

Newaza Competition Rules

Each match is 2 minutes long (might be reduced to 1.5 minutes). The match will continue even if an ippon is scored. This means that several ippon could be scored. Time of the match is not paused for “matte.” This means that the match time of 2 minutes includes the time between “matte” and “hajime.”

The objective of the fight is to score by holding an opponent down.

A full point (ippon) is awarded for a 15 second hold. After an “ippon” is awarded, matte is called and competitors will return to the start position to continue the match. There is no waza-ari.

If the hold down is broken for more than 5 seconds, “matte” will be called and the competitors will return to the start position.

It is the referee’s duty to make sure the athletes fulfill their obligations to compete within the match area. “Matte” must be called if the competitors leave the mat area, even during “osaekomi” if the referee deems safety is at risk.

The competitor with the most points at the end of 2 minutes will win 1 point for his/her team.

In case of a tie, “hiki wake” is declared and neither team wins a point.

The team with the most points at the end of the team matches will be awarded the win by the referee.

Each mat will have one referee and one shadow. The shadow is there to learn by watching or by refereeing with the strict oversight of the referee in charge of the mat.

The referee’s decision on the awarding of points, or penalties, are final and not subject to change.

It is the referee’s duty to intervene in a match when he/she deems it necessary. Please keep this in mind when an escape from kesa-gatame results in a headlock.

Direct the athlete to re-adjust the gi by crossing the arms. Aim to do this at the end of the match if possible.

Direct the athlete to re-adjust the belt by imitating the move of tying the knot. The team coach is permitted to re-tie belts for young competitors – in the interest of time.

In case of injury, “sono mama” will be called by the referee so that they may assess. If possible, competitors will continue from the same position. If not possible to continue, the referee may have the players stop, rest, and compete again, in a full match without point carryover, at the end of the team’s lineup of fighters so that each child gets a full turn to participate. If a fighter is too injured to continue, the point will be awarded to the competitor who is not injured.

Penalties:

Standing up will not be permitted unless part of a continuous action to pass guard or get above the “turtle” position. Continuous or excessive standing will result in a “shido”.

Inactivity will result in a “matte” and a verbal warning to participants that they must attack. Further inactivity will result in a “shido” penalty.

Caution athletes to remain within the combat area pointing downwards at waist height tightening the knot circle movements with the finger pointed upward. Continued action leaving the mat area will result in a “shido” penalty.

No touching the face, choking, head locks, pulling hair, or applying pressure to any joint or the neck. “matte” will be immediately called and a verbal warning given. Continued transgressions will result in a “shido” penalty.

There will be no disqualification for shido unless the referee determines that the competitor has not adjusted his or her behaviour and is placing the other competitor at risk of injury.

Competitor Rules:

Safety, practice, and fun are the top priority!

Two competitors must fight against each other in an honourable manner.

The team with the most points at the end of the match will win. Team points will accumulate throughout all of the matches to determine the team who has won the tournament. There will be no medals or awards given.

Competitors must bow to get on the mat, before the match, after the match, and to get off the mat. Refusal to bow equals ineligibility to compete and forfeiture of the point to the other team. No shaking of hands.

Teams must bow to other teams at the beginning and end of the team matches.

Long hair must be tied up and above the collar.

Girls must wear a white shirt under their gi. Boys will be discouraged from wearing shirts.

No touching the face, choking, head locks, applying pressure to any joint or neck.

Only teammates are permitted to cheer for their own colour team. Spectators, family, and friends are not permitted to cheer, offer advice, or communicate with any competitor while they are on the mat. Spectators and others are permitted to clap for both competitors at the end of each match. Referees will issue a single warning to those who break this rule. After a single warning, offenders will be asked to leave the match area and spectate on the other floor.