



# **Ne Waza Competition Rules**

## SECTION 1 COURSE OF THE MATCH

Referee calls the competitors inside the mat.

Fighters will bow in standing position to enter the match area. The fighters will move towards the center of the fighting area and kneel down at a two meter distance. The fighters will then bow in that position. The fighters will then move to an up on one knee high kneeling stance at one metre distance. The fighter in white is at the right side of the Referee.

- When 2/3 of the athletes' bodies are outside the fighting area in a non-stabilized position on the ground, the referee should stop the match and restart the two athletes in a high-knee position at the centre of the fighting area.
- At the end of the match, the referee announces the winner and orders the fighters to bow to each other (while on their knees) at a two metre distance. The fighters then get back up and do a standing bow at the edge of the fighting area to exit.

## SECTION 2 SCORE AND POINTS

### Points

<u>Ippon 20 points</u>	<u>Osae-komi Ippon 7 points</u>	<u>Waza-ari 2 points</u>
<u>Strangulation (Shime waza)</u> <u>Arm locks (Kansetsu waza)</u>	Osae-komi 10 seconds	1) Pass the guard or osae-komi 3 seconds to 19 seconds 2) Back mount 3) Back control 4) Sweep 5) Uke escapes out of bounds or stands up from Shime/Kansetsu waza

Athletes who arrive at a point-scoring position while caught in a submission hold shall only be awarded points once they have freed themselves from the attack and stabilized the position for 3 (three) seconds.

When one athlete comes to point-scoring positions but only gets out of the submission hold without staying in these positions, he will not receive any points for those positions.

An athlete who reaches one or multiple point-scoring positions while under attack from a submission hold by his opponent, shall not be awarded points if he does not escape the attack by the end of the match.

- Matches should unfold as a progression of positions of technical control that ultimately result in a submission hold. Therefore athletes who voluntarily relinquish a position, in order to again score points using the same position for which points have already been awarded, shall not be awarded points upon achieving the position anew.

## **BACK MOUNT**

When the athlete is on top, clear of the guard and half-guard, sitting on the opponent's back and with two knees or one foot and one knee on the ground, facing the opponent's head Control of the torso is only considered if the knees are under the shoulder line. (See Appendix A section 1 for visual representation)

## **GUARD POSITION AND PASSING GUARD**

Passing guard happens when the athlete in top position manages to surmount the legs of the opponent in bottom position (pass guard or half-guard) and maintain side-control or north-south position over him for 3 (three) seconds. (See Appendix A section 2 for visual representation)

- Guard is defined by the use of one or more legs to block the opponent from reaching side-control or north-south position over the athlete on bottom.
- To pass the guard of the opponent and continue with a control technique for 3 seconds.
- To pass the guard of the opponent with no following control technique or reach the half guard with good control (face to face).

## **SWEEPS**

Any turn from the guard position into any top position followed by a 3 second control will be counted as a sweep and will be rewarded with 2 points.

No points will be awarded for sweeps that start and end in a 50/50 guard situation. To change the position from guard into the back of the opponent (on top) with 3 seconds of control and hold the opponent in bottom position (at least one knee on the floor) will be regarded as sweep as well. (See Appendix A section 3 for visual representation)

## **OSAEKOMI**

Osaekomi will be called when a fighter has control of their opponent on their back in a controlled Osaekomi position and uke doesn't have their legs wrapped completely around them. If Osaekomi is held for 10 seconds then the Referee will signal Ippon Osaekomi and

7 points will be scored. The fighters will restart in the centre in a kneeling position. If Osaekomi is held for at least 3 seconds and less than 10 seconds then waza-ari (2 points) will be awarded. (See Appendix A section 4 for visual representation)

## **SUBMISSIONS - LOCKS AND STRANGULATIONS**

- While in osaekomi, if the fighter is working on a submission, the referee shall allow an extra 5 seconds to perform the submission once the 10 seconds have been reached.
- When a submission hold results in exiting the match area or if the athlete under the submission stands up (daki-age), the referee shall signal waza-ari 2 (two) points be awarded to the athlete applying the submission hold.
- When the fight exits the fighting area due to the movement of an athlete attacking a submission in hold, the referee will not mark two points after stopping the fight.

## **SECTION 3 PENALTIES AND FORBIDDEN ACTS**

Penalties will be given in three steps

- 1st Penalty
  - 2nd Penalty: 2 Points for opponent
  - 3rd Penalty: disqualification (Requires agreement of table or corner judges.)
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- When announcing a “shido”, if neither athlete has a submission hold, the referee should stop the fight and replace the athletes in their respective starting position, punish the infractor and restart the fight.
  - When announcing a foul, if one of the athletes has a submission hold or is in osaekomi and the opponent committed the infraction, the referee shall apply the penalty to the infractor without stopping the fight; SONO MAMA should be announced, then shido and then hajime to restart the fight. If the infractor is the athlete that is applying the submission hold or holding down his opponent, then “mate” will be announced and the athletes will be brought back to the centre in a high knee position and then the penalty will be announced.

