

Accumulative Scoring Judo

We will be using the IJF Judo rules Of 1998 with a few modifications

First contestant to reach 10 pts is the winner
All points are accumulative
Koka 1pt, Yuko 2pts, Waza-ari 5pts, Ippon 10pts

Competition Area

Penalties

No Golden Score

IJF Refereeing Rules

Refereeing Rule book has been approved by the Executive Committee in Garmisch, Germany in February 1998

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Refereeing Rules (1998)

Article 1 -- Competition Area

The competition area shall be a minimum of 14m x 14m and a maximum of 16m x 16m and shall be covered by tatami or similarly acceptable material, generally green in colour.

The competition area shall be divided into two zones. The Contest Area and Safety Indicated by two different colours

The area called the contest area and shall always be of a minimum of 6m x 6m or a maximum of 8m x 8m. The area outside the contest area shall be called the safety area and shall be minimum 2m wide.

The competition area must be fixed to a resilient floor or platform (see Appendix).

Where two or more adjoining competition areas are used, a common safety area of a minimum of 4m is necessary.

A free zone, a minimum of 50cm must be maintained around the competition area.

Note: Where the Rules refer to blue judogi, blue tape, blue flags, blue scoreboard etc, it is permissible for tournament organisers to specify that both contestants will wear a white judogi, the first contestant

called will wear a red belt in addition to the grade belt, the second contestant called will wear a white belt in addition to the grade belt, and the equipment (flags, tape, scoreboard, etc) will be red instead of blue.

APPENDIX Article 1 - Competition area

For Olympic Games, World Championships, Continental and IJF events, the competition area, generally, must be maximum size.

Tatamis

Generally measuring one metre by two metres, made of pressed straw or, more frequently, from pressed foam.

They must be firm under foot and have the property of absorbing shock during Ukemi, and must not be slippery nor too rough.

The elements making up the surface for the competition must be aligned without space in between, be smooth of surface and fixed in such a way that they will not be displaced

Platform

The platform is optional and must be made of solid wood, while still having a certain resilience and measuring approximately 18 metres on the side without ever going beyond 50 cm in height.

COMPETITION AREA

Article 2 -- Equipment

(a) Chairs and Flags (Judges)

Two lightweight chairs must be placed on the safety area at diagonally opposite corners of the contest area and in a position so as not to obstruct the judges, Commission members and recorders view of the scoreboard. One blue and one white flag shall be placed in a holster affixed to each chair.

(b) Scoreboards

For each competition area there shall be two (2) scoreboards, that indicate the scores horizontally, not exceeding 90 centimetres in height and 2 metres in width, placed outside the competition area where they can be easily seen by the referees, Commission members, officials and spectators.

The penalty points shall be immediately converted to scores and recorded on the scoreboards. However, the boards must be manufactured with a device that will record the penalties received by the contestants. (see Appendix Example)

There shall be two crosses in blue and white respectively on the top of the scoreboard for 1st and 2nd examinations of the doctors. (see Articles 8 and 29 Appendix)

Whenever electronic scoreboards are used, manual scoreboards must be available as a backup (see Appendix).

(c) Timing clocks

There shall be timing clocks as follows:

- Contest duration - one
- Osaekomi - two
- In reserve - one

Whenever electronic timing clocks are used, manual timing clocks must also be used for control (see Appendix).

(d) Flags (time keepers)

Timekeepers shall use flags as follows;

- Yellow - contest stop
- Green - osaekomi duration

It will not be necessary to use the yellow and green flags whenever an electronic display clock showing contest duration and osaekomi duration is in use. However, these flags must be available in reserve.

(e) Time signal

There shall be a bell or similar audible device to indicate to the referee the end of the time allotted for the contest.

(f) Blue and white judogi

The contestant shall wear a blue or white judogi. (The first competitor called wears the blue judogi, the second wears the white.)

APPENDIX Article 2 - Equipment

Position of recorders/scorers/timekeepers

The scorers and timekeepers must be facing the referee and well in view of the recorders.

