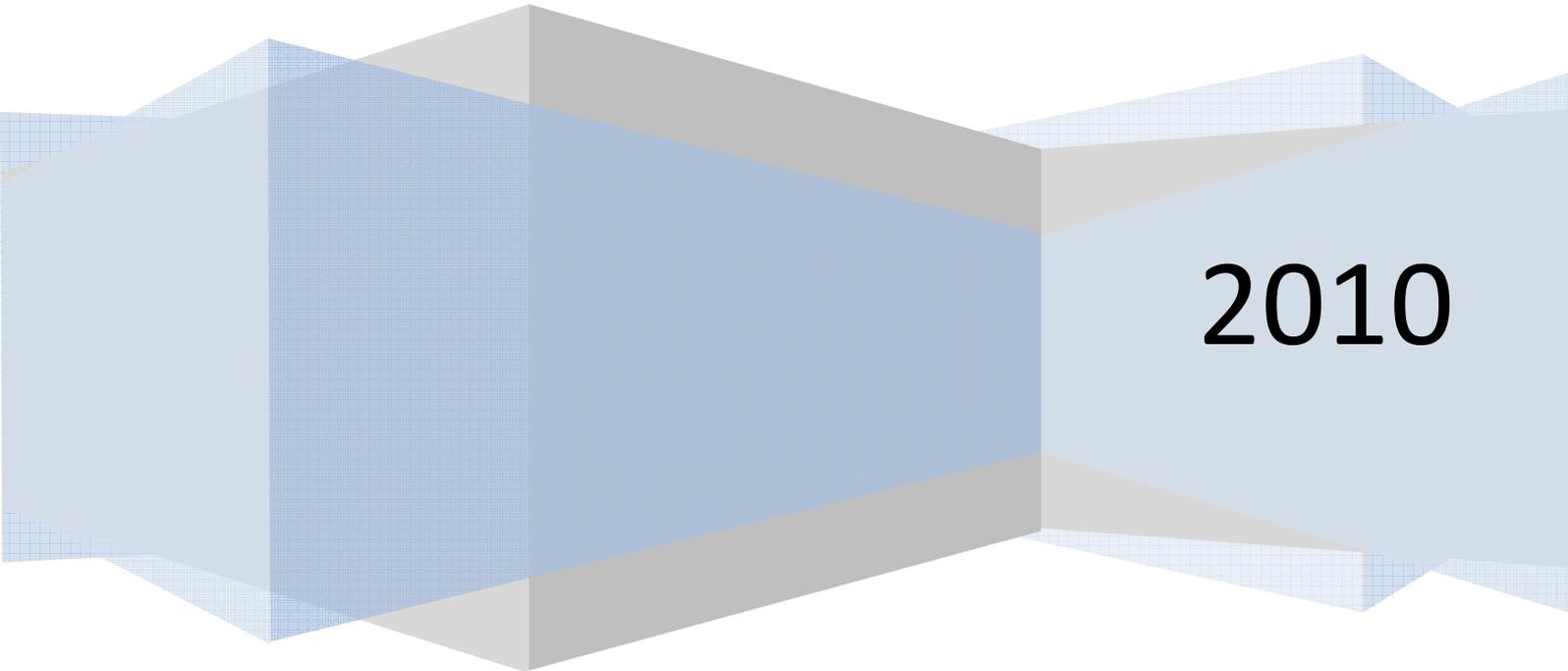


# NE WAZA Judo – Jujitsu known as "Brazilian" Refereeing rules



2010

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## 1 Definition

Ne-Waza (ground technique) is one of the main Judo – Jujitsu basis. Its important technical heritage measures up to its big efficiency and its educational value.

The implementation of technical training sessions, of TOURNAMENTS, INTERNATIONAL OPENS or NATIONAL CUP specific to NE WAZA aspires to improve this sector from appropriate rules allowing beginners of any ages to practice safely.

### **Intended objectives:**

- To encourage a large practice by adapting events schedule.
- To give priority to athletes' safety and conviviality.
- Refereeing and administrative supervision limited to needs.
- Adapted Regulation, which privileges the offensive behaviour, the mobility on the ground, the expression of a wide range of techniques and numerous tactical behaviours.