### **3.1 Serious foul**

**The following actions count as minor forbidden acts:**

- Passivity/Stalling:
  - a. Passivity/ stalling (Lack of combativeness) is defined by one athlete clearly not pursuing positional progression in a match and also when an athlete impedes his opponent from carrying out said progression.

The referee shall count out 20 (twenty) consecutive seconds prior to giving this shido.

- b.** Leaving the mat or pushing without technical attack the opponent outside the mat.
  - c.** When both athletes pull guard at the same time, the referee will start a 20 second countdown. If at end of this 20 second countdown, even if the athletes are moving, one of the athletes does not reach the top position, does not have a submission in hold, or is not imminently completing a point scoring move, the referee will stop the fight and give a penalty to both athletes. In this situation, the referee will restart the fight on their knees.
  - d.** When the athlete breaks the grip of the opponent pulling guard and does not return to the combat.
  - e.** When both athletes simultaneously demonstrate a lack of combativeness (stalling) in any position in a match.
  - f.** To escape from the fight on the ground, stand up and does not return to combat. It should be noted that athletes are allowed to stand up to pass the guard but they must return to the fight immediately within 2 seconds otherwise they shall be penalized with a passivity/stalling penalty.
  - g.** Passivity is not declared when an athlete is defending his from an opponent's attacks from mount, back-control, side-control or north - south positions.
  - h.** Will not be considered lack of combativeness when an athlete is in mount or back position, as long as the characteristics of the technical position are respected.
- DRAFT**
- When an athlete grabs the inside of the opponent's Gi top or pants, when he steps inside the Gi jacket and when an athlete passes a hand through the inside of the opponent's Gi to grip the external part of the Gi.
  - To put the hand into the face of the opponent. (See Appendix A section 5 – Fig-1 for visual representation)
  - Use of the belt for all techniques when the belt is NOT tied up.
  - Delay of the fight by not being ready to fight when showing up the mat or taking too much time to set Gi and belt. (Wrong uniform, wearing items not allowed, remove belt or open Gi without referee's permission, when an athlete takes more than 20 seconds to tie his/her belts during a match stoppage.)
  - Placing the foot deliberately in the belt. (See Appendix A section 5 – Fig-2 for visual representations)
  - Placing the foot deliberately inside the collar without grip of the same side. (See Appendix A section 5 – Fig-3 for visual representations)
  - Talking or verbal comments (without medical/safety reasons).
  - Exits the match area to prevent the opponent from completing a sweep.

### **3.2 The following actions count as a “severe foul” (major forbidden act) and will be punished by “Disqualification”:**

The first time a contestant makes a “severe foul” he will be punished by “**Disqualification**”.

- To apply any actions with the obvious intention to injure the opponent!
- To apply punches or kicks, to bite the opponent or to apply any other action that is against the ethics and fairness or if a contestant shows reckless or unsportsmanlike behaviour (any time in the tournament), the referee crew of the tatami or the appeal committee unanimously decide that the competitor should be expelled from the rest of the tournament. They will inform the head-referee of their decision and then ask the responsible official of the tournament to make the official announcement. The expelled contestant loses all matches he had already won, including the medals. Further legal actions against the competitor or the sending federation can be applied.
- To push the fingers into the eyes of the opponent.
- When an athlete strangles his or her opponent, with bare hands (not using the gi and with one or both hands around the opponent’s neck or applies pressure to the opponent’s windpipe using the thumb) or blocks the passage of air to his opponent’s nose or mouth using his hands.
- When an athlete intentionally attempts to get his or her opponent disqualified by reacting in a way that places his opponent in an illegal position.
- To use any slippery or enhancing substances or creams (medication) which can affect the opponent.
- When an athlete is unable to exchange the GI for a new one within a period of time stipulated by the referee.
- Disciplinary Fouls
- When an athlete directs profane language or obscene gestures at his/her opponent, the center table, table officials, referee or public.
- When an athlete exhibits hostile behavior towards an opponent, referee or any other member of the organizing committee or public.
- When an athlete bites, pulls hair, strikes or applies pressure to the genitals or eyes, or intentionally uses a traumatic blow of any kind (such as punches, elbows, knees, head butts, kicks, etc.).
- When an athlete exhibits offensive or disrespectful behavior towards an opponent or the public through words or gestures during a match or in celebrating victory.
- When one or both of the athlete’s disregard the seriousness of the competition by performing actions simulating or faking combat.
- Disobey the referees order
- Exit the competition area after the fight before announcing of the winner.

