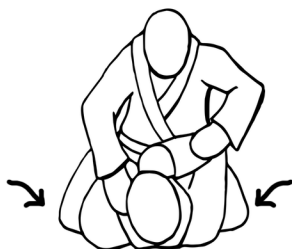


4 points - Mount



Both knees must be on the ground

2 points - Knee on Belly



Support leg must have foot on ground

4 points - Back Control



Must have both hooks in (no bodylock, etc)

2 points - Takedown



Must land on top and in-bounds

3 points - Pass Guard



Must pass the legs and secure a dominant position (turtle does not count)

2 points - Sweep



Must initiate sweep from a guard position (reversals do not count)

Advantages

You must hold a position for at least three seconds to score. Advantages are given when any scoring move, position or submission is **almost** achieved. Advantages only count if the points are tied at the end of the match.

Penalties

Penalties are given for infractions like stalling or illegal grips. If the match is tied on points and advantages, the victory is given to whoever has fewer penalties.

A referee's decision is made when the match is tied on points, advantages and penalties.

A legal submission always secures victory, no matter the score.

example:

	Points	Adv.	Pen.
Your Name	8	1	0
Your Opponent	4	3	0

In this example scoreboard, you won on points.