Distance of spectators

In general the spectators should not be admitted closer than 3 metres to the surface of the competition (or platform).

Timing clocks and score boards

The time clocks must be accessible to those persons responsible for maintaining their accuracy, and they must be checked regularly for accuracy at the start and during the competition. The scoreboards must correspond to the demands set out by the IJF and should be at the disposal of the referees as needed.

The manual timing clocks and scoreboards must be used simultaneously with the electronic equipment, in case of failure of the electronic equipment.

b) Manual scoreboards

WHITE BLUE

EXAMPLE:

Blue has scored waza-ari and also been penalised chui.

White receives yuko immediately as a result of blue's chui.

Blue and white crosses

The background of the display area should be green and the crosses blue and white to correspond with the judogi colour of the contestants.

Article 3 -- Judo uniform (judogi)

The contestants shall wear judogi complying with the following conditions:

(a) Strongly made in cotton or similar material, in good condition (without rent or tear). The material must not be so thick or so hard as to prevent the opponent from taking a grip.

(b) Blue in colour for the first contestant and white or off white for the second contestant. Coloured suits are welcome the darker colour being the Blue side

(c) Acceptable markings:

i) National Olympic abbreviation (on back of jacket).

ii) National Emblem (on left breast of jacket). Maximum size 100 square centimetres.

iii) Manufacturer's trade mark (on bottom-front of jacket and on bottom front of left leg of the trousers). Maximum size 25 square centimetres.

iv) Shoulder markings (from collar - across shoulder - down arm - both sides of jacket). Maximum length 25 centimetres and maximum width 5 centimetres.

v) Indication of the placing (1st, 2nd, 3rd) at the Olympic Games or World Championships, in an area of 6cm x 10cm at the bottom front left side of the jacket.

vi) The contestant's name may be worn on the belt, uniform lower front top of the jacket and upper front top of the pants and must be a maximum of 3cm x 10cm. Also the contestant's name or abbreviation may be placed (printed or embroidered), above the National Olympic abbreviation, but in no case in a position to prevent an opponent from grasping the back of the jacket. The size of the letters is a maximum of 7cm high and the length of the name is a maximum of 30 cm. This rectangular area of 7 x 30 cm must be located at 3 cm under the collar of the jacket and the back identification must be fixed at 4 cm under this area.

(d) The jacket shall be long enough to cover the thighs and shall at a minimum reach to the fists when the arms are fully extended downwards at the sides of the body. The body of the jacket shall be worn with the left side crossed over the right and shall be wide enough to have a minimum overlap of 20 centimetres at the level of the bottom of the rib-cage. The sleeves of the jacket must reach to the wrist joint as a maximum and 5 centimetres above the wrist joint as a minimum. A space of 10-15 centimetres shall exist between the sleeve and the arm (inclusive of bandages), on the entire length of the sleeve.

(e) The trousers, free of any markings, shall be long enough to cover the legs and shall at a maximum reach to the ankle joint and at a minimum 5 centimetres above the ankle joint. A space of 10-15 centimetres shall exist between the trouser leg and the leg (inclusive of bandages) on the whole length of the trouser leg.

(f) A strong belt, 4 to 5cm wide, whose colour corresponds to the grade, shall be worn over the jacket at waist level and tied with a square knot tight enough to prevent the jacket from being too loose and long enough to go twice around the waist and leave 20 to 30cm protruding from each side of the knot when tied.

(g) Female contestants shall wear under the jacket either:-

i) a plain white or off white tee-shirt, with short sleeves, rather strong, long enough to be worn inside the trousers, or:-

ii) a plain white or off-white leotard.

APPENDIX Article 3 - Judo uniform (judogi)

If the judogi of a contestant does not comply with this article the referee must order the contestant to change in the shortest possible time, into a judogi which does comply with the article.

The contestants' spare judogi should be brought by the coaches to their chair at the edge of the competition area.

