/-70kg/-76kg/-83kg/-91kg/-100kg/+100kg
- Masters +40 yrs: -60kg/-65kg/-70kg/-76kg/-83kg/-91kg/-100kg/+100kg

Individual Female Grand Prix

- Kids 10-13 yrs: -24kg/-28kg/-32kg/-36kg/-40kg/-45kg/-50kg/-55kg/+55kg
- Youth 14-17 yrs: -32kg/-36kg/-40kg/-45kg/-50kg/-55kg/-60kg/+60kg
- Adult +18 yrs: -50kg/-55kg/-60kg/-65kg/-70kg/+70kg
- Masters +40 yrs: -50kg/-55kg/-60kg/-65kg/-70kg/+70kg

Team Male Grand Prix

- Youth: -18 yrs: -60kg/+60kg
- Adult: +18 yrs: -80kg/+80kg

Team Female Grand Prix

- Youth: -18 yrs: -45kg/+45kg
- Adult: +18 yrs: -60kg/+60kg

FORMAT

- **Professional**

- Individual Male & Female Championship

The reigning champion will defend the title against the designed challenger in a single grappling match. The winner of the corresponding Individual Grand Prix will be the official challenger in the next event. If the official challenger will be unavailable the promotion will choose a new one. If the title is vacant the winner of the Individual Grand Prix will be the champion.

- Individual Male & Female Grand Prix

A single-elimination tournament will determine the official challenger to the title to be held in the next event.

- Team Male & Female Championship

The reigning team champion will defend the title against the designed team challenger in a single team grappling match. The team winner of the corresponding Team Grand Prix will be the official team challenger in the next event. If the official team challenger will be unavailable the promotion will choose a new one. If the title is vacant the promotion will choose two new team challengers.

- Team Male & Female Grand Prix

A single-elimination team tournament will determine the official team challenger to the title to be held in the next event.

- **Amateur**

- Individual Male & Female Grand Prix

A single-elimination tournament will determine the reigning amateur champion.

- Team Male & Female Grand Prix

A single-elimination team tournament will determine the reigning amateur team champion.

RULES

- **Professional**

Individual Male & Female Championship

- All matches are 15 minutes in length.
- No points, advantages or interruptions.
- All submissions are legal.
- No strikes or slams.
- Submission is the main way to win. When either competitor taps the match is over.
- If there is not a submission three neutral side judges will determinate the winner. The judgment criterion is based on effective grappling skill: aggression, dangerous submission attacks and positional dominance.

Individual Male & Female Grand Prix

- All matches of qualifying rounds are 8 minutes in length.

- All matches of finals are 10 minutes in length.
- No points, advantages or interruptions.
- All submissions are legal.
- No strikes or slams.
- Submission is the main way to win. When either competitor taps the match is over.
- If there is not a submission one neutral side judge will determinate the winner. The judgment criterion is based on effective grappling skill: aggression, dangerous submission attacks and positional dominance.

Team Male & Female Championship

- Teams are made up of 5 athletes.
- All matches are 8 minutes in length.
- No points, advantages or interruptions.
- All submissions are legal.
- No strikes or slams.
- Submission is the only way to win.
- Winner faces up the next athlete from the opposing team.
- If the match has no submission is ruled a draw and both fighters are out.
- If the last athlete loses, the team loses.
- In case both teams line up their last athlete and the match is ruled a draw three neutral side judges will determinate the team winner. The judgment criterion is based on the entirety of the challenge considering effective grappling skill: aggression, dangerous submission attacks and positional dominance.

Team Male & Female Grand Prix

- Teams are made up of 5 athletes.
- All matches of qualifying rounds are 5 minutes in length.
- All matches of finals are 6 minutes in length.
- No points, advantages or interruptions.
- All submissions are legal.
- No strikes or slams.
- Submission is the only way to win.
- Winner faces up the next athlete from the opposing team.
- If the match has no submission is ruled a draw and both fighters are out.
- If the last athlete loses, the team loses.
- In case both teams line up their last athlete and the match is ruled a draw one neutral side judge will determinate the team winner. The judgment criterion is based on the entirety of the challenge considering effective grappling skill: aggression, dangerous submission attacks and positional dominance.

• **Amateur**

Individual Youth, Adult, Master Male & Female Grand Prix

- All matches of qualifying rounds are 5 minutes in length.
- All matches of finals are 6 minutes in length.
- No points, advantages or interruptions.
- No strikes or slams.
- These techniques are not legal: neck crank, twister, heel hook, scissor takedown.
- Submission is the main way to win. When either competitor taps the match is over.
- If there is not a submission one neutral side judge will determinate the winner. The judgment criterion is based on effective grappling skill: aggression, dangerous submission attacks and positional dominance.

