

JU-JITSU INTERNATIONAL FEDERATION (JJIF)



JU-JITSU EUROPEAN UNION (JJEU)



NE-WAZA JUJITSU said « Brazilian »

(Version 4.0 / May 2012)

MEMBER of

GAISF
General Associations of International Sports Federations

and

IWGA
International World Games Association



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Section 1 Generalities

The Ne-WAZA (work on the ground) is one of important components of Judo-Jujitsu. The wealth of the technical heritage in this domain is as high as its big efficiency and as its educational value.

The implementation of specific competitions of NE-WAZA aspires to revitalize this sector from appropriate regulations allowing followers of any ages to work safely.

The objective is to win the fight:

- Before the limit of time planned grace is:
 1. In an arm lock.
 2. In a key of leg.
 3. In a strangulation.
- By having a more important number of points than the opponent.
- In case of equality of points at the conclusion of statutory time unlike advantages.
- In case of equality of points and advantages, the fighters will be in confrontation again on a decisive fight where the first one who will mark an advantage or a point will win the fight.
- In case of equality of points or advantages at the conclusion of the decisive fight, the referee will give the decision.

Section 2 Time of the match

- A. The fighting time per match is:
- 6 minutes for the seniors,
 - 6 min for the Juniors,
 - 5 min for the veteran (more than 40 years old),
 - 4 min for cadet
- B. The time of the decisive fight is of 6 minutes.
- C. Between two matches a recovery time of minimum 6 minutes will be allowed.
- D. The time of intervention of the doctor is of a maximum 2 minutes.

Section 3 Material

A. Competition area

Minimum is of 6m X 6m with a safety zone of 2m at least.

B. The judogi

The fighters will have to wear a white judogi (jacket and pants), clean in compliance with the standards specified in the sports code of the JJIF.

The blue judogi (jacket and pants) is tolerated.

*The 1st called fighter will wear a red belt, the 2nd a blue belt.
Patches are not authorized.*

**But we have to discuss to define what the JJIF wishes.
What is allowed for the publicity on the judogi in Jujitsu ?????**

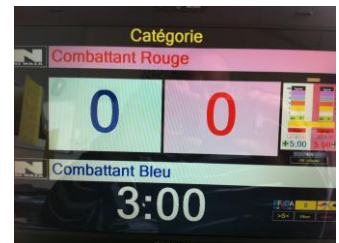
C. The protections

Only soft protections are allowed. Protectors must be in the right size and in good order.
The protect tooth is authorized.

Sex protections are forbidden as well as helmets.

D. The instruments of control

One or two umpires by table assure the follow-up of the fights.
They will take care of the follow-up of boards, of the timing and the board of electronic mark.
A single chronometer is necessary for a period of the fight.



Section 4 Weight Categories

For the moment, the following weight categories will be utilized in the World Championships and continental championship held under the auspices of the JJIF for men and women:

Women: -58Kg, -70Kg*

Men: -70Kg, -85Kg*, +85Kg

*This two categories are the ones restraints for World games on 2013.

Proposal of new categories to be made for the congrés of the JJIF:

The best solution would be to adopt for the NE-WAZA the existing categories in JJIF fighting system but without the men -55Kg.

Women: -48kg, -55kg, -62kg, -70kg, +70kg

Men: -55kg, -62kg, -69kg, -77kg, -85kg, -94kg, +94kg

If there is not enough competitors in several categories, we can unite categories. In first, we have to ask the competitors if they agree to fight together.

Section 5 The formula of competitions

The competition will be made either in boards or in hens according to the number of fighters.
The purpose being that every fighter can make at least two fights.

Section 6 The coaches

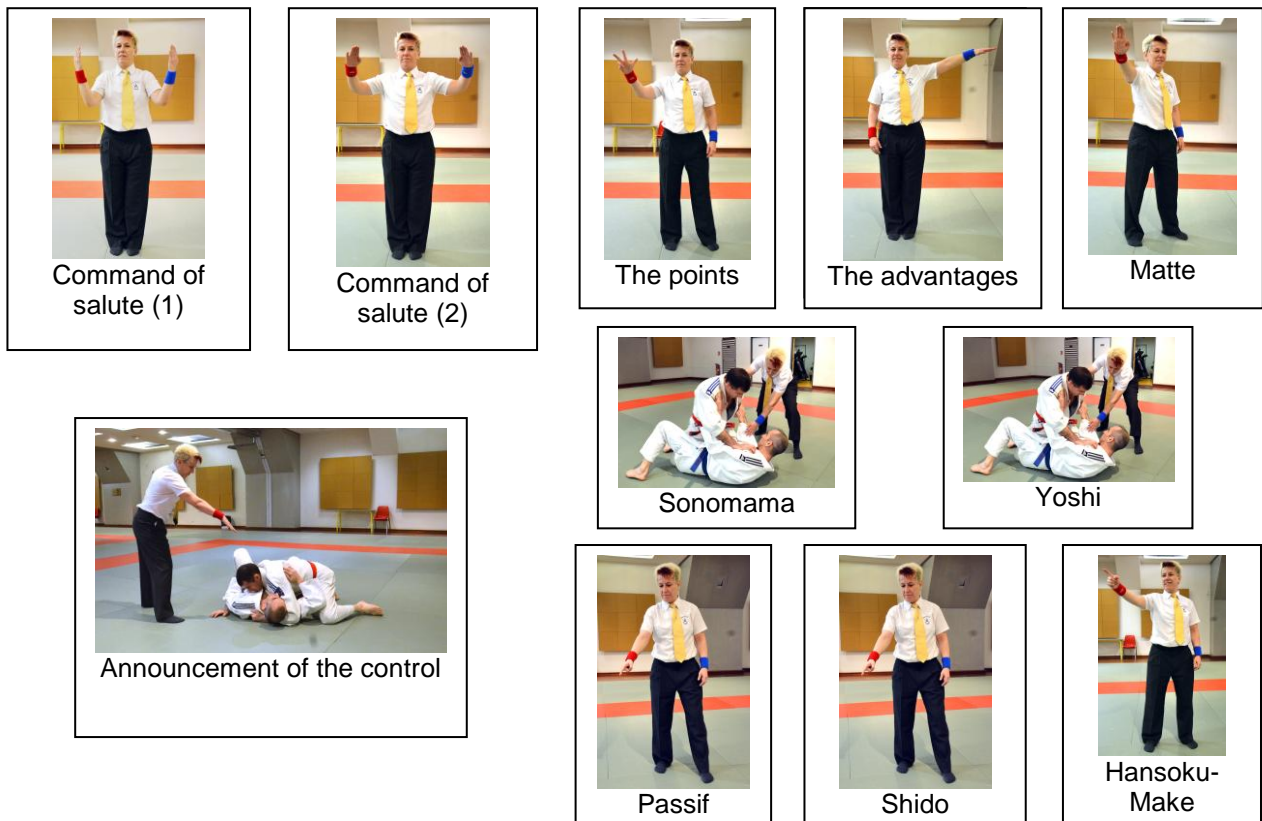
The presence of a coach is authorized by fighter. He will be situated near the mat during the progress of the fight. He will be excluded from the environment of the mat of competition in case of breach in the rules of good behaviour or turned out incivilities.

Section 7 The referee

The Mat-Referee (MR) who stays within the contest area shall conduct the match.

For every validated action, the MR indicates to the table the number of attributed points with the hand wearing the colour of the concerned fighter. Points, advantages and penalties are indicated with the arm corresponding to the colour of the contestants. The referee also has to announce clearly the number of points as well as the color of the fighter.

The various gestures of the referee:

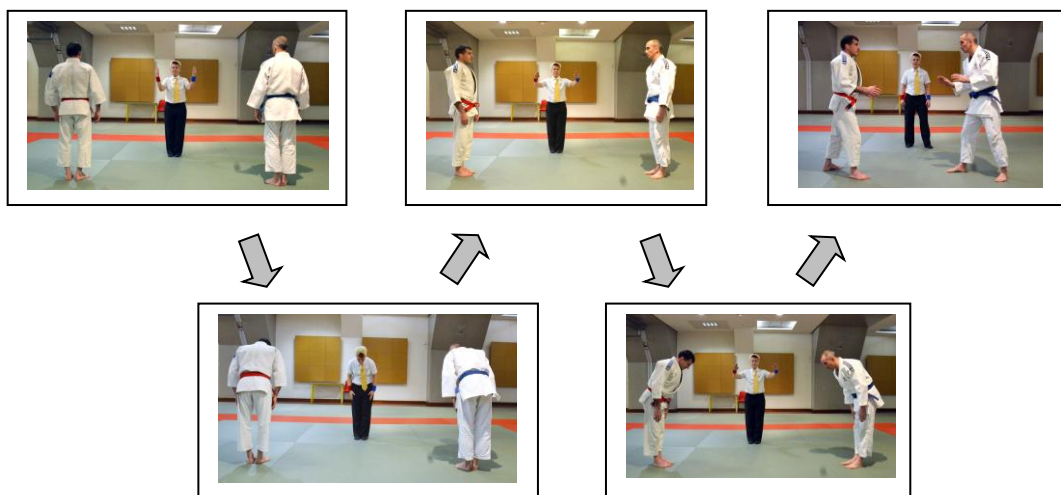


The Table-Referee (TR) seated at the table of control can assure the score follow-up according to the MR orders.

