




# Common rules in Ju-Jitsu Ne-Waza

OLD	Technical aspects	2015
5 seconds (3 seconds)	Time of control	<b>3 seconds</b> (valid for all kind of positions and points)  Easier (always the same) – more points may be scored this will push the fight better
1 point	Side control	<b>NO points</b> Normally reached with pass the guard or take down – already score
No score	Guard to Half guard	<b>Advantage</b> if good control (the opponent accepts the position) more scores - Pushing the fight
Regarded as twister	 Toe hold	<b>allowed</b> (Inside move) Twist only effects the foot not the knee
Divided into Ippon and Wazarii technique	Take down	<b>3 seconds control needed always 2 points</b> general rule 3 seconds control Ne-Waza is a control game



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Different positions and changes in the rules	Sweep	Turning from guard positions only
regarded as sweep	Sweep from bench position	does not happens in fights – or could be pass the guard
All back control the fighter elaborate	Back grab (No hooks in)	Regarded as sweep (or a take down) if you come on top position
Given with crossed feet	Back mount Definition: → controlling the opponent from the back side with the feet hooked in to control the leg motion	Cross feet no points
	Mount position Definition → controlling the body from the top	triangle no mount (cause sitting on the head)



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1. Warning 2. 2 Pts 	<b>Stalling passivity penalties</b>	1. <b>Warning</b> 2. <b>advantage</b> 3. <b>2 pts</b> 4. <b>Disqualification</b> 15 seconds follow the penalty – future idea to cancel the warning for high class events
<b>Disqualification → regarded as tapped</b>	<b>In danger of submission leaving the tatami obvious by purpose</b>	<b>Disqualification → regarded as tapped but</b> <b>if it happens during a correct escape → advantage like in similar situations</b>
<b>Guillotine choke limited</b> 	<b>Neck Lock</b> <b>New definition for attacking the spine</b> <b>It is not allowed to attack the neck in a dangerous way --</b> <b>twist – side moves - back side – pull from top position</b>	<b>Guillotine choke ok</b> <b>Pulling head in triangle ok</b>



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OLD	Technical aspects	2015
Expelled for the rest of the tournament -	Falling unconscious	Expelled for the rest of the tournament - day
	Provoking a foul bringing yourself in danger (similar to Mubobi)	Disqualification if this action would cause a disqualification for your opponent
Japanese	Used Language Everything else is handled in English	English