

Competitor NAME: _____ . DATE: _____

Submission Hunter Pro – Submission Only Super Fights

Submission Only GI & No-GI Grappling

Matches take place on a 30ft x 30ft-elevated stage (3ft off the ground). Competitors will have ring announcer introductions and Walkout music of their choice similar to MMA fights. Weigh INS are the day before the event.

All Competitors will receive **20% Commission** on tickets that they sell IN HAND and 10% commission on whatever they sell online ONLY IF THEY SELL the required **\$500** in total sales.

All Local Competitors **MUST SELL A MINIMUM \$500 in total sales in order to receive the WIN bonus.** You are considered a local competitor if

you live within **75 miles** of the City we are hosting the event in. **YOU MUST SELL THE REQUIRED AMOUNT IN ORDER TO RECEIVE YOUR WIN MONEY AND THE 20% or 10% COMMISSION!** If you win and didn't sell the required amount, you forfeit your win money. **(This does not apply to out of town competitors. Out of towners will receive WIN bonus if they win regardless of their ticket sales)** All competitors will receive 20% commission on whatever tickets that they sell IN HAND and 10% commission on whatever they sell online. LOCAL COMPETITORS MUST SELL THE REQUIRED \$500 IN TOTAL SALES IN ORDER TO receive Win Bonus. ALL competitors will only get commission if they sell \$500 in ticket sales. ALL competitors are strongly encouraged to try and sell tickets to show support and help cover the costs to run the event. We need everyone's support and help in creating a successful event.

Payouts:

Kids: \$75 winner

Teens: \$100 Winner

Blue: \$150 Winner

Purple: \$200 Winner

Brown: \$250 Winner

Black: \$300 Winner

(Purses can vary (increase)based on competitor)

All divisions winners will receive 20% commission on their personal ticket sales regardless of win, lose or draw **if they sell the \$500 minimum required amount.** **We DO NOT cover hotel and travel expenses for competitors.** In some cases for certain competitors we will cover or help with travel expenses. If you are added to an event as a competitor please make sure you can get to the city the event is being held in.

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Each event and circumstance is different. PLEASE DO NOT ASSUME that travel expenses will be covered. Talk to the promoter if you have any questions.
Weigh INS will be held the day before the event. All competitors must be able to make weigh INS at the scheduled time and location. This is mandatory!
YOU MUST COME TO WEIGH INS!

Penalties:

If you miss weigh INS, **you** take a chance of being replaced and losing your spot on the card.

Competitors who miss weight will be penalized \$20 per every lb over your agreed weight. There is a 1lb allowance on weight, every 1b after that you will be fined \$20 per lb. This will be taken from your commission earnings and or win money and given to your opponent. This must be handled and agreed upon at the time of weigh ins. If you have no commission or didn't win, we expect you to do the right thing and pay your opponent out of your pocket. If you choose to miss weight and not pay the penalty fine, you will not be considered again for a Submission Hunter Pro event. Please make weight so we all avoid the headache. If you are late to the scheduled weigh INS, you will be penalized \$25. This will be taken from your commission or Win money or commission. Weigh INS will be the day before the event starting at a time TBA (estimated and could change based on venue) so please make arrangements accordingly.

Each Competitor will be allowed 1 corner man (Mat Coach) that will be allowed to check in at the fighter check in area and go back to the locker room area with the competitor. This corner man / Mat coach needs to be the competitors HEAD COACH or REAL COACH, not a friend, brother, sister, boyfriend, girlfriend etc. If your girlfriend or boyfriend or family member etc is your coach or who you insist on putting down as your corner, that person that you write down will be the only person who will be able to go stage side with you on event night during your match. ONLY 1 PERSON CAN BE IN YOUR CORNER ON EVENT NIGHT. No extras to keep time, record your match, be your hype man, etc. Only the person on the list next to your name who you chose will be in your corner. Kid competitors will also be allowed 1 parent to be in the locker room area with them prior to their match. Parent will be required to have a ticket for event admittance and then be upgraded to all access.

Performance Bonuses:

Submission of the Night Bonus: **\$125**

Best Match of the Night Bonus: **\$125** for each competitor involved in that match.

(In order to receive/qualify for a performance bonus, you must meet the ticket sales minimum if you are a Local.)

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Rules:

FOR NO GI MATCH:

All Competitors must wear a Rash guard, shirts are required.

Spats or shorts must be worn. No pockets.

NO CUPS OR GROIN PROTECTORS ALLOWED

Match can only be won by submission. If no submission occurs by the time the match ends, match will be considered a draw.

All Adult Purple, Brown, Black matches will be 7 minutes long

All Adult Blue belt matches will be 6 Minutes Long

Kids, Teens and Juveniles matches will be 5 minutes long

Adult Black Belt Level – All Submissions Legal

Adult Brown Belt Level – All Submissions Legal

Adult Purple Belt Level – All Submissions Legal

Adult Blue Belt Level – No Heel Hooks, Everything else Legal

Kids– No Leg locks, No Neck Cranks(no pulling head in triangle,no standing Guillotines)No slams, no wristlocks, no small joint manipulations (fingers,toes etc.) No jumping guard.

Teens/Juveniles(13 and up) – Straight Ankle Locks Only, Nothing else below the waist, no small joint manipulations(fingers, toes etc.) No slams.

FOR GI MATCHES:

(No heel hooks or slams allowed in GI Matches). (No Reaping) Kids, Teens and Juveniles Gi match rules will stand the same as their no gi rules.

Title Fight match Times:

Adult Title Fights: 10 mins submission only. If there is no submission in the 10 mins then we will do 4 min overtime and play by points or submission so that a winner will be determined. Advantages will be awarded so that a winner can be determined. IF you stall in over time, you will be penalized. The first time you get called for stalling, your opponent will receive 1 Advantage point. If you are called for stalling a 2nd time, your opponent will be awarded 2 pts. If you are called for stalling a 3rd time, you will be disqualified.

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Kids, Teens, Juvenile Title Fights: 7 mins Submission only. If there is no submission in the 7 mins then we will do 2 min overtime and play by points or submission so that a winner will be determined. Advantages will be awarded so that a winner can be determined. IF you stall in over time, you will be penalized. The first time you get called for stalling, your opponent will receive 1 Advantage point. If you are called for stalling 2nd time, your opponent will be awarded 2 pts. If you are called for stalling a 3rd time, you will be disqualified.

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Competitor or Guardian Initials: _____ **Sign:** _____

***PLEASE Know that if you are a local competitor and fail to meet the required ticket sales quota or do not event attempt to try and sell tickets to support the event, we have the right to cancel your match at anytime including event day. Please do your part and this will not apply to you.*

IF YOU HAVE QUESTIONS ABOUT ANY OF THE RULES, IT IS YOUR RESPONSIBILITY TO REACH OUT TO US OR A SHP REFEREE PRIOR TO YOUR MATCH.