

FAQs

Question: How do I register for the tournament? Can I do it online?

Answer: You can pre-register online at our website before April 20th at a discount (\$35 for a single division, \$65 for two: your weight division and the absolute division) or in person on the day of the tournament (\$65 for a single division, and \$80 for two).

If you are unable to pre-register by credit card online please email us at info@nycsubshootout.com and we will direct you to an alternate method for pre-registration.

Question: How does online pre-registration work?

Answer: Select the Paypal icon on our website in the registration section, and you will be taken to the Paypal payment page for our tournament.

If you have a Paypal account you may use it. Alternatively, you may use a credit card by entering your information on the section provided (if you are not taken directly to the credit card page, then there will be a link at the bottom labeled “continue” for credit card payments).

If the credit card is in the name of someone other than the competitor, please email us the name of the competitor along with the name on the credit card and the number of divisions in which he/she will participate. Our email is info@nycsubshootout.com.

On the day of the tournament the competitor's name will be on the pre-registration list at the sign-in desk. There you will be directed to fill out a competition form and waiver. You may also print these out and bring them in yourself to save time.

NOTE: There are no refunds and payment can not be transferred to another competitor.

Question: What if I have problems with the online registration?

Answer: If you have any problems please contact us at info@nycsubshootout.com.

Question: What time do I have to get there for weigh-ins?

Answer: We will begin weigh-in at 8am, and they will run to 10am. As long as you arrive before 9:45am you will be fine.

Question: When will my match start?

Answer: We will begin our fights sometime between 10:15 and 10:30 after the rules meeting has ended. The divisions will proceed in the following order: Teen; Female; Novice Male (from lightest class to heaviest class); Advanced Male (from lightest to heaviest); Novice Male Absolute; Advanced Male Absolute. We can not give an exact time, but we were extremely happy that our last event had over 100 competitors and yet finished very quickly. All competitors must listen carefully for their names to be called on the PA system and what ring to report to.

Question: Will you have female, teen or masters divisions?

Answer: We will have teen and female divisions. But due to the smaller nature of these divisions, they will not be as many weight classes.

1. **Teen (13yrs-16yrs):** Teen competitors will be divided into either one or two weight classes (light and heavy) depending on the number of competitors, and will follow the novice rules (no twisting leg

locks, neck cranks).

2. **Female:** Female competitors will be divided into either one or two weight classes (light and heavy) depending on the number of competitors, and will follow the novice rules (no twisting leg locks, neck cranks).

3. **Masters:** There will not be a masters division. All competitors over 16yrs of age must register in the adult division. We ask that all competitors register in their respective divisions by weight and skill only. In future we plan to expand our divisions.

Question: Why is it a submission only tournament?

Answer: We at NYSS wanted a to create a tournament that rewarded true finishing skill in a format that allows submission grapplers from all styles to feel they are on an equal playing field. The no points submission only format is to test REAL submission skill and minimize ref intervention. We have all been to tournaments where refereeing was bad or biased. Here it won't matter. Submit the guy or not...it all depends on your skill. The referee will only be there to prevent injury not decide the tournament.

Question: Why the clothing rules? Why can't I wear wrestling shoes or a gi/ gi pants?

Answer : The goal is to again keep an even playing field. We don't want competitors to get advantages for one type of clothing or another. Also for sanitary reasons all competitors must wear tight shirts/rash guards. In future we are considering expansion to include a gi tournament in addition to the no-gi, but for now no-gi means no wearing of gi tops or gi bottoms.

Question: Why the round-robin format rather than elimination?

Answer: The round robin style is in place to truly decide the best fighter in a bracket and give everyone a chance to fight multiple times. I think many of us have had experiences where we were matched against the winner of the tournament in the first round and lost...in that case we might have been second or at least had a few more fights. But because of the luck of the draw we lost right away. The round robin system helps to solve that. Plus who wants to pay \$80 for only a few minutes of grappling? We at NYSS wanted to give everyone more grappling time for a reasonable price—win or lose everyone is guaranteed multiple matches. We provide the best bang for the buck versus every other tournament.