## 2 Sex

Women and Men (separate activity)

## 3 Age groups

The specified categories of age are cadets (U17), juniors (U20) and seniors.

## 4 Nationalities

Technical training sessions, TOURNAMENTS and INTERNATIONAL OPENS are opened to every FFJDA French members.

Foreign members of FFJDA can participate to technical training sessions, to TOURNAMENTS as well as to INTERNATIONAL OPENS.

INTERNATIONAL OPENS will be opened to foreigner member of a federation recognized by the GAISF (General Association of International Sports Federation).

Only fighters members of the FFJDA and of French nationality can claim to participate in the NATIONAL CUP (see system of selection).

## 5 Belts Ranks

Technical training sessions and TOURNAMENTS are opened to the white, yellow, orange, green, blue, brown, black belts fighters.

Only from green to black belt fighters can participate to INTERNATIONAL OPENS.

## 6 Licenses

The fighters must own the FFJDA license of the current year.

For INTERNATIONAL OPENS, foreign fighters must be member of a federation which belongs to GAISF.

## 7 Passports

FFJDA member fighters should have owned a sports passport for less than 8 years (a tolerance of validity until August 31st of the current season is allowed).

## 8 Medical certificates

For competition, a compulsory medical certificate, issued less than one year before the competition day must attest the absence of contraindication for practising Judo Jujitsu.

## 9 Fighter's Judogi

Fighters will have to wear a clean **white Judogi** (jacket and trousers), in respect of the regulations specified in F.F.J.D.A sports code.

The blue Judogi (jacket and trousers) is tolerated.

Besides their belts, the 1st called fighter will wear a red belt, the 2nd a blue or white belt.

Only soft protections are allowed.

## 10 Weight categories

**Cadets (U17) Men:** -55Kg -60 Kg, -66 Kg, -73 Kg, -81 Kg, -90 Kg, + 90 Kg

**Cadets (U17) Women:** -44 Kg, -48 Kg, -52 Kg, -57 Kg, - 63 Kg, - 70 Kg, + 70 Kg

**Juniors (U20) – Seniors Men:** -60 Kg, -66 Kg, -73 Kg, -81 Kg, -90 Kg, -100 Kg, + 100 Kg

**Juniors (U20) – Seniors Women:** -48 Kg, -52 Kg, -57 Kg, - 63 Kg, - 70 Kg, - 78 Kg, + 78 Kg

## 11 Duration of Contests

**Cadets (Women and Men):** 4 minutes

**Juniors – seniors (Women and Men):** 6 minutes

**Over 36 years old seniors:** 5 minutes

The recovery time between two fights must be equal to the duration of two fights.

## 12 Competition systems

The competition will be either in table sheets or in pool according to the number of fighters.

## 13 Coaches

Fighters are allowed to be accompanied. The coach will stay near the mat during the contest.

He will be excluded from the competition mat borders in case of bad behaviour or proved incivilities.

## 14 Control tools and tables

Two referees by table are in charge of the follow-up of the fights. The 1st will take charge of the follow-up of boards and stopwatch, 2nd of the manual or electronic leading board.

Only one chronometer is necessary for each fight.

## 15 Fight area

The minimum surface is 6m X 6m.

## 16 Refereeing

### Referee

The fight is managed by a referee. The second referee seated at the table of control can assure the score follow-up according to the mat referee orders

### Movements of the referee

Points, advantages and penalties are indicated with the arm corresponding to the colour of the concerned fighter (a coloured muff in the wrists of the referee).

The referee indicates to the table the marked points by presenting one, two, three or four fingers.

The advantages are indicated by sweeping horizontally the space with the arm (Ex: WAZA ARI).

### Bow (Rei)

The fighters have to respect the Judo - jujitsu traditional standing bow at the beginning and the end of each fight.

### Fight progress

The fight will begin by standing and will end when one of the fighters withdraws or at the end of statutory time planned by the technical rules.

The fighters can go to the ground as soon as they have a grasp. The standing-ground connections are allowed. The fighters can fight if one is standing and the other one is on the ground. They can get up when they wish to.

If at the end of statutory time, both fighters are equal of points and advantages, the fight will continue according to the principle of the final advantage.