In case of dispute, the referee can consult that situated near the table. But the definitive decision is of the responsibility of the referee managing the fight.

Section 8 **Course of the match**

- a. The fighters are invited to go on the mat by the referee. The contestants start facing one another in the middle of the competition area approximately two meters apart. The contestant with the red belt stays on the MR's right side. At the sign of the MR the competitors will make a standing bow first to the referee and then to each other. After the MR announced "Hajime".



- b. The fight begins in position up (For the veterans the position of departure will be made on the ground with a raised knee). The competitors can go to the ground as soon as they have a seizure on the judogi of the opponent. They can fight if one of the fighters is on the ground and the other one up. They can get up when they want.

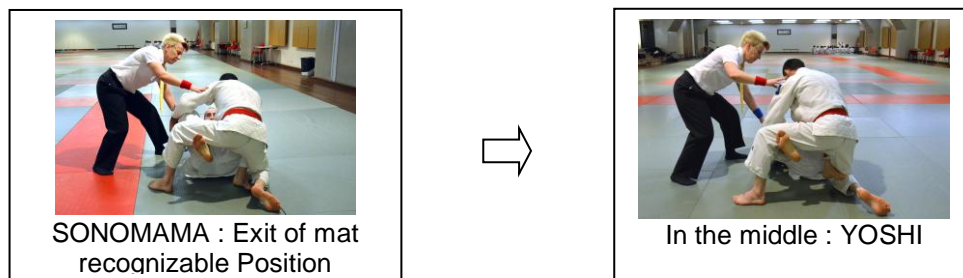


- c. At the end of statutory time, the referee indicates the winner and commands the salute. The fighters greet each other then turn to the referee and greet him then leave the surface of fight.

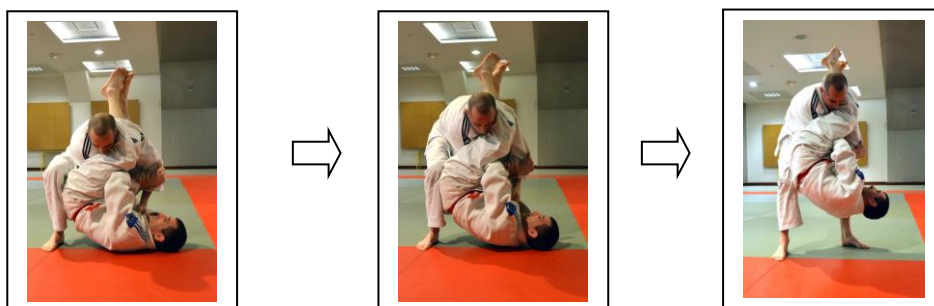


Section 9 Application de “Hajime”, “Matte”, “Soremade”, “Sonomama” et “Yoshi”

- a. The referee announces "HAJIME" to begin or restart a fight after a "MATTE".
- b. He announces "MATTE" to stop for a moment the fight.
- c. He announces "SOREMADE" to mean the end of the fight.
- d. If the competitors go out of the battle zone in an easily recognizable position, the referee announces "SONOMAMA" by touching the fighters and replaces them in the same position identified on the middle of the mat. When the fighters took back the good position, the referee by touching them again announces "YOSHI". The fight restarts.



- e. If the position is not clearly recognizable then the referee announces "MATTE" and asks to the fighters to start again the fight in the middle of the mat in position standing.
- f. While a fighter gets up by being taken in armlock or in constriction, the referee does not announce "MATTE".



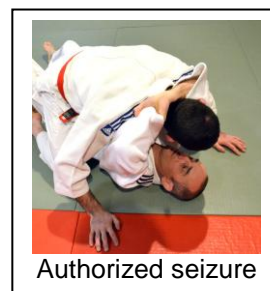
Section 10 Rules to go to the ground

a. The seizures

It is necessary to have a seizure to be able to come down on the ground. The seizure of the sleeve in revolver is authorized. The competitors can seize the pants of the Judogi of the opponent.

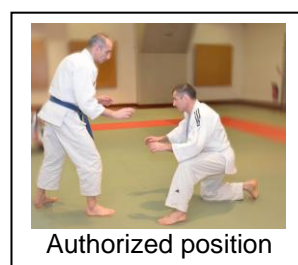
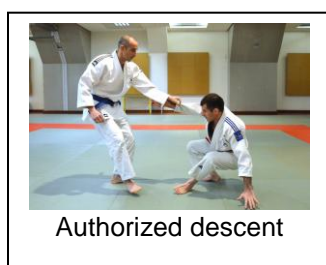


To put fingers inside the judogi of his opponent is sanctioned by a SHIDO. However, it is authorized to put fingers inside its own judogi.

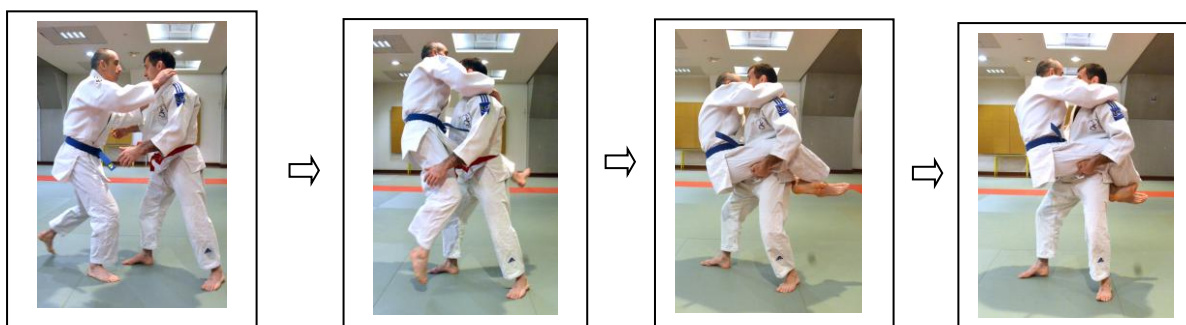


b. To go to the ground

A competitor can go to the ground when he wishes, provided that he seized the judogi of his opponent. The position, a raised knee - a knee on the ground is considered as a position up. That is any actions of projections will be validated if the opponent is in this position at first.



A fighter can jump directly around the waist of the opponent (guard). The fight can continue then so without there is "MATTE" but he can be also continued on the ground. The fighter of the top has to put delicately his opponent on the ground. Any projections will be sanctioned by "HANSOKU-MAKE".



To bring the partner to the ground in the bootstrap directly is authorized. It does not however bring a point.



The fighters can pass of the position up in the position on the ground without there is "MATTE".



The referee will not announce MATTE when a fighter gets up during an attempt of key or constriction.



Section 11 The advantage

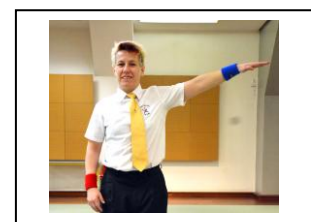
The advantages are indicated by sweeping horizontally the space of the arm. They obtain in the following situations:

- All the controls of less than 5 seconds.
- The control of the knee over the stomach of less than 3 seconds.
- An attempt of constriction or key ready to succeed but which, after all, does not bring the opponent to abandon.
- Any realized actions but not having succeeded by the obtaining of points.

For example: the passage of guard followed by a control of less than 5 seconds.

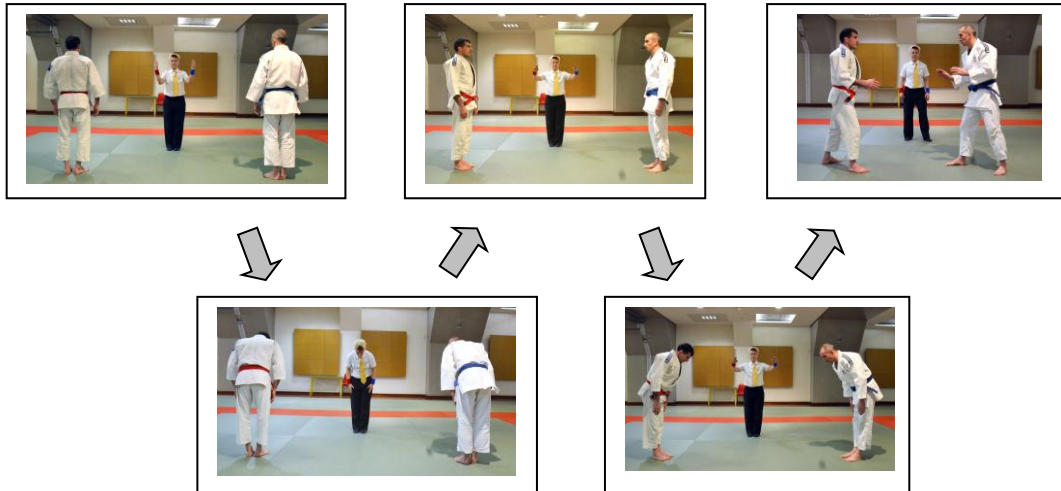
If there is equality of points at the end of statutory time, the number of obtained advantages determines the winner.

