

2025 Ne Waza Competition Rules and Procedures:

Kansetsu- and Shime-Waza allowed regardless of competitors' rank

Match Time: 5 minutes, no overtime.

Osaekomi Time: 20 seconds=Ippon, 10 to less than 20=Waza-ari.

Start of Contest: Players bow in as usual, step forward close enough for kumikata, kneel down on one knee; then after establishing kumikata, the referee announces Hajime.

End of Contest: Players stand for final bowing and award of contest.

All judo rules will be observed EXCEPT:

1. Non-combativity is not penalized during Ne Waza
2. Players may only stand briefly while transitioning into another technique
3. Mate is called: a. After either player stands (other than in transition) b. When both players go out-of-bounds without any effective action of Shime-, Kansetsu-, or Osaekomi-waza c. When players go out of bounds after a break in action during Shime- or Kansetsu-waza, or after escaping an Osaekomi. (a brief moment will be allowed after an Osaekomi escape for tori to regain the Osaekomi, or for the original uke to reverse roles and transition into his/her own new Osaekomi. If there is no immediate clear progress then Mate will be called) d. To award a penalty e. When there is no progress by either player, when there is a stalemate position, or when there has been no action for about 30 seconds

Decision Criteria: If the match ends in Hantei (a tie), the decision will be rendered by the referee & judges based upon the following prioritized KAMP criteria:

1. Kinsa
 - a. Osaekomi for less than 10 seconds.
 - b. Near Kansetsu-Waza, (when player escapes at last second)
 - c. Near Shime-Waza (when player escapes at last second)
2. Attacks
 - a. Successfully turning opponent over for Osaekomi-Waza
 - b. Reversals (this includes moving from bottom to top position and defensive to offensive position)
 - c. Successful entry into Kansetsu-Waza
 - d. Successful entry into Shime-Waza
3. Motion (Activity)
 - a. Serious but failed attempts to turn opponent over to Osaekomi
 - b. Serious but failed attempts at a reversal
 - c. Serious but failed attempts to enter Kansetsu-Waza
 - d. Serious but failed attempts to enter Shime-Waza

4. Positive Judo:

The competitor that keeps an attitude of attacking, shows more interest on winning, and stays more active during the match.

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