To ensure that the sleeves of the contestant's jacket are the required length, the referee shall direct the contestant to raise both arms, fully extended forward at shoulder level, when making the control.

Article 4 - Hygiene

- (a) The judogi shall be clean, generally dry and without unpleasant odour.
- (b) The nails of the feet and hands shall be cut short.
- (c) The personal hygiene of the contestant shall be of a high standard.
- (d) Long hair shall be tied so as to avoid causing inconvenience to the other contestant.

APPENDIX Article 4 - Hygiene

Any contestant who will not comply with the requirements of Articles 3 and 4 will be refused the right to compete and the opponent shall win the contest by kiken-gachi, according to the rule of "majority of three" (see Article 28).

Article 5 - Referees and Officials

Generally, the contest shall be conducted by one referee and two judges under the supervision of the Refereeing Commission. The referee and judges shall be assisted by contest recorders and time keepers.

APPENDIX Article 5 - Referees and officials

The timekeepers, list writers and recorders as well as other technical assistants must be of a minimum of 21 years age, have a minimum of three years experience as national referees and a good knowledge of the Contest Rules.

The Organising Committee must ensure that they have been thoroughly trained as technical officials.

There shall be a minimum of two timekeepers; one to register the real contest time and one to specialise in osaekomi time.

If possible there should be a third person to supervise the two timekeepers to avoid any errors due to mistakes or forgetfulness.

The overall timekeeper (real contest time) starts the clock on hearing the announcements hajime or yoshi and stops it on hearing the announcements matte or sonomama.

The osaekomi timekeeper starts the clock on hearing osaekomi, stops it on sonomama, restarts it on hearing yoshi. Either on hearing toketa or matte he stops the clock and indicates the number of seconds elapsed to the referee or on expiry of the time for osaekomi (25 seconds where there has been no previous score or 20 seconds where the person being held in the osaekomi has had a waza-ari or keikoku awarded against him) indicates the end of the osaekomi by means of an audible signal.

The osaekomi timekeeper shall raise a green flag during the contest whenever he has stopped the clock on hearing sonomama and shall lower the flag when he has restarted the clock on hearing yoshi. The overall timekeeper (real contest time) shall raise a yellow flag whenever he has stopped the clock on hearing the announcement and seeing the signal of matte or sono-mama and shall lower the flag when he restarts the clock on hearing hajime or yoshi.

When the time allowed for the contest has expired the timekeepers shall notify the referee of this fact by a clearly audible signal (see Articles 10, 11 and 12 of the Contest Rules).

The contest recorder must ensure that he is completely informed of the current signs and signals in use to indicate the result of a contest.

In addition to the above persons there shall be a list-writer to record the overall course of the contests. If electronic systems are used the procedure will be the same as described above. Nevertheless it shall be ensured that manual recording devices are available.

Article 6 -- Position and function of referee

The referee shall generally stay within the contest area. He shall conduct the contest and administer the judgement. He shall ensure that the decisions are correctly recorded.

APPENDIX Article 6 - Position and function of referee

The referee should ensure that all is correct e.g. competition area, equipment, uniforms, hygiene, officials etc. before starting the contest.

While announcing an opinion and making the appropriate gesture, the referee should bring at least one judge within his line of sight in order to be immediately aware of any differing opinion. However the referee must make sure not to lose sight of the contestants' continuing action at any time.

In cases such as when both contestants are in ne-waza and facing outwards, the referee may observe the action from the safety area.

Before officiating at a contest, the referees and judges should familiarise themselves with the sound of the bell or means of indicating the end of the contest on their particular mat area. When assuming control of a competition area the referee and judges should ensure that the mat surface is clean and in good condition, that there are no gaps between the mats, that the judges chairs are in position and that the contestants comply with Articles 3 and 4 of the Contest Rules. The referees should ensure that there are no spectators, supporters or photographers in a position to cause a nuisance or risk injury to the contestants.