The extra time duration is equal to the time of initial fight. In case of new equality, the decision will be attributed by the referee.

In case of equality of points, the referee will give the victory to the one who has most advantage.

For the senior fighters of more than 45 years, after the traditional bow, the start and possible re-start of the fight will be made a knee on the ground.

### Grasps

The grasp of the ends of sleeves is allowed as well as "revolver" grasping. The fighters can grasp at the trousers of the Judogi.

All the forms of projection and leg pick-ups are allowed.

The action of putting fingers inside the sleeves of the jacket or the legs of the trousers of the opponent is sanctioned by a SHIDO.

If a fighter is grasped at the trousers and if he sits down directly, his opponent marks 2 points.

### Take-down

A fighter can go to the ground when he wishes it, provided that he has, a grasp on the Judogi of his opponent.

From the standing position, a fighter can jump directly around the waist of the partner (to stand guard). The fight can then continue but he can be also brought to the ground.

The standing take-down by pulling the opponent directly on the ground are allowed.

Fighters are keeping on going from a standing position down to the ground and from the ground to a standing position.

If a fighter comes to sit down in a deliberated way or not, while his leg is then picked, the standing fighter marks 2 points.

### Mat leaving

The fighters are considered as leaving the mat when they have no more support in the surface of fight.

If the fighters go out of the mat in a position easily recognizable by the referee, the latter will announce SONOMAMA and will replace them in the identified position on the middle of the mat.

If the position is not clearly recognizable then the referee will announce MATTE and the fighters will start up again on the middle of the mat.

If the fighter, trying to avoid an attempt of arm-lock or strangulation, goes outside the fight area, he will be sanctioned by a SHIDO.

But if the fighter goes out willingly and in an obvious way of the surface of fight to avoid the withdrawal on an arm-lock or an effective strangulation, he will be sanctioned by a HANSOKU MAKE. This HANSOKU MAKE does not imply a disqualification for the whole competition.

### Point calculation

Only strangulation, an arm-lock or a leg-lock allows winning before the end of the fight.

The withdrawal by knocking twice on the ground (or on the opponent) or shouting on arm-lock or strangulation ends the fight. The victory is attributed at once. For every validated action, the referee indicates to the table, with the hand wearing the color of the concerned fighter, the number of attributed points. There is no accumulation of points when a fighter stops willingly a movement and tries again.

The return to the guarding gives again to both fighters the possibility of marking points on every position. No point can be marked by one fighter or the other as long as an attempt of submission is in progress.

### Situations evaluated by attribution of points

See document in appendix on page 10

FFJDA Refereeing Rules (see FFJDA website: [www.ffjudo.com](http://www.ffjudo.com))

### Strangulations

The strangulations are allowed. They can be realized with the collar or the lapels of the Judogi of the opponent. They can be also realized with the Judogi jacket of the opponent.

The strangulations can be realized from the standing position.

The strangulations must be realized without action on the nape of the neck. It is possible to lower the head of the opponent during the realization of SANKAKU JIME.

### Upper limbs locks

The locks on upper limbs are allowed in flexion, extension, rotation and compression. They can be realized on elbows. Shoulder-locks and wrist-locks are allowed.

The action continues even if the opponent gets up.

### Lower limbs locks

The locks on lower limbs are allowed in flexion, extension and compression. The locks can be done on ankles, knees. It is allowed to cover the attacked leg of the opponent with the internal leg.

The compression of calf as well as of the thigh is allowed.

The locks in hyper extension are allowed.

When a fighter is attacked in leg lock and when he tries to get free it can bring several situations:

- The fighter can control his opponent to prevent him from turning.
- The fighter can follow his opponent if the latter turns.
- If the opponent turns, the fighter realizing a lock has to release it.
- If the fighter realizing a lock does not follow his opponent, the referee will stop the fight by saying MATTE.

If the fighter attacks brutally in twisting, he will be disqualified.

### The following situations are evaluated by an advantage:

Some technical actions don't result in giving some points. However, the referee can attribute advantages for:

- Every control hold during less than 5 second-time.
- A passage in the back with a single hook of leg.
- The correctly engaged technical actions without leading to the opponent withdrawal (lock, strangulation).

If there is an equality of points at the end of the fight, the advantages will be counted to indicate the winner. The advantages, whatever is their number, remain lower than points.

