

MMA Mayhem at Six Flags Great Adventure Grappling Tournament

Six Flags Great Adventure Route 537

Jackson NJ 08527

732-928-2000

(Pre -Registration closes June 14, 2010)

Please Make Check or Money Order Payable to Jackson Township PBA #168

Send to: Attention MMA Mayhem: Jackson Township PBA #168

PO Box 188 Jackson NJ 08527

732-833-3021

Registration fee for all grapplers is \$65.00

(Includes grappling event and all day in the Six Flags Theme Park)

Spectator fee is \$35.00

(Includes grappling event and all day in the Six Flags Theme Park)

This can be purchased at <http://www.sixflags.com/greatAdventure/index.aspx>

Enter promo code MMA

Name: _____

Address: _____

City: _____, State: _____ Zip Code: _____

Home Phone: _____

Emergency Contact name and number: _____

Date of Birth: _____ Age: _____

E-Mail: _____ Team Name: _____

Actual School/Martial Arts Academy Name: _____

Experienced Level _____

Weight Class _____

Experience Level:

Children's divisions are 12 yrs and younger and offer the following skill levels:

- _____ Beginner (less than 9 months),
- _____ Intermediate (9-18 months),
- _____ Advanced (18 months and over)

Teen's Divisions are 13-17 yrs old and offer the following skill levels:

- _____ Beginner (less than 9 months)
- _____ Intermediate (9-18 months),
- _____ Advanced (18 months and over)

Women's No-Gi Divisions offer 3 Skill Levels

- _____ Beginner (less than 9 months)
- _____ Intermediate (9-18 months)
- _____ Advanced (18 months and over)

Men's No-Gi Skill Levels: (18 yrs and older)

- _____ Novice (less than 9 months) **No Wrestlers**
- _____ Beginner (9-18 months),
- _____ Intermediate (18-36 months),
- _____ Advanced (36 months and over)

Men Masters No-Gi (30 yrs. + depending on competitors otherwise will be included in the Men's division)

- _____ Novice (Less than 9 months) **No Wrestlers**
- _____ Beginner (9-18 months)
- _____ Intermediate(18-36 months)
- _____ Advanced (36 months and over)

OPEN CLASSES (18 yrs and older)

- _____ Men's Open Class
- _____ Women's Open Class

Note: We reserve the right to either subdivide or combine weight and age classes the day of the event depending on the turnout.

Weight Classes

All CHILDREN:

Children: Bantam (49.9 lbs. & below)
Children: Flyweight (50-59.9 lbs.)
Children: Feather (60-69.9 lbs.)
Children: Light (70-79.9 lbs.)
Children: Welter (80-94.9 lbs.)
Children: Middle (95-109.9 lbs.)
Children: Cruiser (110-124.9 lbs.)
Children: Heavy (125 lbs. +)

ALL TEENS:

Teen: Feather (99.9 lbs. and below)
Teen: Light (100-114.9 lbs.)
Teen: Welter (115-129.9 lbs.)
Teen: Middle (130-149.9 lbs.)
Teen: Cruiser (150-169.9 lbs.)
Teen: Heavy (170 lbs. and over)

ALL WOMEN:

Women: Class A (119.9 lbs. & below)
Women: Class B (120-139.9 lbs.)
Women: Class C (140-159.9 lbs.)
Women: Class D (160 lbs. +)

ALL MEN and MASTERS:

Men: Light (159.9 lbs. & below)
Men: Middle (160-179.9 lbs.)
Men: Cruiser (180-199 lbs.)
Men: Heavy (200 lbs. +)

Note: We reserve the right to either subdivide or combine weight and age classes the day of the event depending on the turnout.

Tournament Release and Waiver

I, the undersigned, hereby waive all claims against any and all persons associated with any of the participation schools, competitors, Six Flags Theme Park, Elite Wrestling and Jackson PBA # 168. I understand the rules of the tournament and will abide by them and the rules and conduct of the Six Flags Theme Park. I understand that I am participating in a sport that has body contact. I assume full responsibility for all of my actions during and connected to the above tournament. I understand the risk of competing in this form of Martial Arts competition and hereby release the event organizers, Six Flags Theme Park, Jackson PBA # 168, Elite Wrestling and all of its employees and associates, tournament sponsors and the event facility, from any type of injury, loss, or death sustained while competing in this competition. I, undersigned also state that I am in good physical condition and know of no reason why I cannot participate in this Martial Arts event. I have Health Insurance. I understand that divisions and/or weight classes are subject to change. In case of an emergency, I hereby authorize any licensed medical personnel to perform any accepted medical procedure deemed necessary and I agree to bear the expense of any such treatment. Six Flags Theme Park, Jackson PBA # 168 or Elite Wrestling are not responsible for any medical fee for injuries incurred while participating in this tournament. I also agree that my attendance and/or performance at the tournament may be photographed, filmed, or taped and used by Six Flags Theme Park, Jackson PBA # 168 and Elite Wrestling and I waive any compensation thereof I, the undersigned, have read the rules and the release above and agree to all of its term and sign below complete this form:

Signature (of Parent if under 18)_____

Print Name:_____Date:_____

Competitor's name if under 18_____

Event Rules

1. NO SLAMMING ALLOWED. *NOTE Takedowns are not considered slamming, unless intent to injure is determined by the referee. This is to avoid slamming to escape the guard and various submissions from the guard and to prevent any major injury.

2. You must deliver your opponent safely to the mat, meaning, if you take your opponent down, you must come down with your opponent. This prevents “pro wrestling” type dangerous slams. Anyone violating this rule will be immediately disqualified.

3. No Infectious Diseases Allowed: Competitors with any of the following infectious diseases will NOT be allowed to compete including: Herpes (active cold sores), Fungal infections (ringworm), and any form of Staph or viral (Chicken Pox, etc.) This will be checked prior to competing during weigh ins.

4. General Cleanliness: Come to the event clean with trimmed toe and finger nails. Competitors with offensive odors before the event starts will be refunded and kindly asked to leave the tournament. We are looking to create a safe, clean and friendly environment

5. HEALTH ADVISORY: DO NOT GO INTO THE BATHROOM OR STEP OFF THE MATS BAREFOOT OR WITH WRESTLING SHOES.

6. Scoring Points: To gain points for any move or position, the competitor (aggressor) must show clear control for a 3 second count by the referee – TOTAL CONTROL FOR 3 COUNT TO EARN POINTS

7. Injury Time: if either competitor is bleeding, the match will be stopped immediately. The mat will be cleaned to ensure cleanliness. Competitor is entitled to a total of 3 minutes to stop any bleeding. if the same competitors begins to bleed again, the match will be stopped immediately and their opponent will win by “injury Default”. All other injuries, including cramps, muscle pulls, crying (in Kid’s Divisions), screaming or yelping will signify as a verbal submission and end the match.

8. NO DISRESPECTING REFEREES/TABLE WORKERS: We also will be enforcing fully, the zero tolerance rule of disrespecting, threatening with physical or verbally abusing staff. if any coach, parent, or competitor threatens or abuses the referee in any shape or form, their competitor will be disqualified and they will be escorted out of the building by security.

9. All Referee Decisions are 100% FINAL – all of the referees are paid professionals and have many hours of professional training in the arts of Brazilian Jiu Jitsu, Wrestling and Submission Grappling, amongst other ground fighting and stand-up arts. They are to be respected at ALL TIMES will have a threat-free and pressure-free environment.

10. WRIST LOCKS: All wrist locks are legal in ALL Adult Divisions, but ILLEGAL in ALL Children’s and Teen’s Division

11. PENALTIES (resulting in the warnings and point deductions listed below):

a. Stalling– The referee will issue warnings for the following:

b. Backing out of the guard without engaging, butt scooting, fleeing the ring to avoid takedown

c. No Clothing Grabbing in No-Gi Submission Grappling Divisions Note: No points or positional changes will be allowed if illegally grabbed

d. No covering of the mouth or “muffler” techniques to smother your opponent

e. No smashing the face, eyes or nose with any part of your body allowed

***Penalty System of Negative Scoring Against Rules Above:

1st offense of stalling = official Warning

2nd offense of stalling will result in a 2 Point deduction

3rd offense of stalling will result in a 3 point deduction

4th offense will result in a disqualification

12. DISQUALIFICATIONS for any of the following techniques that cause submission or injury:

a. NO COMPRESSION LOCKS ALLOWED including Bicep, Calf Crunchers or Compression Knee Locks) in any divisions, EXCEPT Men’s/ Women’s Advanced.

b. LEG LOCK INFRACTIONS causing injury or submission

c. NO NECK CRANKS, AND NO CERVICAL LOCKS in all divisions except Men’s & Women’s Advanced.

d. INTENTIONALLY THROWING A COMPETITOR ON HIS HEAD OR NECK OR SLAMMING OUT OF ANY SUBMISSION

e. MISSING YOUR MATCH after your name has been called over the loud speaker Three Times – No Refunds for Missed Divisions

f. REFEREE DISCRETION: If a competitor breaks any of the rules after officially being warned or blatantly attempts to hurt their opponent, Bad Sportsmanship or harassment of referees, coaches or attendees will not be tolerated and result in DQ.

g. FLEEING THE RING TO AVOID SUBMISSION (Leg Lock rollout escapes will be at the referees full discretion)

13. Competition Area Boundaries: if the competitors near the edge, the referee will wait until a resting period and or until he/she feels the competitor might be in danger and re-start the competitors in the same position in the center. if a competitor scramble takes place near the edge, the referee will yell STOP and restart the competitors in the center of the ring in the standing position, unless the takedown is achieved in bounds to determine level of control for a 2 or 3 point takedown.