Article 7 -- Position and function of judges

The judges must assist the referee and sit opposite each other at two corners outside the contest area. Each judge must indicate his opinion by making the appropriate official gesture, whenever his opinion differs from that of the referee on a technical evaluation or for a penalty announced by the referee. Should the referee express an opinion of a higher degree than that of the two judges on a technical result or a penalty, he must adjust his evaluation to that of the judge having expressed the higher evaluation.

Should the referee express an opinion of a lower degree than that of the two judges on a technical result or penalty, he must adjust his evaluation to that of the judge having expressed the lower evaluation.

Should one judge express an opinion of a higher degree and the other judge an opinion of a lower degree than that of the referee, the referee maintains his opinion.

Should both judges express a judgement different from that of the referee, and the referee not have noticed their signals, they should stand up, maintaining their gesture until the referee is informed of this and rectifies his evaluation. Should, after an appreciable time (a few seconds) the referee not have noticed the standing judges, the judge who is closest to the referee must immediately approach him and inform him of the majority opinion.

The judge must, by the appropriate gesture, express his opinion about the validity of any action on the edge or outside of the contest area.

Any discussion is possible and necessary only if the referee or one of the judges has clearly seen something which has not been visible to the other two, and which could change the decision.

The judges must also observe that the scores recorded by the contest recorder are correct with the scores announced by the referee.

Should a contestant temporarily leave the competition area after the contest has been started, for a reason considered necessary by the referee, a judge must obligatorily go with the contestant to see that no anomaly occurs. This authorisation shall be given only for exceptional circumstances (to change judogi in case of non-conformity with norms).

APPENDIX Article 7 - Position and function of judges

The referee and judges should leave the competition area during presentations or any lengthy delay in the program.

The judge should sit with both feet apart, outside the contest area and should place his hands, palms facing down, on his inner thighs.

Should a judge note that the scoreboard is incorrect he should draw the referee's attention to the mistake.

A judge must be quick to remove himself and his chair should his position endanger the contestants.

A judge should not pre-empt the referee's signal for a score.

On an action on the edge, the judge should make the gesture immediately to show if the action is IN or OUT.

Should a contestant have to change any part of the uniform outside the competition area, and the judge to accompany the contestant is not of the same sex, an official designated by the Refereeing Director shall substitute for the judge and accompany the contestant.

If his competition area is not in use and there is a contest in progress on an adjacent competition area, the judge should remove the chair if it could endanger the contestants

Article 8 -- Gestures

(a) The Referee

The referee shall make gestures as indicated below when taking the following actions:

- i. Ippon: shall raise one arm with palm of hand facing forward, high above the head.
- ii. Waza-ari: shall raise one of his arms with palm of hand facing downwards, sideways, to shoulder height.
- iii. Waza-ari-awasete-ippou: First waza-ari, then ippou gesture.
- iv. Yuko: shall raise one of his arms, with palm of hand facing downwards, 45 degrees from his body.
- v. Koka: shall raise one of his arms bent with thumb towards the shoulder and elbow at the side of the body.
- vi. Osaekomi: shall point his arm out from his body down towards the contestants while facing the contestants and bending his body towards them.
- vii. Osaekomi-toketa: shall raise one of his arms to the front and wave it from right to left quickly two or three times while bending the body towards the contestants.
- viii. Hiki-wake: shall raise one of his hands high in the air and bring it down to the front of his body (with thumb edge up) and hold it there for a while.
- ix. Matte: shall raise one of his hands to shoulder height and with his arm approximately parallel to the tatami, shall display the flattened palm of his hand (fingers up) to the timekeeper.
- x. Sonomama: shall bend forward and touch both contestants with the palms of his hands.
- xi. Yoshi: shall firmly touch both contestants with the palms of his hands and bring pressure on them.
- xii. To indicate the cancellation of an expressed opinion: shall repeat with one hand the same gesture while raising the other hand above the head to the front and wave it from right to left two or three times.

xiii.Hantei: In preparation of calling hantei, the referee shall raise both hands forward at 45° with the correct flag in each hand, then at the announcement of hantei he shall raise the flag high above his head to indicate his opinion.