### Limits of actions by ranks and ages:

- Cadets and juniors: the legs locks are not allowed.
- Junior and senior: the lower limbs locks on lower limbs are allowed only from the green belt. They can be made only in the axis of the articulation (no twisting).
- Seniors from 46 years old: the legs locks are forbidden. The start as well as a possible re-start of the fight will be made a knee on the ground. If a fighter stands up, the fight can continue. However, if both fighters stand up, the referee announces MATTE and the fight goes on a knee on the ground.

- For the white, yellow, orange belts: the start of the fight as well as a possible re-start of the fight will be made a knee on the ground.

### Prohibited actions or techniques.

#### Prohibited actions sanctioned by HANSOKU MAKE:

- Striking, biting, slapping, pinching, pulling hair (evaluation of the voluntary act)
- Manipulating the back or the neck of the opponent
- Neck locks
- Covering the knee of the opponent with the outside leg during an attack in ankle locks
- Manipulating the foot which brings the knee in rotation
- Projection in scissors of legs (KAMI BASAMI)
- Strangulation with the belt
- Grasp of the throat with full hand
- Putting fingers in eyes
- Doing locks on fingers, toes
- Any dangerous actions on the vertebral column
- All the rough actions with the aim of hurting voluntarily
- Throwing violently his opponent on the ground when the latter controls in his guarding, or is in a phase of efficiency close to the submission (SANKAKU JIME, JUGI GATAME) by being unstuck from the ground
- Throwing the opponent by throwing himself on the back while he controls the fighter in the back and while the latter is standing
- Going voluntarily out of the mat to escape a technique of locked submission
- Disputing decisions of the referee
- Uttering insults or making inappropriate gestures to the referee, the opponent, the public.

Generally speaking, all the rough, dangerous actions and actions contrary to the ethics are forbidden.

#### Prohibited actions sanctioned by SHIDO:

- Putting fingers inside the sleeves of the jacket and the legs of the trousers of the opponent
- Actions on the face of the opponent
- Deliberately blocking the fight
- Being passive
- Maintaining a fixed holding more than 5 seconds, to prevent the evolution of the fight
- Refusing the confrontation on the ground and breaking the commitment
- Going to the ground directly without having grasped the opponent
- Willingly leaving the mat to prevent the realization of an action favorable to the opponent or the commitment of a test of submission.

In case of passivity, the referee touches the fighter by telling him to evolve (he can use the term "PASSIVE" by adding him the color of the indicated fighter). In case of non evolution, 1 SHIDO will be attributed to the fighter.

In case of fault allowing to having an advantageous position, the referee will pronounce MATTE. The two fighters will re start the fight in the position of the beginning (standing or on the knees) having given the SHIDO to the culprit fighter.

In case of fault realized by a fighter in an unfavorable position, the referee will pronounce SONOMAMA. He will give the SHIDO to the culprit fighter. The fight will start again after the announcement of YOSHI by the referee.

In the case of an action of the Judogi lapel on the face, the referee will warn the fighter.

#### **Penalties and equivalences of points**

- SHIDO = 2 points for the opponent
- HANSOKUMAKE = disqualification
- 4 SHIDO = disqualification
- HANSOKUMAKE for dangerous action to the opponent or the attitude contrary to the spirit = ban to pursue the competition.

#### **17 Injuries**

The referee will stop the fight and will ask for the intervention of the doctor who will treat or inform the fighter and the referee about the importance of the wound. The doctor can decide if there will be a withdrawal after wound or restart of the fight.

The referee will respect the decision of the doctor.

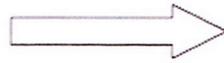
All the bleedings must be stopped and the precautions must be taken to avoid the contact with the bleedings.

The maximum time of intervention and treatment during a fight is of 5 minutes.