14. No points or advantages for takedowns will be scored out of bounds for safety of competitors and spectators alike.

15. POSITIONAL CHANGE FROM LEG LOCK SUBMISSION ATTEMPTS which result in positional change after a Advantage is earned for leg lock will not earn points (i.e. Fighter A drops back from Fighter B’s open Guard for a Leg Lock, he/she locks in for 3 count & earns advantage, then Fighter B escapes and comes up on top - No Points, only the ‘Fighter A’ advantage would be scored.

16. ANTI-SANDBAGGING RULES: WRESTLERS: All wrestlers with (2+ years in high school or any collegiate experience) must enter at least Beginner or higher in Submission Grappling Divisions. Wrestlers entering Novice divisions will be disqualified. Sambo or Judo training

experience will count the same as BJJ or any other ground fighting art training time to determine skill level.

17. NO-GI POINTS SCORING SYSTEM:

a. Takedown or Throw ending on Top in Guard or Half Guard = 2 points

b. Takedown or Throw ending on Top in Side Mount or Full Mount = 3 Points

Note: Points will be awarded separately for Full Mount after an additional 3 count of control.

c. Sweep with Legs (from Half Guard or Full Guard) = 2 points

d. Arm Drag from open Guard to Turtle = 2 points (must hold for 3 count to be awarded).

NOTE: inversions or power rolls from side, Full or North/South are not considered Sweeps & will not awarded any points or advantages

e. Passing the Guard (open or closed) = 3 points (must hold for 3 count to be awarded points) and both arms and legs must be clear from the guard

f. Mounted position (both knees on the ground) = 4 points (must hold for 3 count to be awarded)

g. Back Mount with Leg Hooks (or Knees on the Ground with opponent Flat on his Stomach) = 4 points (must hold for 3 counts to be awarded)

18. ADVANTAGE SCORING SYSTEM: - referee will signal verbally (i.e. Advantage red) and with his/her arm by moving it in a horizontal motion for the following: Submission attempts that posed a real threat to the other fighter for 3 Count will be awarded an advantage. Also near takedowns (must make opponent have contact with ground), near sweep, and near guard passes forcing the competitor to defend and or reposition. If both competitors Jump Guard at the same time, the competitor who comes up on top would receive the advantage. HALF-GUARD: Advantages will also be scored for a competitor passing from their opponent's Full Guard to a Secure Half Guard

NOTE: Competitors to actively jump half guard will not be penalized (i.e. their opponent will not receive an advantage) Head Snap Down to rear Control – The Competitor who initiated snap down will receive 1 advantage Turtle Position: Forcing a competitor to defend a sweep or guard pass into the Turtle Position will be awarded an advantage NOTE: No Positional scoring will be made from the Turtle position once help for 3 Count (including jumping full or half guard). Advantages will only be used in the case of a tie with points.

19. Match Lengths:

4 Minutes: All Children/Teen's, Women's Beginner, Men's Novice & Men's Beginner Matches

5 Minutes: Men's Intermediate, Women's Intermediate & Men's Masters

5 minutes: Men's/Women's Advanced

20. OVERTIME (OT): In Case of a tie with points and advantages, competitors will compete in one overtime (1/2 time of regulation match) and then the referee will make a decision based upon effective aggressiveness.

21. Ways to Win a Match: Tap out Submission: Ends match immediately when you signal referee to give up verbally: if you cannot tap or yell during a submission, the referee has the authority to stop the match if he/she believes you are in danger. Points: your score is tracked via two large point flippers or scoreboards. Advantages: if the score is tied, the referee will award the match to the competitor who has recorded the most Advantages. Ref Stoppage/Injury Default: if a competitor cannot continue due to injury or if the referee determines the submission has caused unconsciousness or another serious injury

22. LEG LOCK RULES (please read carefully for your division to avoid Disqualification):

NOTE: Securing a Leg Lock (and earning an advantage for 3 Count) will nullify (no scoring) a positional change (including sweeps):

Children's and Teen's Divisions Beginner and Intermediate = No Leg Locks or Lower Body Attacks are allowed

Children's and Teen's Divisions Advanced (more than one year) = only Straight Ankle Locks and Knee bars allowed (No Toe Holds)

NOTE: No Twisting Leg Locks are permitted in ANY Children's or Teen's Divisions (including No Toe/Figure Four Holds allowed)

Masters: only Straight Leg Locks (Ankle Locks and Knee Bars) are permitted – No Toe Hold Ankle Locks Permitted.