xiv.Kachi (to indicate the winner of a contest): shall raise one hand, palm in, above shoulder height towards the winner.

xv.To direct the contestant(s) to re-adjust the judogi: cross left hand over right, palms facing inwards, at belt height.

xvi.To indicate the recording of a medical examination by the doctor: signal with hand opened towards the contestant and with the other hand, raise the index finger towards the recorder for first examination and the index and the middle-finger for the second examination (Article 29 Appendix).

xvii.Free Touch: in case of a minor incident (nose bleed etc.), signal with one hand, opened, palm upwards, towards the contestant.

xviii.Free examination: signal with both hands, opened, palms upwards, towards the contestant.

xix.To award a penalty (shido, chui, keikoku, hansoku-make): point towards the contestant with the index finger extended from a closed fist.

xx.Non-combativity: rotate, with a forward motion, the forearms at chest height then point with the forefinger at the contestant.

APPENDIX Article 8 - Gestures

When it is not clearly apparent, the referee may after the official signal, point to the blue or white tape (starting position) to indicate which contestant scored or was penalised.

To indicate to the contestant/s that he may sit cross-legged at the starting position, if a lengthy delay in the contest is envisaged, the referee should signal towards the starting position with an open hand, palm upwards.

Yuko and waza-ari signals should start with the arm across the chest, then sideways to the correct finishing position.

Koka, yuko, waza-ari signals should be maintained while moving to ensure that the score is clearly visible to the judges. However, care should be taken when turning to keep the contestants within view.

Should both contestants be given a penalty, the referee should make the proper gesture and point alternately at both contestants (left forefinger for contestant on his left and right forefinger for contestant on his right).

Should a rectification gesture be required, it shall be done as quickly as possible after the annulment gesture.

There should be no announcement made when cancelling a score.

All gestures should be maintained for 3 to 5 seconds.

To indicate the winner, the referee will return to his position at start of the contest, take one step forward, indicate the winner then take one step back.

Appendix Article 8 - Gestures

ARTICLE 8 - Gestures (continued)

xxi) False attack: extend both arms forward, with hands closed and then make a downward action with both hands.

xxii) Danger zone penalty: point towards danger zone, whilst raising the other hand above head, forward, with fingers opened, then point towards contestant to be penalised.

(b) The Judges

i. To indicate that he considers a contestant making a throwing technique has stayed within the contest area, the judge shall raise one of his hands up in the air and bring it down to shoulder height with his thumb upwards and arm extended along the boundary line of the contest area and momentarily hold it there.

ii. To indicate that in his opinion one of the contestants is out of the contest area, the judge shall raise one of his hands to shoulder height with his thumb upwards and arm extended along the boundary line of the contest area and wave it from right to left, or vice versa, several times.

iii. To indicate that in his opinion a score, penalty or opinion given by the referee according to Article 8 (a) has no value, the judge will raise his hand above his head and wave it from right to left two or three times.

iv. To indicate that his opinion differs from that of the referee, the judge(s) will make one of the signals of Article 8 (a).

v. In hantei situations the judges must hold the flags in the proper hands. After the referee has announced hantei the judges shall immediately raise either the blue or white flag above their heads in order to indicate which contestant they consider merits the decision.

vi. When the judges wish the referee to announce matte in ne-waza (eg. no progress), they should signal by raising both hands to shoulder height with palms facing upwards.

APPENDIX Article 8 - Gestures (continued)

The following gesture will be used as a trial at the Junior World Championship in Cali, Colombia in 1998, replacing the current gestures (xxi) and (xxii). The result of the trial will be evaluated by the Refereeing Commission and a decision recommended to the Executive Committee.

xxi) Negative Judo (prohibited acts i to ix): cross the wrists in front of the body at about shoulder height with the hands extended, then point to the contestant to be penalised.

Judges

[MATTE IN NE WAZA]

Article 9 -- Location (Areas valid)

The contest shall be fought in the contest area. Any technique applied when both contestants are outside the contest area shall not be recognised.