The advantages some are their number, will always be lower than points.



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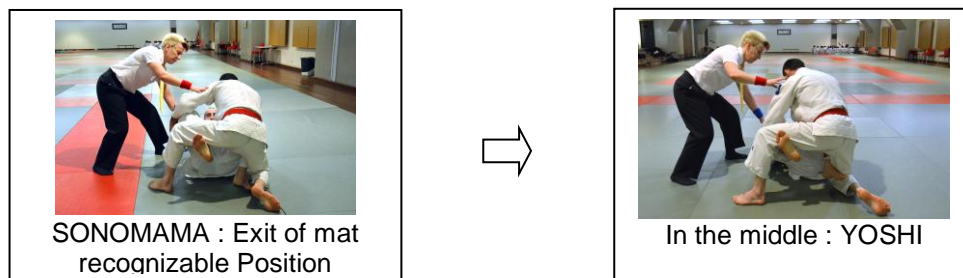
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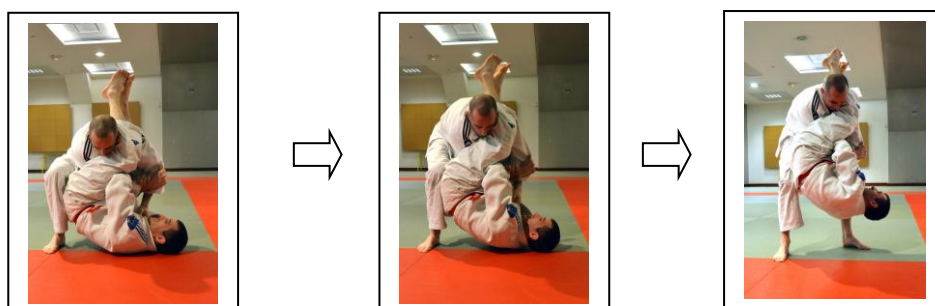
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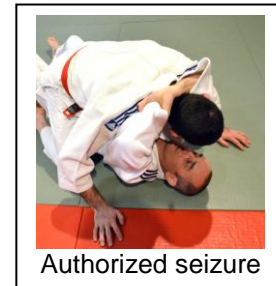
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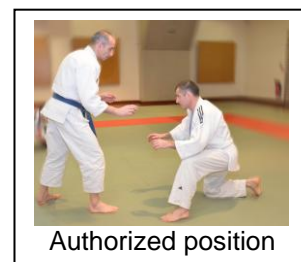
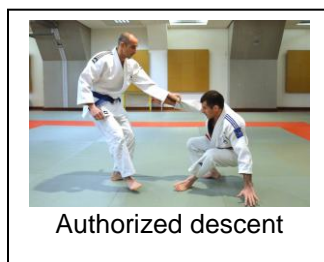


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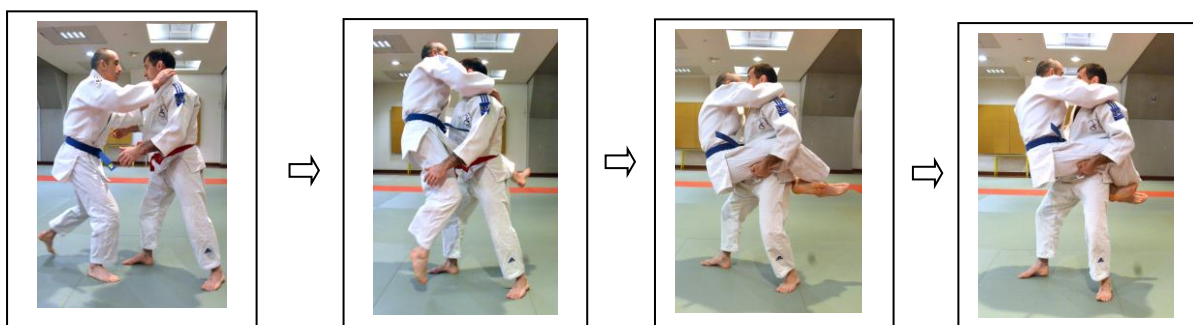


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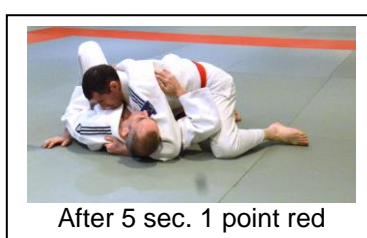
Section 16 The points

The referee indicates to the table the marked points by presenting one, two, three or four fingers. The referee announces verbally the number of points and the color of the fighter in that he attributes points.

a. The controls :

There are various controls which allow to mark points.

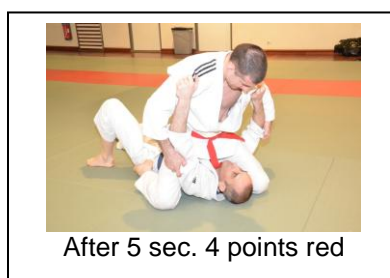
- a. The control in Osae-Waza (Gesa-Gatame or Shio-Gatame) during 5 seconds gives 1 point.**



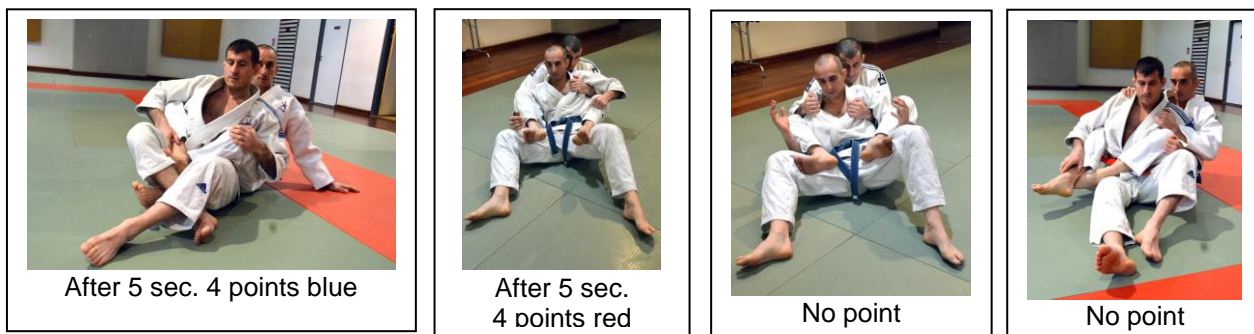
- b. The knee on the stomach during a duration of 3 seconds gives 2 points.**



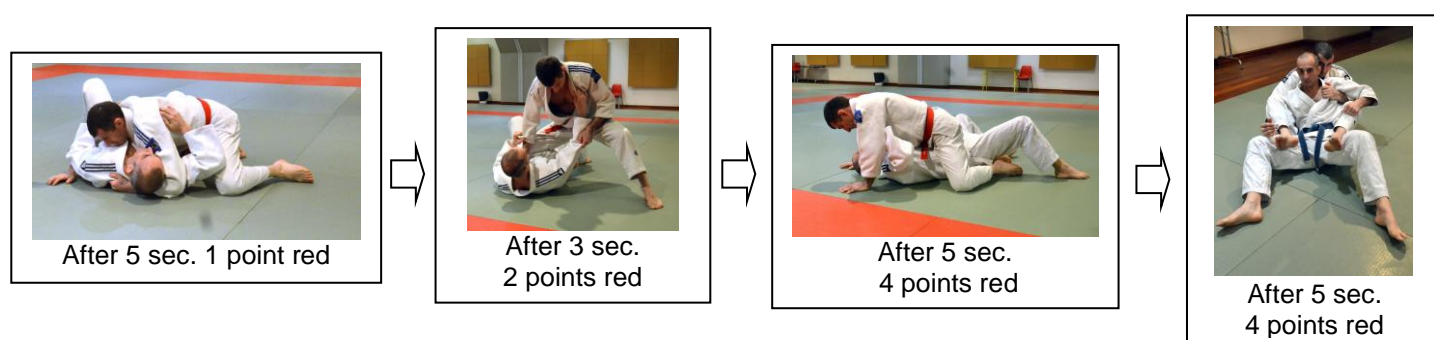
- c. The control in Tate-Shio-Gatame (taken up position) during a duration of 5 seconds gives 4 points**



d. The control from behind with 2 heels hired beyond the hatreds during 5 seconds gives 4 points.



