



This is a summary of the NAGA No-Gi and Gi rules. This document contains important information on scoring, illegal techniques, time limits, and safety related items. For a complete listing of the NAGA Rules, visit the NAGA website, www.NAGAFighter.com.

NAGA makes every effort to give our competitors an environment that is fair and safe.

Have fun and thank you for competing in NAGA.

NAGA No Gi Points

Takedowns	1 or 2 Points
Submission Attempts	1 or 2 Points
Sweeps	2 Points
Side Control Variations	2 Points
Mount	2 Points
Back Grab	2 Points
Knee on Belly	2 Points

NO-GI TAKEDOWNS: 2 Points are awarded when you initiate a Takedown, take your opponent off their feet, and remain on a top position for two seconds. **1 Point** may be awarded for Takedowns that do not result in top control. All Takedowns are legal except dropping an opponent on their head, or a Scissors Takedown without placing your hand on the mat first (Scissors Takedowns are illegal for Children and Teens). Slamming an opponent with the intention to cause injury will result in immediate disqualification.

NO-GI DOMINANT POSITIONAL CONTROL: 2 Points are awarded for all forms of top control that provide common submission opportunities, including Side Mount, North-South, Knee on Belly, Scarf Hold, Modified Scarf Hold, Top Turtle control, Mount, and Back Grab positions. Consecutive control points are only awarded for going from a form of Side Control to Knee on Belly/Mount/Back Grab, not from a Side Control to another form of Side Control. Positional Control has to be long enough to set up a submission attempt, which is deemed a two second count. A total of 6 positional points can be achieved in succession.

NO-GI SWEEPS: 2 Points are awarded when you initiate a Sweep from any form of Guard, and go from the bottom to a top position. If the Sweep ends in a form of Side Control or Mount, you earn two additional points for the Dominant Control. NO Points are awarded for Escapes or Reversals; if you are Bottom Mount, and you bridge to "In Guard," NO Points are awarded. If you are bottom Side Control and reverse ending up in Top Side Control, **2 Points** are awarded for the Dominant Control, not for the Reversal.

SUBMISSION ATTEMPTS: 1 or 2 Points are awarded for a Submission Attempt. Submission attempts that are of a high percentage of the opponent being finished will result in **2 Points** being awarded. A Submission attempt that fails to meet the Full and Strong Criteria may be awarded **1 Point**.

Kids & Teens No Gi Legal / Illegal Techniques: Novice Kids divisions do not allow submissions to be applied. The following are Illegal techniques for Beginner, Intermediate, Advanced & Expert Kids / All Teens divisions: All forms of neck cranks, No Gi Ezekiel choke, jumping Guard, wrist locks, bicep & calf compressions, body compressions used as a submission, slamming, "Boston crab" & "Bear crawl" style guard passes, twisting or reaping forms of ankle / leg locks, squeezing windpipe w/ hand, "electric chair," and spine locks are illegal. All No Gi chokes require an opponent's arm inside the choke except Guillotines, rear naked chokes, forearm chokes and gogoplatas. **Straight ankle locks and straight knee bars are Legal techniques in Teen No Gi competition.**

Adult Men & Women, Masters, Directors and Executives No Gi Legal / Illegal Techniques: Heel Hooks—Illegal for Novice & Beginners / Legal for Intermediate & Expert. All skill levels are permitted to apply virtually all other submission techniques. Slamming, pulling back fingers or toes and squeezing windpipe w/ hand are Illegal techniques for all Novice, Beginner, Intermediate and Expert No Gi competitors.



NO SANDBAGGING! Challenge yourself! Do not fight down a skill level. When sandbagging is evident, the referee will stop the match and move the competitor to an appropriate skill level. At registration, NAGA checks records from past grappling events to help catch sandbagging before the competitor gets on the mat. NAGA reserves the right to remove a competitor from the results post tournament if it is deemed they were sandbagging.

NAGA Gi (BJJ) Points	
Takedowns	2 Points
Sweeps	2 Points
Knee on Belly	2 Points
Passing the Guard	3 Points
Mount	4 Points
Back Grab	4 Points

NAGA Gi Competition is based on the rules created by the International Brazilian Jiu-Jitsu Federation.

All achievable points require 3 seconds of dominant control. Advantages are awarded for techniques applied that almost achieve points or almost submit an opponent. Note: Advantages do not equal points. One point is worth more than an infinite number of Advantages.

Kids & Teens Gi Legal / Illegal Techniques: Novice Kids divisions do not allow submissions to be applied. The following are illegal techniques for Beginner, Intermediate, Advanced & Expert Kids / All Teens divisions: All of the rules associated with No Gi competition are identical in the Gi competition except the following: Gi based Ezekiel chokes are permitted. **Teens are permitted to apply straight ankle locks in Gi competition.**

Adult Men & Women, Masters, Directors and Executives Gi Legal / Illegal Techniques: All forms of heel hooks, neck cranks, slamming, pulling back fingers or toes, scissors takedowns and spine locks are illegal for all belt levels. **White Belts**— Straight ankle locks are permitted (no twisting or reaping of the knee). Jumping Guard is not permitted for White Belts. **Blue & Purple Belts**— add wrist locks, jumping Guard & body compressions. **Brown & Black Belts**— add toe holds, knee bars, bicep & calf slicers.

NAGA No Gi & Gi Time Limits

Kids (ages 13 and under) & Teens (ages 14-17) Novice, Beginner, Intermediate & Advanced	3 Min
Kids (ages 13 and under) & Teens (ages 14-17) Expert / Adults (ages 18-29) Novice, Beginner & White Belt / Masters (ages 30-39) All skill & belt levels / Directors (ages 40-49) & Executives (ages 50 & above) All skill & belt levels	4 Min
Adults (ages 18-29) Intermediate / Blue Belt	5 Min
Adults (ages 18-29) Expert / Purple, Brown & Black Belts	6 Min

Our number one goal at NAGA is **SAFETY**. Referees reserve the right to stop a match at any time he/she feels injury is imminent. Any interference from a coach or spectator during a match may result in disqualification of that competitor. Professional behavior is required from all in attendance @ NAGA.