Exceptions:

Article 10 -- Duration of Contest

Maximum

•Men 5 minutes real contest time

•Women 4 minutes real contest time

Any contestant is entitled to rest between contests for a period of 10 minutes.

APPENDIX Article 10 - Duration of contest

The duration of the contests and the contest form shall be determined according to the rules of the tournament.

The referee should be aware of the duration of the contest before coming onto the competition area.

Article 11 -- Time Out

The time elapsed between the announcement of matte and hajime and between sono-mama and yoshi by the referee shall not count as part of the duration of the contest.

APPENDIX Article 11 -- Time-out

No commentary

Article 12 -- Time Signal

The end of the time allotted for the contest shall be indicated to the referee by the ringing of a bell or other similar audible signal.

APPENDIX Article 12 -- Time signal

When using several competition areas at the same time - the use of VARYING audible devices is required.

The time signal must be sufficiently audible to be heard over the noise of the spectators.

Article 13 -- Osae-komi Time

- Ippon: total of 25 seconds.
- Waza-ari: 20 seconds or more but less than 25 seconds.
- Yuko: 15 seconds or more but less than 20 seconds.
- Koka: 10 seconds or more but less than 15 seconds.

An osaekomi of less than 10 seconds will be counted the same as an attack.

APPENDIX Article 13 -- Osae-komi time

When osaekomi is announced simultaneously with the bell signal, the time allotted for the contest shall be extended until either ippon (or equivalence) is announced or the referee announces Toketa or Matte.

Article 14 -- Technique Coinciding with Time Signal

Any immediate result of a technique started simultaneously with the time signal shall be valid.

In the case of osaekomi announced simultaneously with the time signal, the time allotted for the contest shall be extended until either ippon is scored or the referee announces toketa or matte.

APPENDIX Article 14 - Technique coinciding with the time signal

Any technique applied after the ringing of the bell or other device to indicate the expiry of the time of the contest shall not be valid, even if the referee has not yet announced sore-made.

Although a throwing technique may be applied simultaneously with the bell, if the referee decides that it will not be effective immediately, he should announce sore-made.

Article 15 -- Start of contest

Before the start of each contest the referee and judges shall stand together inside the limits of the competition area (and centred) and shall bow to joseki before taking their places. To leave the competition area, they also bow towards joseki.

Contestants must bow onto and off the competition area and contest area at the start and end of each contest. After bowing onto the contest area the contestants move forward to their respective marks and must bow simultaneously towards each other and take a step forward. Once the contest is over and the referee has awarded the result, the contestants simultaneously take a step back and bow to each other. (see Bowing Guide)

The contest shall always begin in the standing position.

Only the members of the Refereeing Commission may interrupt the contest. (see Article 17).

APPENDIX Article 15 - Start of contest

The referee and judges should always be in position to start the contest before the arrival on the contest area of the contestants. The referee should stand in the middle, two metres back from the line between where the contestants start. He should be facing the time-keeping table.

All standing bow (Ritsu Rei) by the contestants should be at an angle of 30 degrees as measured at the waist. If the contestants do not bow, the referee will request the contestants to do so. Those who refuse to bow will be reported to the IJF Sports Director or Tournament Director. (see bowing guide)

Article 16 -- Entry into ne waza (groundwork)

The contestants shall be able to change from standing position to ne-waza in the following cases, but should the employment of the technique not be continuous, the referee orders both contestants to resume the standing position:

A. When a contestant, after obtaining some result by a throwing technique changes without interruption into ne-waza and takes the offensive.

B. When one of the contestants falls to the ground, following the unsuccessful application of a throwing technique, the other may take advantage of his opponent's unbalanced position to take him to the ground.

C. When one contestant obtains some considerable effect by applying a shimewaza or kansetsu-waza in the standing position and then changes without interruption to ne-waza.

D. When one contestant takes his opponent down into ne-waza by the particularly skilful application of a movement which does not qualify as a throwing technique.