We can add the points only by rising :



In all 11 points

Points are not accumulated "by coming down ":



In all 4 points

To be able to notice points on lower controls, the fighter has to go back by a neutral position.
For example:



In all 8 points

e. The seizures of leg and control

In the case of a seizure of leg as opposite, the referee will not announce the control. On the other hand in case the fighter of the bottom seizes the leg of his opponent after the referee announced the control, then the control will continue.



2 The actions

Some actions also allow to mark points:

a. The projections

1. In the case of a projection giving "Ippon", it is not necessary to follow on the ground to obtain 2 points.



2. To have 2 points after a simple projection, the fighter has to stay in the contact of his opponent.



3. During a departure a knee levying or during a passage in this position in a fight, the red fighter will mark 2 points if of course he assures a follow-up of the attack. The attack can be worn without the seizure of the pants of the opponent.



4. If a fighter has by the pants and if he sits down on the ground then his opponent marks 2 points.



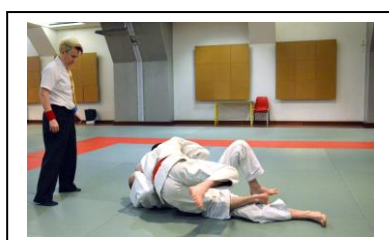
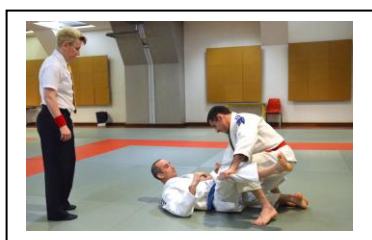
2 points red

b. The passing guard

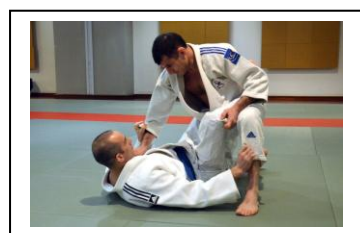
The guard is the position where the fighter is on the back and his opponent between his legs. The half-guard is the position in which the fighter above has a leg of taking.



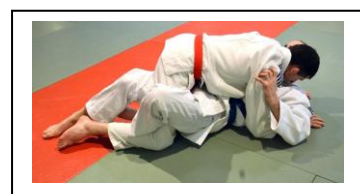
The passage of guard gives 3 points if the final control is validated. We can so obtain:



After 5 seconds = 3 + 1 = 4 points red



After 3 seconds
= 3 + 2 = 5 points red



After 5 seconds
= 3 + 4 = 7 points red

The referee has to take his time to notice that the control is validated. There is not of statutory duration to grant points. The control can effectively take time to be realized. If there is no control validated after the passage of guard then the referee will give an advantage.

The passage of guard to the half-guarding does not bring a point or advantage.

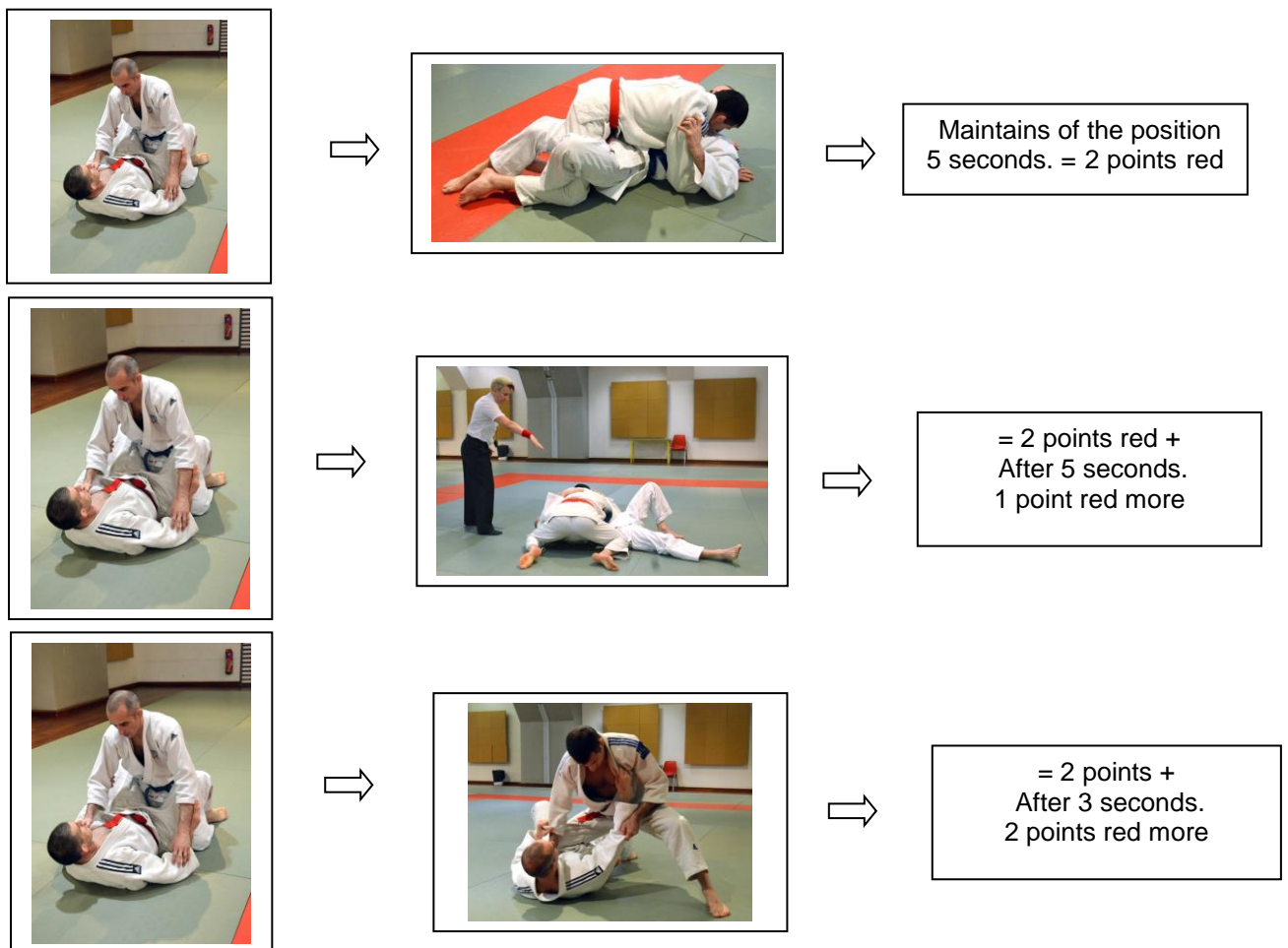


c. The reversal

We understand by reversal the position of departure where Tori is in situation lower than Uke, that is when Tori sits with Uke between legs or when Tori holds a leg of Uke.

1. Simple reversal

On a reversal, if the red fighter knocks down the blue and arrives between the legs of this last one. If he maintains the position approximately 5 seconds, he will obtain 2 points.





= 2 points +
After 5 seconds
4 points red more

2. Exits of immobilization

The exit of immobilization by reversal also allows to mark 2 points.



After maintains of the position 5
seconds = 2 points blue

As the traditional reversal, the exit of immobilization can be chained by a control to accumulate additional points. For example:



= 2 pts blue + after 5 seconds =
1 pts blue = in all 3 pts blue

But the exit of immobilization by reversal doesn't give a point or an advantage if the fighter having managed to go out, arrives in the guarding or in half-guard.