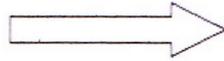
## Situations valued by points

Only locks of upper and lower limbs and strangulations stop the fight before time expires

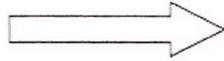
### DIFFERENT CONTROLS



OSAE WAZA  
=  
1 POINT  
5 Seconds Control



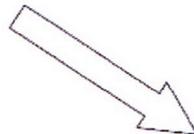
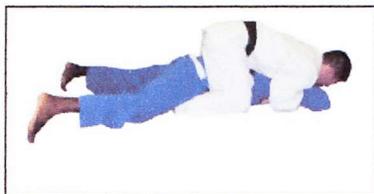
KNEE ON STOMACH  
=  
2 POINTS  
3 Seconds Control



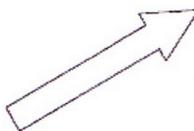
FRONT MOUNT  
=  
4 POINTS  
5 Seconds Control

- Points can be accumulated

Ex: OSAE WAZA  $\Rightarrow$  KNEE ON STOMACH  $\Rightarrow$  FRONT MOUNT  
1 Pt + 2 Pts + 4 Pts = 7 Pts

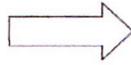


Back Mount  
=  
4 POINTS  
5 Seconds Control



In both controls, leg hooks must be in

## ACTIONS



## THROWS

Ippon Throw (mounting not necessary)

=

2 POINTS

Simple Throw + Mounting

=

2 POINTS



THROW + OSAE WAZA = 3 PTS



THROW + KNEE ON STOMACH = 4 PTS



THROW + FRONT MOUNT = 6 PTS

## ACTIONS

## PASSING THE GUARD

Clearing the legs is considered passing the guard



PASSING THE GUARD + OSAE WAZE = 4 PTS

PASSING THE GUARD + KNEE ON STOMACH = 5 PTS

PASSING THE GUARD + FRONT MOUNT = 7 PTS



**To be valid, the transition must be followed by a mandatory control. If the passing of the guard is not completed, an advantage will be given. The transition from guard to half guard is an advantage if the Tori controls the upper body of the Uke**

## ACTIONS

## POSITION REVERSAL



POSITION REVERSAL  
MAINTAINED FOR 5 SECONDS  
=  
2 POINTS

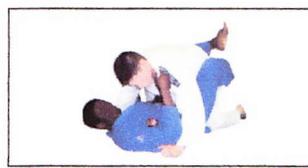
All actions of Tori reversing the position for 5 seconds scores 2 points

Example: During the fight, Uke falls to a his hands and knees, Tori controls Uke's back for 5 seconds...scores 2 points

## ACTIONS

## REVERSALS

Where Tori is in an inferior position and reverses that position so Tori is between Uke's legs.



REVERSAL (MAINTAINED) = 2 POINTS



REVERSAL + OSAE WAZA = 3 PTS

REVERSAL + KNEE ON STOMACH = 4 PTS

REVERSAL + FRONT MOUNT = 6 PTS

Escaping Osae Waza via reversal scores 2 points. Same combination of actions for reversals score 3 points, 4 points or 6 points. When fighters are kneeling, face to face, reversal points will apply

## ACTIONS

## REVERSALS

Reversing the starting position or uke is in an inferior position to Tori  
(Uke is in Quadruped position with Tori above or beside)



REVERSAL + OSAE WAZA = 3 PTS

REVERSAL + KNEE ON STOMACH = 4 PTS

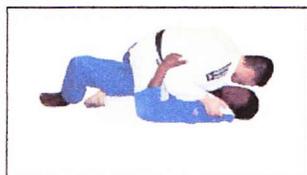
REVERSAL + FRONT MOUNT = 6 PTS



Unlike a 2 point reversal, this reversal must be followed by a control. If there is no control, it is only an Advantage

Reversals whose objective is a key lock or choke will not get points. If the reversal does not result in a tap out, the referee will award an Advantage.

### EXAMPLE OF POINT ACCUMULATION



Passing the Guard  
+  
Front Mount  
3+4 = 7 Points



Passing the Guard  
+  
Knee on Stomach  
3+2 = 5 Points



Reversal  
+  
Front Mount  
2+4 = 6 Points

## **Ne Waza Scoring Summary**

Osaе Waza – 5 seconds of control = 1 point

Knee on Stomach technique – 3 seconds of control = 2 points

Front Mount – 5 seconds of control = 4 points

Ippon Throw = 2 points

Simple Throw followed by mounting = 2 points

Passing the Guard = 3 Points

Reversal = 2 Points