### **SEVERE FOUL - HEAVY FORBIDDEN ACT**

(Sanctioned with “**Disqualification**”)

Serious laterally attacks affecting the knee (crossing the leg from outside in locking situation or with strong pressure)

- When the athlete executes the movement in the characteristics mentioned below, with their foot crossing the vertical midline of the opponent's body.
- When either of the athletes have a submission hold, it will be considered a severe foul for the athlete crossing his foot in the characteristics mentioned below.

### **Table Technical Fouls- Illegal Moves**

■ - **Illegal Moves** (See Appendix A section 6 – for visual representations)

4-12years of age      13-15 years of age      U18/U21/Seniors

1	■	■	■	Submission stretching the legs apart
2	■	■	■	Choke with spinal lock
3	■	■	■	Straight foot lock
4	■	■	■	Forearm choke using the sleeves (Ezequiel choke)
5	■	■	■	Frontal Guillotine Choke
6	■	■	■	<del>Omo-plata</del>
7	■	■	■	Pulling head in triangle
8	■	■	■	Arm triangle
9	■	■	■	Jump into the guard
10	■	■	■	Pressing kidney or ribs in Close Guard
11	■	■	■	Wrist lock
13	■	■	■	Biceps Slicer
14	■	■	■	Calf Slicer
15	■	■	■	<del>Kneebar</del>
16	■	■	■	Toe Hold
17	■	■	■	Slam
18	■	■	■	Spinal lock (without choke)
19	■	■	■	Heel hook
20	■	■	■	Locks twisting the knees
21	■	■	■	Straight foot lock and Turning inside
22	■	■	■	Lateral pressure to the knee (by crossing out in)
23	■	■	■	Toehold with outside turn
25	■	■	■	<del>Fingerlock</del>

## **SECTION 4 SETTLEMENT OF THE MATCH**

- **Submission:**  
A competitor may win the match before the end of the fighting time, if one of the contestants applies a lock or strangulation that make the opponent tap or the referee has to stop the match. This is called a submission.
- If a competitor accumulates a point total of 20 points
- After the fighting time has expired the contestant who has the most points at the end of the match will be the winner.

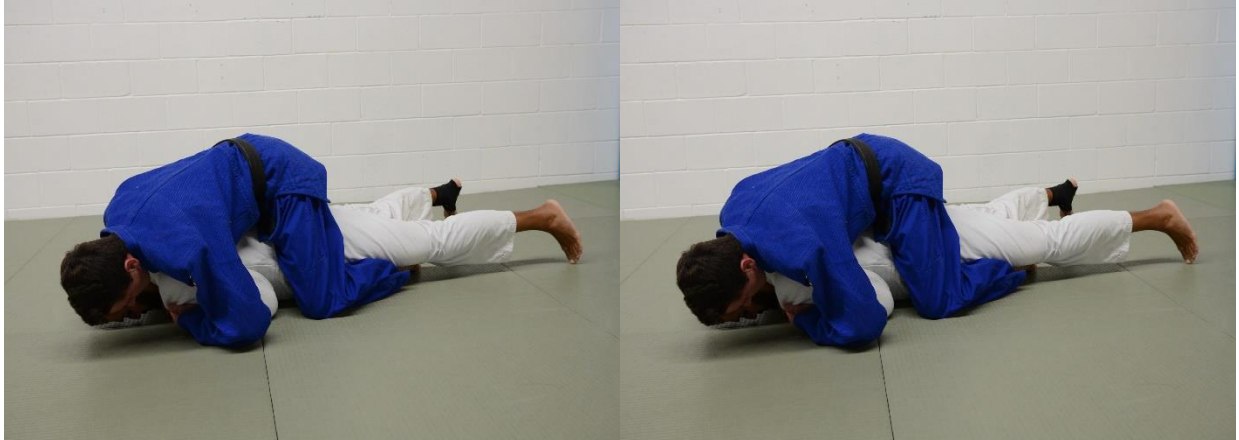
- If the score is equal in total points when the time has expired, both fighter will go in Golden Score until one fighter scores points or if one of the athletes get disqualified.
- In the event of both athletes suffering accidental injury in a semi-final or final match where the score is tied at the moment of the accident and neither athlete is able to continue in the contest, the result shall be determined by random pick.
- If one competitor receives 3 shido's. He will be disqualified.