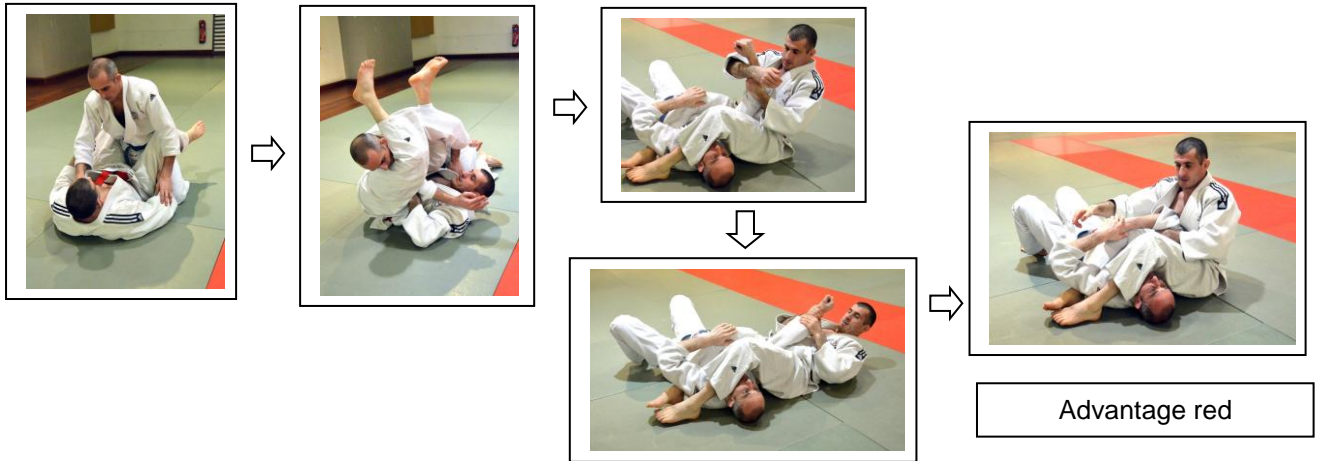


No point

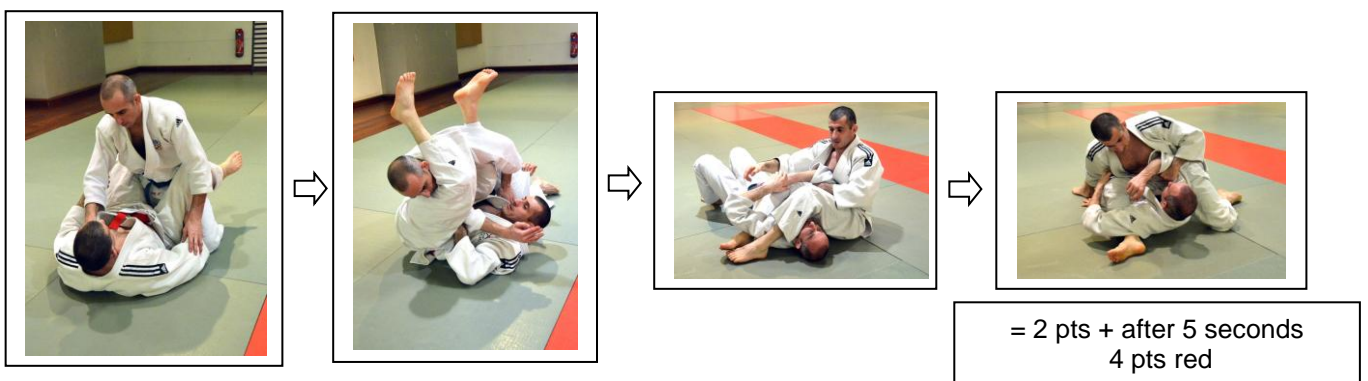
3. Reversals to finalization

The actions of reversal (to see " the reversal with Uke in quadrupedique position")) the objective of which is the finalization by an armlock or a constriction, will not be validated by points.

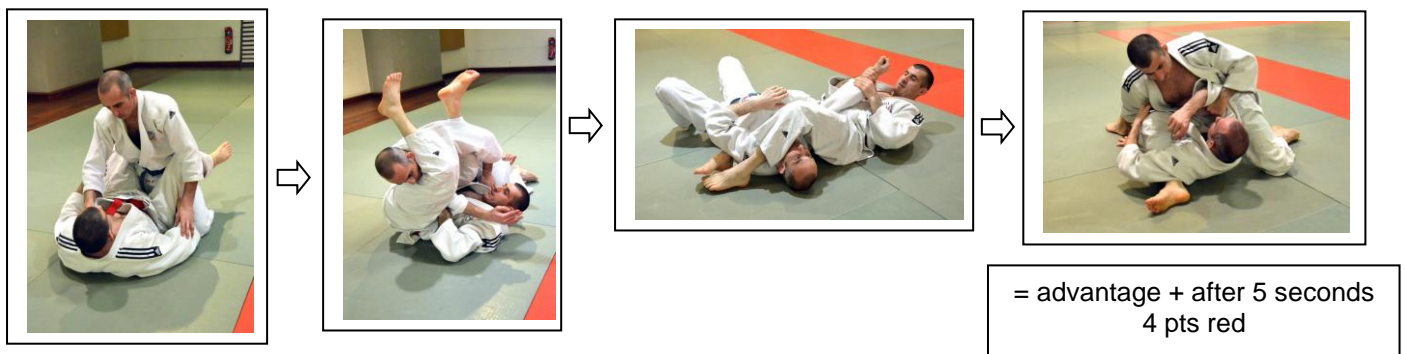
In case of not finalization of the technique, the referee will attribute an advantage.



However if this reversal aiming at a key or a constriction is **immediately chained** with a control then the referee will give immediately 2 points more the points of the finalized control.



If after the reversal aiming at a key or at a constriction, the real attempt of constriction or armlock does not succeed and if the fighter moves on with a finalized control then the referee will announce an advantage then will give the points of the control. For example:

