

Ne-Waza Competition Rules



May 2018

SECTION 1 COURSE OF THE MATCH

All ne-waza fights are refereed under IJF competition rules. Minor differences are made to accommodate some specifics, but IJF rules are predominant to any specific rules.

Referee calls the competitors inside the mat. Fighters will enter the match area at the same time. 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.

- If the athletes go outside the fighting area without applying a technique with apparent success, 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 the fighters bow to each other (while on their knees) at a two metres distance. The fighters then exit the mat.

SECTION 2 SCORE AND POINTS

Points

<u>Ippon 20 points</u>	<u>Osae-komi Waza-ari 10 points</u>	<u>2 points (technical points)</u>
<u>Strangulation (Shime waza)</u> <u>Arm locks (Kansetsu waza)</u>	Osae-komi 10 seconds	1) Pass the guard or osae-komi with clear control: less than 10 seconds 2) Back mount 3) Back control 4) Sweep 5) Turnover 6) Shime/Kansetsu waza control but no submissions

Technical points can only be given once per attack sequence.

BACK MOUNT AND BACK CONTROL

Back mount is 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. Back control is when an athlete is either sitting or on his lower back and

controls and faces his opponent's back. Back control 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 clear side-control or north-south position. (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 clear control technique.
- When passing the guard of the opponent with no following control technique or reaching the half guard without good control (face to face), no points will be awarded.

SWEEPS

Any turn from the guard position into any top position followed by a clear control will be counted as a sweep and then 2 points will be awarded.

No points will be awarded for sweeps that start and end in a 50/50 (mutual) guard situation. To change the position from guard into the back of the opponent (on top) with clear 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)

OSAE-KOMI

Osae-komi will be called when a fighter has clear control of their opponent in kesa, shio or tate position. If Osae-komi is held for 10 seconds then the referee will signal waza-ari and 10 points will be scored. After waza-ari is awarded for the Osae-komi, the fighters will be allowed progressive work toward submission action. If there is no progress toward submission action, the referee will announcement matte and the fighters will restart in the centre in a kneeling position. If clear Osae-komi is held for less than 10 seconds then 2 points will be awarded. (See Appendix A section 4 for visual representation)

IJF edge regulation apply to all contests.

SUBMISSIONS - LOCKS AND STRANGULATIONS

All judo arm locks and strangulations resulting in apparent efficiency and/or forcing the opponent to abandon will result with an ippon score and victory.

TURNOVERS

2 Points will be awarded for turnovers. A turnover is defined as when uke is protecting himself on all fours or on his stomach and tori turns him over on his back and controls him.

SECTION 3 PENALTIES AND FORBIDDEN ACTS

IJF rules will apply for application of shidos.

- 3rd shido: Hansoku make
- When announcing a “shido”, the athlete to be penalized should not be allowed to continue to get a score. If neither athlete has an advantage position, 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 an advantage position, submission hold or is in osae-komi and the opponent committed the infraction, the referee shall apply the penalty to the infractor without stopping the fight; or when tori loses the upper hand. 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 Shido

All IJF rules apply for shido situations with the following specifications:

- Non-combativity:
 - a. Non-combativity (Passivity/stalling) 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.
 - b. Leaving the mat or pushing without technical attack the opponent outside the mat.
 - c. When the athlete breaks the grip of the opponent pulling guard and does not return to the combat.
 - d. When both athletes simultaneously demonstrate a lack of combativeness (stalling) in any position in a match.
 - e. 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 reasonable time otherwise they shall be penalized with a passivity/stalling penalty.

3.2 Hansoku make

IJF Rules will apply to all hansoku make situations.

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
- If a competitor accumulates 3 shidos, he shall receive a hansoku make.
- 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.