Men's Novice, Beginner & Intermediate: Straight Leg Locks (Ankle Locks and Knee Bars) are permitted – No Figure Four Ankle Locks Permitted.

Men's and Women's Advanced: All leg locks are permitted (heel hooks, figure four toe holds, knee bars, etc.)

Women's Beginner: only Straight Leg Locks (Ankle Locks and Knee Bars) are permitted – No Figure Four Ankle Locks Permitted

23. REAPING THE KNEE: No reaping (using feet to angle the knee in a dangerous position, similar to heel hook position) in all divisions, except Men's & Women's Advanced.

24. Uniform for No-Gi: Rash guard on Top with Board Shorts, Lycra Shorts, or Kimono Pants on the bottom. Please make sure all pants have a drawstring and or another way to keep them secured at your waist during the match without any pockets, zippers or buttons

Schedule for MMA Mayhem

1) Weigh INS:

a) Friday June 18, 2010 start at 5:00 pm and will last until 7:00 pm at the Six Flags Great Adventure Jackson NJ 08527 (will be notified of exact location). MMA fighters weigh in will follow and start promptly at 7:00 pm.

b) On the day of the event start at 8:00 am and will last until 10:00 am

2) Event rules start at 10:00 am by special guest UFC Veteran Ricardo Almeida

3) Event will start promptly at 10:30 am with Children and Teens Division

4) Adult Men and Women begin after Teen and Children Division.

5) Open Classes after the completion of the Adult Men and Women Divisions

6) Meet and Greet start at 2:00 pm to 5:00 pm

7) MMA Event to be held at the Northern Star Arena:

(Gates open at 6:00 pm and fight start at 7:00 pm)

MEET AND GREET with UFC Superstars

**** KIMBO SLICE ****

**** MATT "THE TERROR" SERRA ****

and

**** NEW UFC LIGHTWEIGHT CHAMPION**

FRANKIE "THE ANSWER" EDGAR**

(Access to Meet & Greet guaranteed as part of the VIP MMA Event Ticket Package. Limited number of tickets will be made available the day of the event for \$35.00 per person.)

MMA EVENT

Professional and Amateur Fight card to include 9 bouts:

Main Card:

The Ultimate Fighter Season 7 and Jackson resident
Dante Rivera

Featured Card:

Reigning Ring of Combat Light Weight Champion
Chris "The Story" Liguori

TICKET PACKAGES:

VIP MMA EVENT PACKAGE

- \$125.00 per person *BEST VALUE*
- ~Admission to Six Flags Great Adventure/Wild Safari for June 19, 2010 only!
 - ~ Admission to No Gi Grappling Tournament!
 - ~Admission to Meet & Greet with UFC SUPERSTARS!!!!
- ~ Admission to an All You Can Eat Buffet at the Old Country Picnic Grove from 12pm-2pm!
- ~ Admission to Northern Star Arena for the evening of Amateur and Pro Fights in the Hexagon with SPECTACULAR FLOOR SEATING AROUND THE CAGE!!!!

GENERAL MMA EVENT PACKAGE

- \$65.00 per person
- ~Admission to Six Flags Great Adventure/Wild Safari for June 19, 2010 only
 - ~ Admission to No Gi Grappling Tournament
- ~ Admission to Northern Star Arena for the evening of Amateur and Pro Fights in the Octagon

SEASON PASS HOLDER AND GRAPPLER PACKAGE

- EVENT ONLY TICKET - \$45.00 per person
 - ~ Admission to No Gi Grappling Tournament
- ~ Admission to Northern Star Arena for the evening of Amateur and Pro Fights in the Octagon
(Grapplers have to pay \$45.00 to attend the evening of fights in the Octagon)

GRAPPLING SPECTATOR EVENT TICKET

- \$35.00 per person
- ~Admission to Six Flags Great Adventure/Wild Safari for June 19, 2010 only
 - ~ Admission to No Gi Grappling Tournament

TICKETS ONLY AVAILABLE ONLINE, PURCHASE AT:

<http://www.sixflags.com/greatAdventure/index.aspx>

ENTER PROMO CODE "MMA" IN SMALL BOX AT TOP RIGHT.

Any questions regarding this event, please email us at MMAMayhem@Hotmail.com