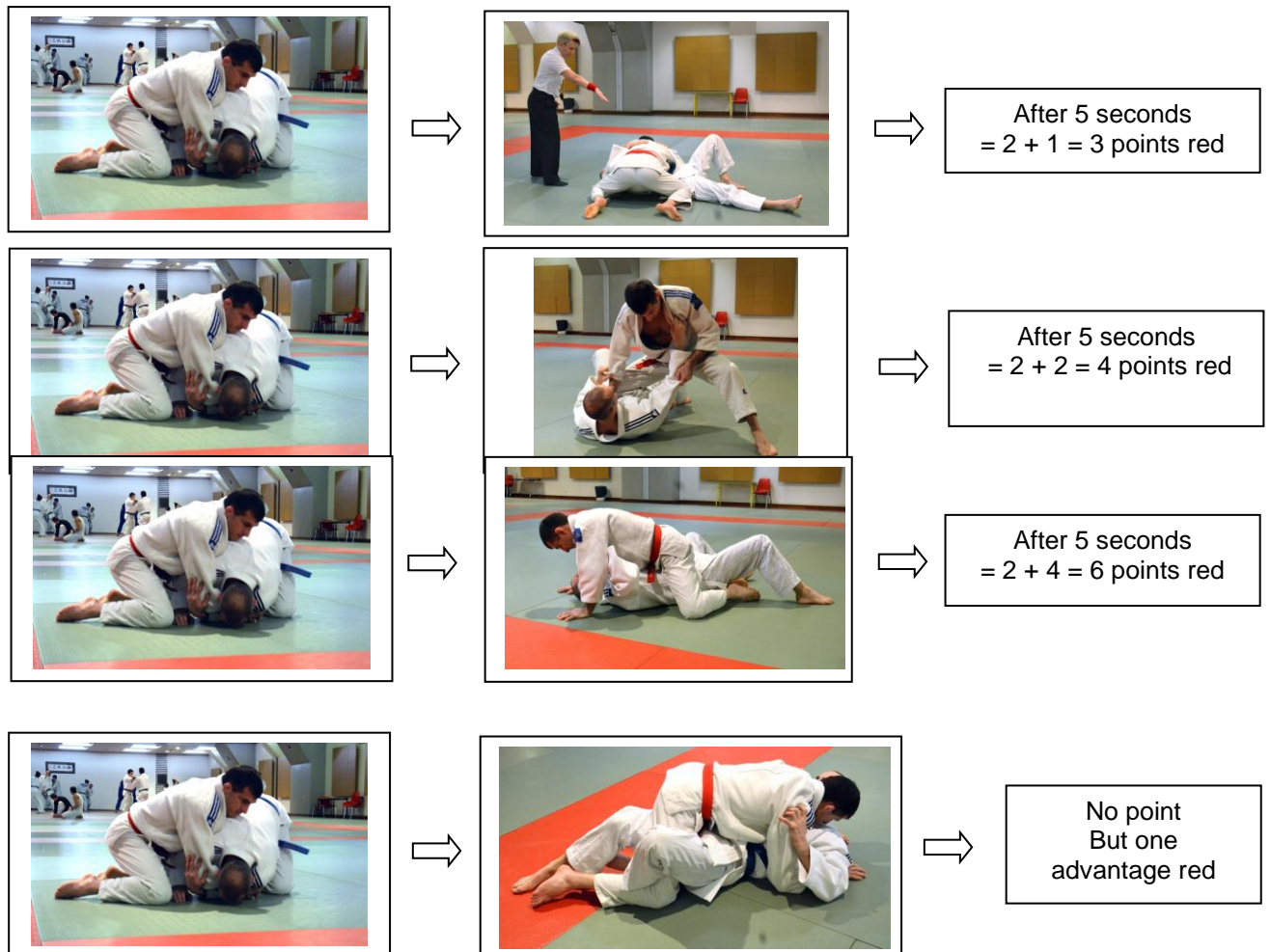


4. The reversal (Uke in quadrupédique position)

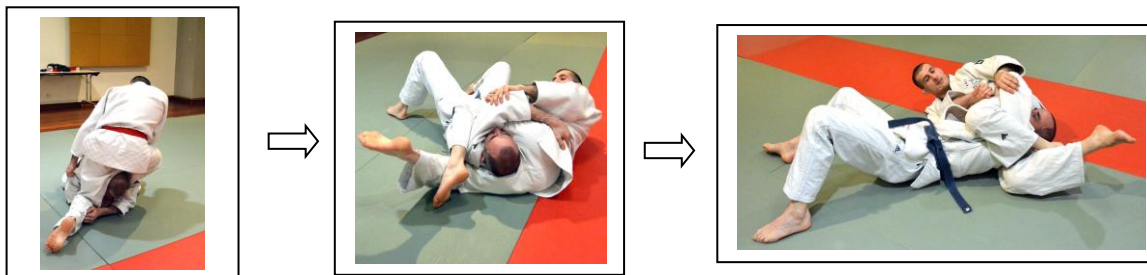
We understand by reversal the position of departure where Uke is in situation lower than Tori, that is when the blue fighter is in position quadrupédique and the red is above or close. As the reversal, it will give 2 points but it is necessary that following the action, there is a validated control (even logical as the passing of guard).

As for the passing of guard, the referee has to take his time to notice that the control is validated. There is not of statutory duration to grant points. The control can effectively take time to be realized.

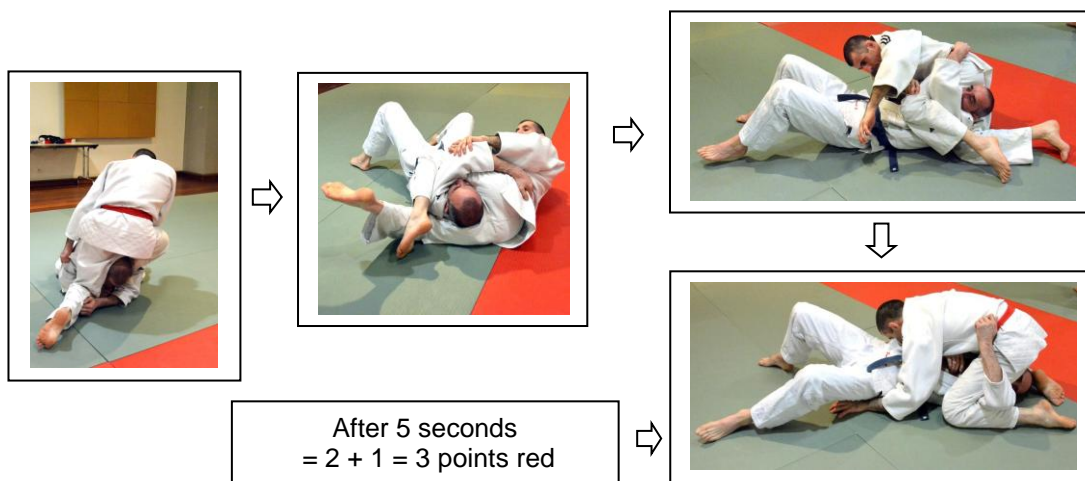
For example, we can have:



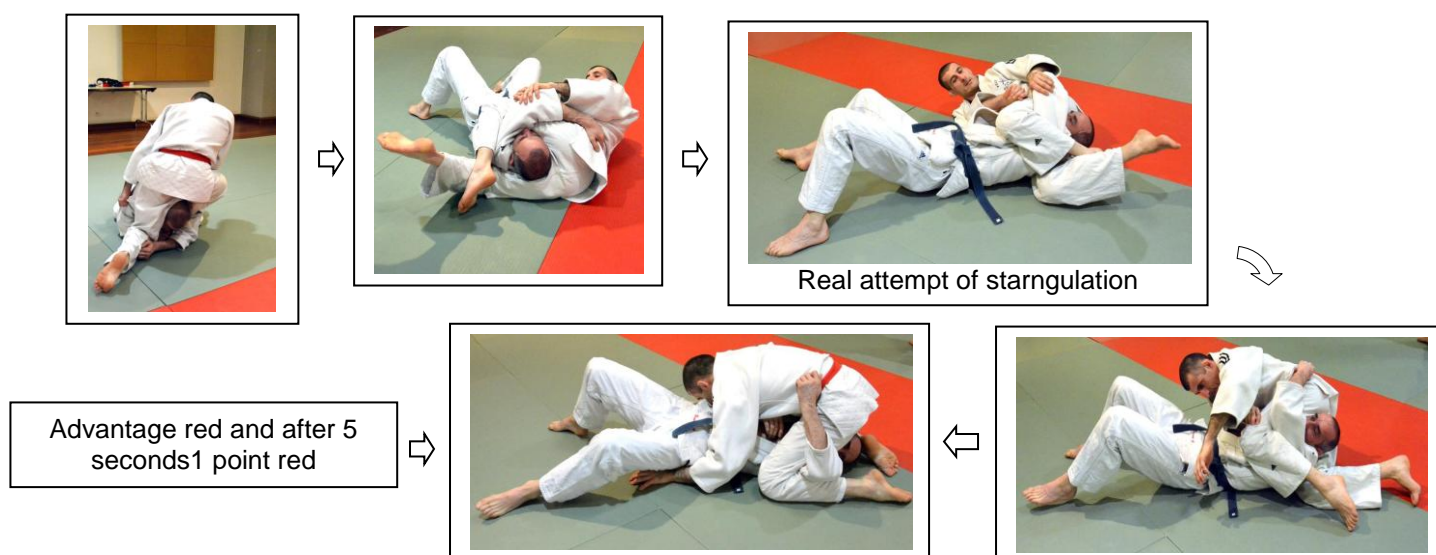
The actions of reversal and reversal (to see " the reversal ") the objective of which is the finalization by an armlock or a constriction, will not be validated by points. In case of not finalization of the technique, the referee will attribute an advantage.



However if this reversal aiming at a key or a constriction is **immediately chained** with a control then the referee will give 2 points with the points of the control if this last one is finalized.



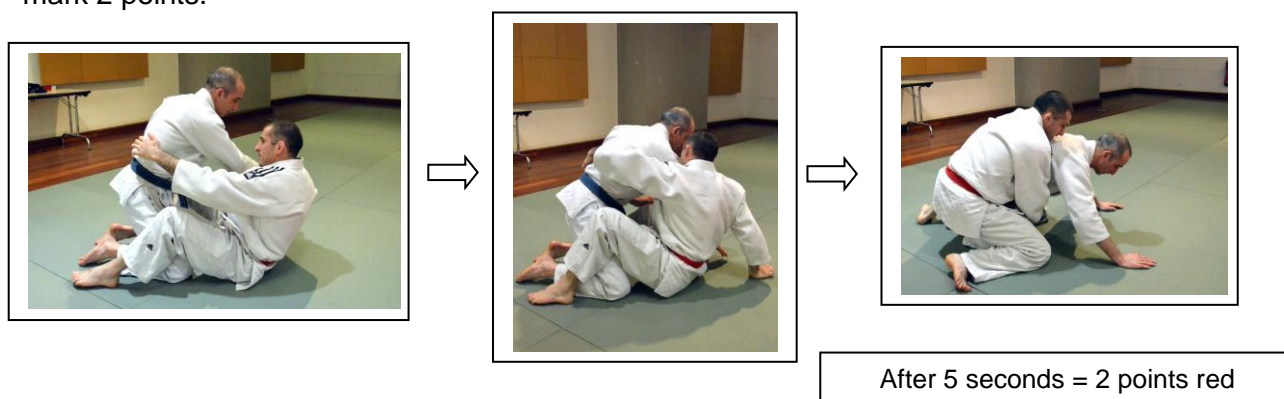
If after the reversal aiming at a key or at a constriction, **the real attempt** of constriction or armlock does not succeed. The fighter moves on with a finalized control. The referee will announce then an advantage then will give the points of the control.



5. Inversion of position

a. Taking of the back by inversion of position

Any actions of Tori followed by a taking of the back of Uke during 5 seconds will allow him to mark 2 points.