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# Appendix A

## 1) BACK MOUNT



## 2) GUARD POSITION AND PASSING GUARD

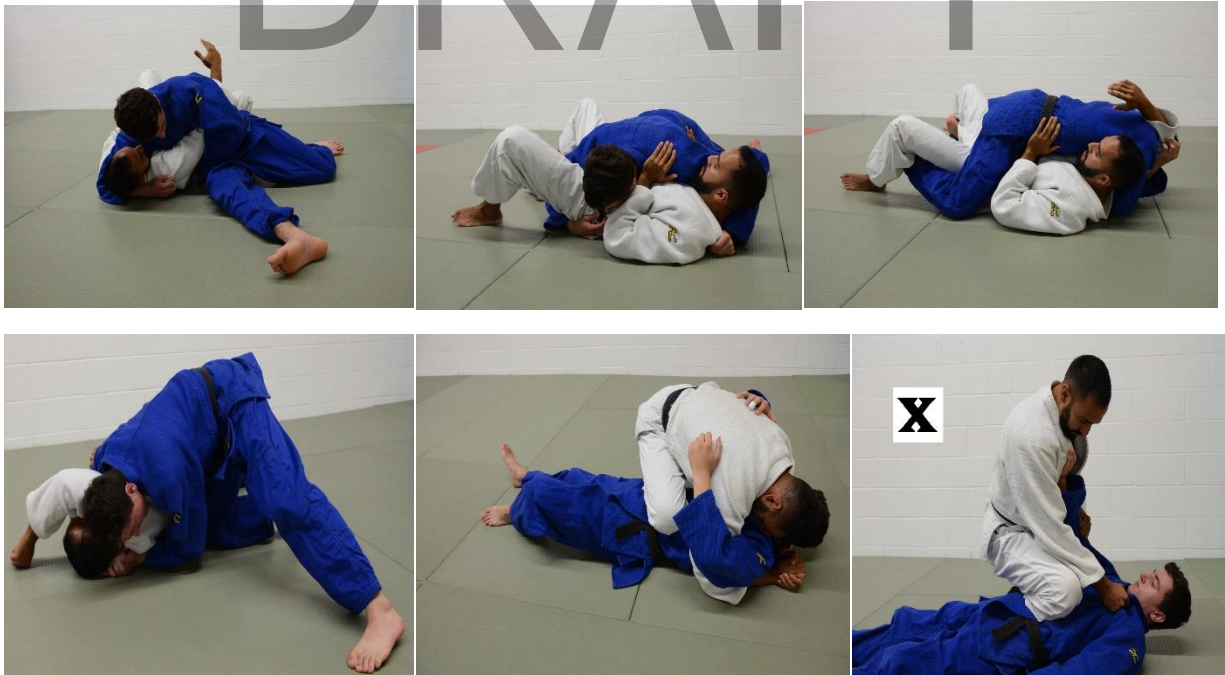


### 3) SWEEPS



### 4) OSAEKOMI

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Not Osaekomi

## 5) Serious Fouls



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## 6) Illegal moves



# **Appendix B - Points and Penalties Summary**

*This summary should only be taken as a helping tool. For complete rules please see the Ne Waza Competition Rules.*

<b><u>Ippon 20 points</u></b>	<b><u>Osae-komi Ippon 7 points</u></b>	<b><u>Waza-ari 2 points</u></b>
<b><u>Strangulation (Shime waza)</u></b> <b><u>Arm locks (Kansetsu waza)</u></b>	Osae-komi 10 seconds	<b>1)</b> Pass the guard or osae-komi 3 seconds to 19 seconds <b>2)</b> Back mount <b>3)</b> Back control <b>4)</b> Sweep <b>5)</b> Uke escapes out of bounds or stands up from Shime/Kansetsu waza

## **Serious Fouls**

- Passivity/Stalling
- Grabbing inside of pants
- Face in the opponent's face
- Use belt for techniques when it is NOT tied up
- Delay the fight
- Placing foot inside belt or in the collar
- Talking or verbal comments
- Exit the match on purpose

## **Sever Fouls**

- Action to intentionally injure opponent
- Punches or Kicks
- Fingers in the eyes
- Strangling with bare hands
- Attempting to disqualify opponent by putting opponent in an illegal position
- Use any slippery substances
- Athlete unable to change Gi
- Disciplinary foul
- Use of profane language
- Exhibiting Hostile behavior
- Biting, pulling hair, strikes or apply pressure to genitals or eyes
- Offensive or disrespectful behavior
- Faking combat
- Disobeying the referees order
- Exiting competition area before announcing the winner



## Illegal Moves table

4-12years of age    13-15 years of age    U18/U21/Seniors

	4-12years of age	13-15 years of age	U18/U21/Seniors	
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