Question: Why only two skill classes in the adult male divisions?

Answer: In Brazilian Jiu-jitsu, competitors are divided by belts, but Cambo, Judo and wrestling generally do not divide into smaller skill groups. I think all serious grapplers want to get a chance to fight tough guys of a variety of skill levels, and not just take home a medal that may have little meaning. Again the round-robin format allows you to get a guaranteed number of matches, so it's not all or nothing if you lose one match to a tough guy. This is a real test of skill. Here you can say you actually fought really tough guys in a real test of skill and character. We do have a novice skill group for newer grapplers as well, so generally we believe the divisions will work to separate veteran grapplers from the lesser experienced. Additionally, sandbagging is a tremendous problem in almost every tournament there is. Smaller divisions of skill groups minimize that kind of cheating.

Question: Why do you allow heel hooks and neck cranks in the advanced division? Don't you think it's dangerous?

Answer: We want true submission wrestling that allows all possible major joint submissions. Otherwise it's not fair to Cambo and freestyle submission wrestlers. However, we do have a

revolutionary new rule system that greatly minimizes the danger of these moves and yet keeps everybody honest.

The safety period rule for dangerous moves allows us to include all possible submissions while minimizing risks and keeping everybody safe. This is a device that tries to strike a happy medium. Originally BJJ tournaments in Brazil in the 80's were the same—they allowed everything but the injury rate was too high. What we want to do is bring back that old school freestyle spirit of any submission but in a way that's safe.

What makes many of these submissions dangerous is primarily the speed at which they are applied: take the speed aspect away and emphasize control and you are still rewarding good grappling, control and have that honest test of skill.

Question: How exactly does the catch “safety period” work?

Answer: Think of the catch system as basically a red light. If you apply one of the three dangerous submission holds (heel hook, two handed toe holds and neck cranks) then you must yell “CATCH” and stop (a la a red light). The referee will quickly examine the hold and then give you the option to apply the hold (a green light). This slows down the process in order to reduce injury. The defender can continue to escape at any time. We advise all competitors to read the rules carefully before competing.

Question: Why don't you allow sitting or jumping to guard?

Answer: Because there are no points there will be absolutely no incentive to stay on the feet, and the matches will bypass stand-up grappling altogether. The no jumping guard rule is to enforce engagement in all ranges of grappling. We at NYSS want to reward all-around grappling skill, including the ability to throw and defend throws. This is submission wrestling, and wrestling should be a part of the match. However, sitting to guard after a takedown has been attempted is legal. The same is true for flying submissions or flying sweeps that are executed immediately after the jump.

Question: How does the bracket system work?

Answer: Everyone in a bracket will have to face each other and the person with the best win/loss record will proceed to the championship bracket. For every win a competitor will receive 1 point; for every loss a -1 point; for every tie a 0 score will be awarded to both. At the end, the individual with the highest score will move on.

Question: What if two people tie?

Answer: If there is a tie, there will be a tie breaker match. If that ends in a tie there will be a no time limit sudden death round where the first person to score a takedown, take the back or mount for three seconds will win. Of course a submission will be a win as well if it occurs first.

Question: What if three people tie?

Answer: For a three-way tie there will be a tie breaker match held in elimination format per the same rules in a two-way tie

Question: What if everybody in the bracket ties?

Answer: We've been asked this question by many people. We do not foresee this happening, but if it does it will operate the same way as the three-way tie above.

Question: What if an opponent can't continue after a match?

Answer: If someone can't continue after a bracket is over, the runner up will take his place in the championship bracket. If the person has matches left, all his opponents will be awarded a win, and the bracket scoring will continue as normal.

Question: What if I don't want to fight my teammate in the same bracket?

Answer: If you are placed in a bracket with a teammate you WILL face him (due to the round-robin format). If you both decline to fight, the match will be declared a tie. But we ask competitors to please refrain from this as much as possible as we hope you've all come to fight and show the fans a good action packed day of exciting matches.