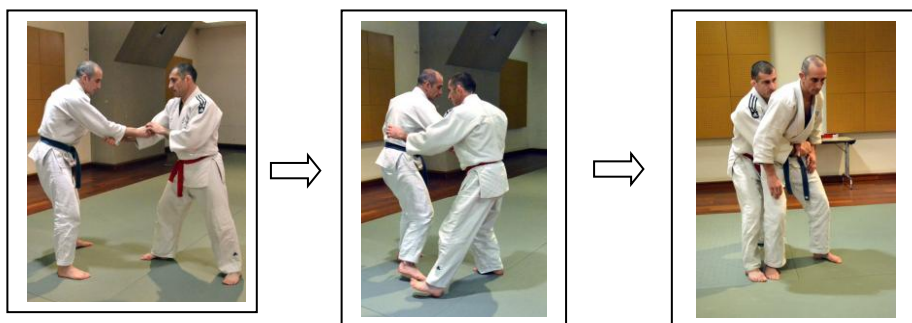


On a connection up ground of Tori, Uke falls in the quadrupédique position. If Tori take the back of Uke during 5 seconds, he will mark 2 points.



After 5 seconds = 2 points blue

The taking of the standing back is not valid. It does not bring a point.



No point

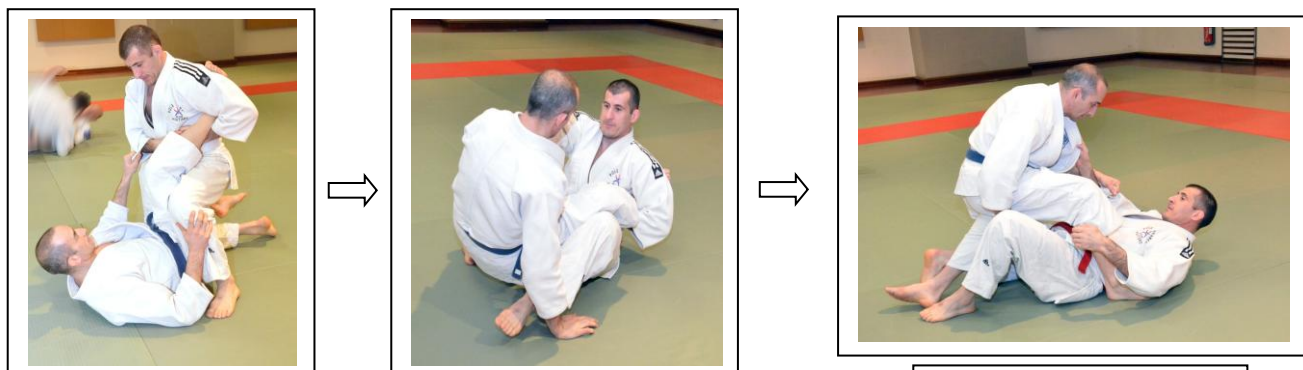
To be validated by 2 points, it must be followed by one brought to the ground.



After 5 seconds =
2 points red

b. Simple inversion of position

In the case, for example, of an attempt of key of ankle, if the opponent undergoing the key goes back up on that trying the key, then he will obtain 2 points.



= 2 points bleu

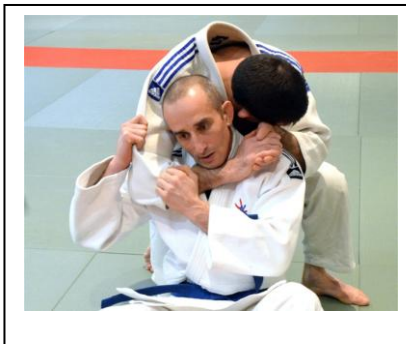
- Palushek
- Simple inversion

Section 17 The constrictions and the keys

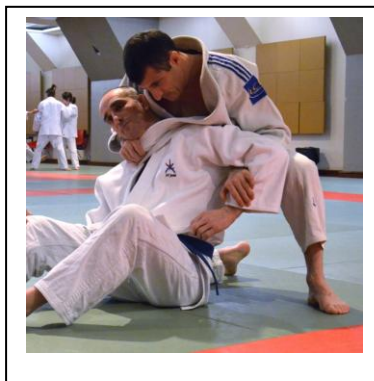
An athlete can win the fight **before the end of statutory time**, if the opponent abandons further to an attempt of constriction, key of arm or leg. In that case, the winner obtains 100 points.

a. The constrictions

The constrictions can be realized with the collar, the lapels of the Judogi of the opponent or his own judogi and also with legs but with committed arm.



HANSOKU-MAKE



It is possible to realize a constriction in "Guillotine" but it is necessary to control the cervical. Should the opposite occur, the fighter will be sanctioned by HANSOKU-MAKE..



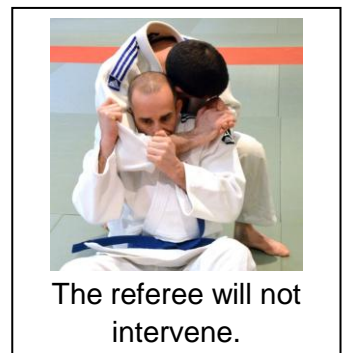
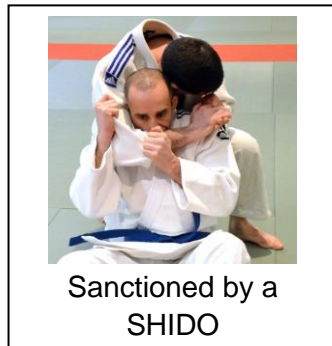
Authorized guillotine



Not authorized guillotine
(Action of key on the cervical)

During an attempt of constriction, it is not authorized by constriction directly on the face or the chin of the opponent. It will be sanctioned by a SHIDO.

However, if the opponent to defend itself goes down his chin, the referee will not intervene.



The constrictions can be realized in the position up. The attacked partner has no right to throw itself either on the front or on the back. Otherwise he will be sanctioned by HANSOKU-MAKE.

a. The keys

Keys can be realized from the position up. The fighter has to realize them with control.

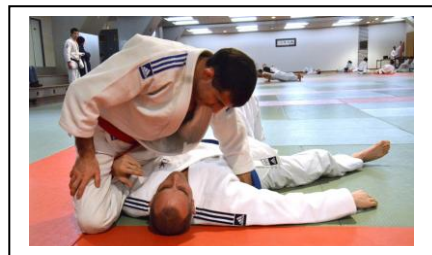


The referee can stop the fight before a fighter abandons in case this last one is incapable to indicate its abandonment by striking of hands or feet the mat or by shouting..

1. The keys of upper limbs

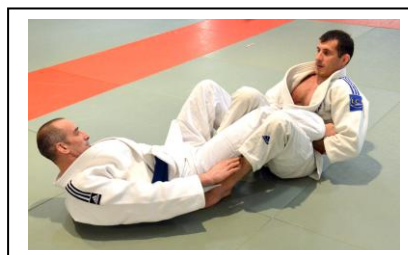
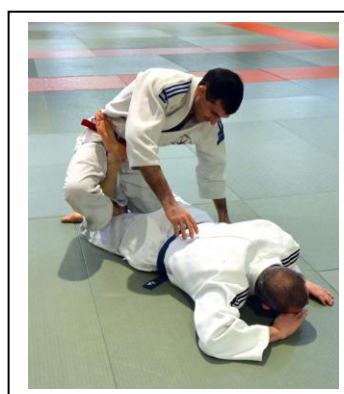
Keys on upper limbs can be made in flexion, extension, rotation and compression. They can be realized on elbows, wrists, shoulders.





2. Keys on lower limbs

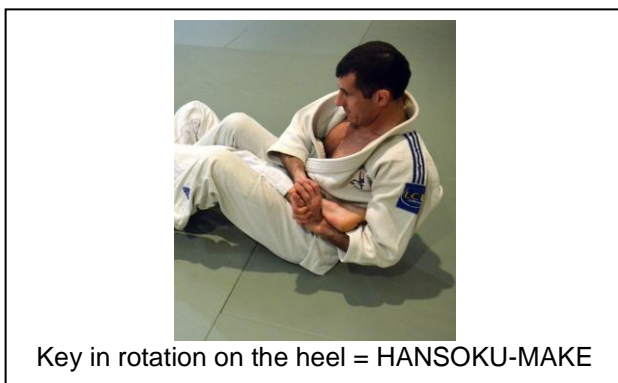
Keys on lower limbs are authorized in flexion, in extension and in compression. Keys can be realized on ankles and knees. The compressions of the calf or the thigh are authorized.



The attempt to make abandon the opponent by a compression at the level of ribs (DO-JIME) is authorized.



All the keys in rotation are strictly forbidden.



During a key of ankle, it is allowed to cover the leg attacked by the opponent with the internal leg.

During an attempt of key of ankle, when the attacked leg is towards the outside leg, it is forbidden to cover with the outside leg and this action will be sanctioned by HANSOKU-MAKE.



Authorized control



Not authorized control =
HANSOKU-MAKE



On the other hand during an attempt of key of leg, the referee will not sanction the fighter.

It is however forbidden, in this position, if the realization of the key of leg fails, to leave on a key of ankle. The knee would meet in danger of twisting.