Individual Kids Male & Female Grand Prix

- All matches of qualifying rounds are 3 minutes in length.
- All matches of finals are 4 minutes in length.
- No points, advantages or interruptions.
- No strikes or slams.
- These techniques are not legal: groin stretch, straight foot lock, standing guillotine choke, wrist lock, jumping full closed guard, knee bar, inside/outside toe hold, knee reap, bicep/calf slicer, neck crank, twister, heel hook, scissor takedown.
- Submission is the main way to win. When either competitor taps the match is over.
- If there is not a submission one neutral side judge will determinate the winner. The judgment criterion is based on effective grappling skill: aggression, dangerous submission attacks and positional dominance.

Team Youth, Adult, Master Male & Female Grand Prix

- Teams are made up of 3 athletes.
- All matches of qualifying rounds are 4 minutes in length.
- All matches of finals are 5 minutes in length.
- No points, advantages or interruptions.
- No strikes or slams.
- These techniques are not legal: neck crank, twister, heel hook, scissor takedown.
- Submission is the only way to win.
- Winner faces up the next athlete from the opposing team.
- If the match has no submission is ruled a draw and both fighters are out.
- If the last athlete loses, the team loses.
- In case both teams line up their last athlete and the match is ruled a draw one neutral side judge will determinate the team winner. The judgment criterion is based on the entirety of the challenge considering effective grappling skill: aggression, dangerous submission attacks and positional dominance.

Team Kids Male & Female Grand Prix

- Teams are made up of 3 athletes.
- All matches of qualifying rounds are 2 minutes in length.
- All matches of finals are 3 minutes in length.
- No points, advantages or interruptions.
- No strikes or slams.
- These techniques are not legal: groin stretch, straight foot lock, standing guillotine choke, wrist lock, jumping full closed guard, knee bar, inside/outside toe hold, knee reap, bicep/calf slicer, neck crank, twister, heel hook, scissor takedown.
- Submission is the only way to win.
- Winner faces up the next athlete from the opposing team.
- If the match has no submission is ruled a draw and both fighters are out.
- If the last athlete loses, the team loses.
- In case both teams line up their last athlete and the match is ruled a draw one neutral side judge will determinate the team winner. The judgment criterion is based on the entirety of the challenge considering effective grappling skill: aggression, dangerous submission attacks and positional dominance.

REGISTRATION

• **Professional Championships**

All Professional War Submission Kings matches valid for the Individual and Team title do not need pre-registration. They are managed directly by the promotion that can be contacted by email to info@warsubmissionkings.it.

• **Professional Grand Prix**

All Professional War Submission Kings Individual and Team tournaments need pre-registration on Smoothcomp.com. The registration cost serves to create a better, easier and more professional tournament experience. All proceeds will go towards prizes for the best athletes. The registration fee for the Individual competition (1 athlete) is €5 by May 31st and €10 from June 1st. The registration fee for the Team competition (5 athletes) is €25 by May 31st and €50 from June 1st.

• **Amateur Grand Prix**

All Amateur War Submission Kings Individual and Team competitions need pre-registration on Smoothcomp.com. The registration cost serves to create a better, easier and more professional tournament experience. All proceeds will go towards prizes for the best athletes. The registration fee for the Individual competition (1 athlete) is €10 by May 31st and €20 from June 1st. The registration fee for the Team competition (3 athletes) is €30 by May 31st and €60 from June 1st.

PRIZES

• **Professional & Amateur**

War Submission Kings offers cash prizes to the best athletes at both the professional and amateur levels. The total amount depends on the number of participants because all proceeds of registration costs will flow in the awards for the best athletes. Anyway the promotion always guarantees an amount of not less than 2000€. The promotion will notify all the details the days before the start of the competitions. The cash prizes are divided in:

- Best Male Grappler
- Best Female Grappler

- Best Grappling Team
- Best Match
- Best Submission

OBLIGATION GUIDELINES

WEIGH-INS

- **Professional**

The weigh-in takes place the day prior the event. Every athlete can complete the process on location or online. The promotion will notify all details the days before the start of the competitions.

- **Amateur**

The weigh-in takes place the day of the event. Every athlete can complete the process directly on competition location anytime up to at least 60 minutes before the own scheduled division start. The promotion will notify all details the days before the start of the competitions.

HYGIENE

- **Professional & Amateur**

- Athletes' finger and toe nails should be trimmed and short.
- Long hair shall be tied up so as not to cause opponents any discomfort.
- Athletes presenting skin lesions shall be directed to the medical staff. Under any circumstances, the medical staff has the final say on whether to allow an athlete to compete or not.

UNIFORM

- **Professional & Amateur**

- Athletes have to wear compression shorts or board shorts without pockets. Spats can be worn under the shorts if selected. Athletes also have to wear a rashguard without any color requirement. Attached metal or plastic of any kind is expressly forbidden. Athletes cannot compete shirtless or wearing a loose shirt of any kind.
- Use of any foot gear, head gear, hair pins, jewelry, cups (genital protectors) or any other protector fashioned of hard material is forbidden. Also forbidden is the use of head wear, be it bandages, hoods or an elastic cap.
- The use of joint protectors (knee, elbow braces, etc.) that increase body volume are forbidden.