The referee would announce then HANSOKU-MAKE.



Leg covered by outside leg =
authorized

During an attempt of key of ankle if the fighter undergoing the attack turns to escape the key and, during this fact puts the knee in rotation, the fighter realizing the key cannot have responsible for the twisting of the knee.

If the fighter trying to escape, shouts then the referee will announce Ippon.



Section 19 Abandonment and package

- a. The referee will give the decision "Fusen-gachi" to the fighter whose opponent does not appear while he was 3 times called in at least 3 minutes. The present fighter will be indicated as winner and will have a victory equal to 100 points.

The referee must be sure before the declaration of "Fusen-gachi" that he received the authorization by the committee of refereeing.

- b. The referee will give the decision "Kiken-gachi" (the victory by default) to the competitor whose opponent withdraws from the competition during the fight. In that case, the winner obtains 100 points.

Section 20 Wound or Accident

- a. In case a fight is stopped because of the wound of one of both competitors, the referee allows the intervention of the doctor for a duration of maximal 2 minutes for the wounded fighter. All the bleedings must be stopped during this time and the precautions must be taken to avoid the contact with the bleedings.
- b. The official doctor has to decide if the wounded competitor can continue or not.
- c. If the fighter committed a fault which engendered the wound of his opponent then the referee will sanction him by Hansoku-Make. His opponent will be indicated the winner of the fight.
- d. If the fighter did not commit fault then he will be indicated as the winner.

Section 18 The penalties

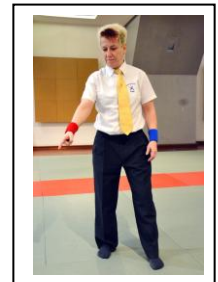
- The passivity
- The SHIDO
- The HANSOKU-MAKE

a. The passivity

When a fighter blocks deliberately the fight, the referee warns it by announcing a passivity. The passivity is free. There is only a passivity by fight and by fighter whatever is the position.

In case of turned out passivity, the referee announces "Passive " and the color of the concerned fighter.

For example: "Passive, red" ➡



b. The SHIDO

The fact of attributing "SHIDO" has a fighter, gives simultaneously 2 points to his opponent.

If an action that must be sanctioned by SHIDO, allows a fighter to have a better position, the referee will announce MATTE.

Having given the SHIDO to the culprit, the fight will restart of the position up.

On the other hand, if a fighter realizes an action that must be penalized by a SHIDO to go out of an unfavorable position, the referee will announce SONOMAMA and will sanction him directly by SHIDO. The fight will restart to the announcement of YOSHI.

The following actions are sanctioned by "SHIDO":

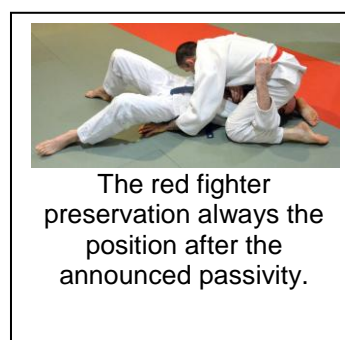
- Put fingers inside sleeves or inside pants of the judogi of his opponent.



- Put voluntarily the hand in face of his opponent.



- After a first free warning (Passive), if the fighter continues to be inactive or to prevent the evolution of the fight, referee will sanction him by a "SHIDO".



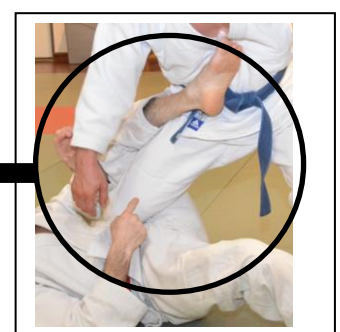
- If one or several two competitors refuse the confrontation to the ground or in the part.up or break voluntarily the commitment.
- If a fighter sits down directly on the ground without having seized beforehand the judogi of his opponent, the referee announces MATTE then sanctions him by "SHIDO". The fight restarts up. ➡



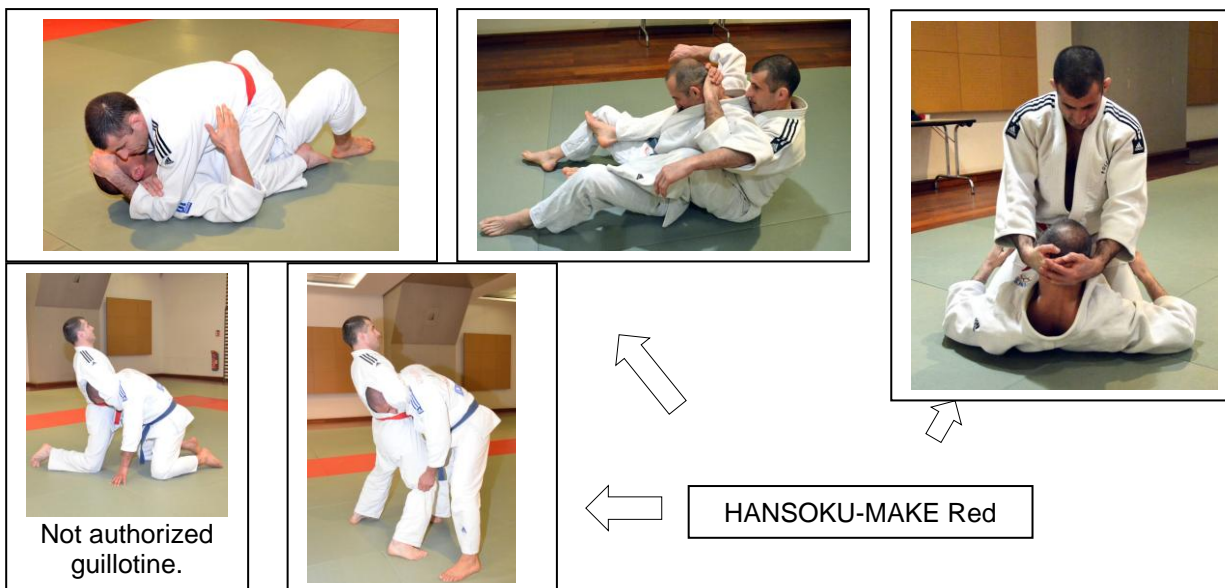
c. The HANSOKU-MAKE

In the case of 4 "SHIDO", the fighter will be sanctioned by "HANSOKU-MAKE" and will lose the fight.

- Any voluntary exits of the battle zone.
- The fact of realizing an action which pulls voluntarily a risk of wound grave of the opponent.
- Give a blow, bite, give a slap, pinch, to pull hair voluntarily.
- Cover the knee of the opponent with the outside leg **during an attack in key of ankle** or exercise an action on the knee of the opponent as below.



- Make a key on the vertebral column or the nape of the neck of the opponent.



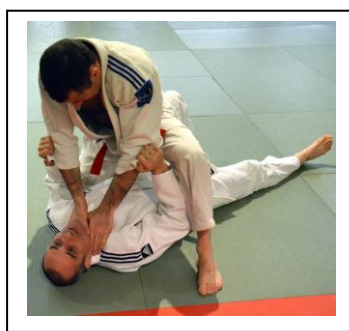
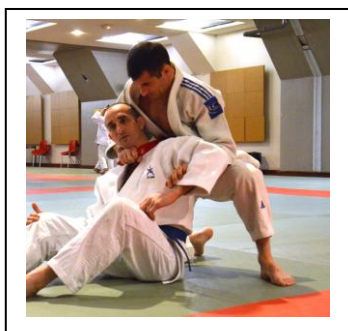
- Exercise a rotation on the knee or the ankle of the opponent.



- Make voluntarily actions(shares) of keys on fingers or toes of the opponent with the aim of hurting.



- Realize a constriction with the belt (his or that of the opponent) or choke with hands.



- Put voluntarily fingers in the eyes of the opponent to hurt him.



- Throw violently his opponent on the ground when this last one is in the guard, or in the phase of attempt of submission by key or constriction.

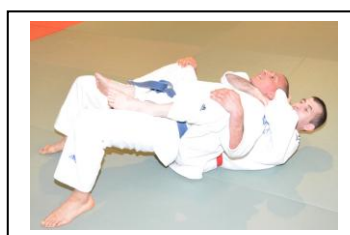


HANSOKU-MAKE Blue



HANSOKU-MAKE Blue

- Throw itself on the back by having in position up, the opponent in the back.



HANSOKU-MAKE Blue

- Make Kani-basami



- Try to cross the guard by wanting to drill the partner in passing the leg over.



- Discuss the decisions of the referee, comment or gestures even after the fight.

If a competitor loses by HANSOKU-MAKE because of a dangerous act, he is besides expelled from the competition.

All the actions unrefined, dangerous and opposite to the ethics are sanctioned by HANSOKU-MAKE.