E. In any other case where one contestant may fall down or be about to fall down, not covered by the preceding sub-sections of this article, the other contestant may take advantage of his opponent's position to go into ne-waza.

APPENDIX Article 16 - Entry into ne-waza

When one contestant pulls his opponent down into ne-waza not in accordance with Article 16 and his opponent does not take advantage of this to continue into ne-waza, the referee shall announce matte, stop the contest and award shido to the contestant who has infringed Article 27 (viii).

When one contestant pulls his opponent down into ne-waza not in accordance with the rules of Article 16 and his opponent takes advantage of this to continue into ne-waza, the contest should be allowed to continue but the referee should award shido to the contestant who has infringed Article 27 (viii).

Article 17 -- Application of Matte

The referee shall announce matte in order to stop the contest temporarily in the following cases and to recommence the contest shall announce hajime:

A. When both of the contestants go outside the contest area.

B. When one or both of the contestants perform one of the prohibited acts.

C. When one or both of the contestants are injured or taken ill.

D. When it is necessary for one or both of the contestants to adjust their uniform.

E. When during ne-waza there is no apparent progress.

F. When one contestant regains a standing or semi-standing position from ne-waza bearing his opponent on his back.

G. When one contestant remains in, or from ne-waza regains a standing position and lifts his opponent who is on his back with his leg(s) around any part of the standing contestant, clear of the mat.

H. When a contestant performs or attempts to perform kansetsu-waza or shime-waza from the standing position and the result is not immediately apparent.

I. When in any other case that the referee deems it necessary to do so.

J. When the referee and judges or Refereeing Commission wishes to confer.

APPENDIX Article 17 - Application of matte

The referee having announced matte, must take care to maintain the contestants within his view, in case they do not hear the matte announced and continue fighting.

The referee should not call matte to stop the contestant(s) going outside the contest area, unless the situation is considered dangerous.

The referee should not announce matte when a contestant who has escaped e.g. osaekomi, shime-waza, kansetsu-waza appears in need of or calls for a rest.

The referee should announce matte when a contestant who is face down on the mat, with his opponent clinging to his back, succeeds in rising to a half standing position, with his hands clear of the mat, indicating a loss of control by the opponent.

Should the referee call matte in error during ne-waza and the contestants therefore separate, the referee and judges may, if possible, and in accordance with the "majority of three" rule, replace the contestants into as close to their original position as possible and restart the contest, if so doing will rectify an injustice to one of the contestants.

After the announcement of matte, the contestants must quickly return to the position in which they started the contest.

When the referee has announced matte, the contestant(s) must either stand if being spoken to or adjusting their uniform, or may sit if a lengthy delay is envisaged. Only when receiving medical attention should a contestant be permitted to adopt any other position.

The referee may announce matte if a contestant is injured or indisposed and may ask the contestant's accredited doctor to come on the competition area and proceed with a quick examination.

The referee may announce matte if a contestant who is injured indicates to the referee that he requires an examination. This must be undertaken as quickly as possible (Article 29).

The referee may announce matte if the Refereeing Commission, on the request of the accredited team doctor authorises the doctor to undertake a quick examination of an injured contestant (Article 29).

Article 18 -- Sono-mama

In any case where the referee wishes to temporarily stop the contest e.g. to address one or both contestants without causing a change in their positions, or to award a penalty so that the contestant who is not penalised does not lose his position of advantage, he shall announce sonomama. To recommence the contest he shall announce yoshi. Sono-mama can only be applied in ne-waza.

APPENDIX Article 18 -- Sono-mama

Whenever the referee announces Sonomama, he should be careful that there is no change in the positions or grips of either contestant.

If during ne-waza a contestant shows sign of injury, the referee may announce sonomama if necessary then return the contestants to the positions they held before the announcement of sonomama - and then announce yoshi.

Article 19 -- End of Contest

The referee shall announce soremade and end the contest:

- a. When one contestant scores ippon or waza-ari-awasete-ippon (Articles 20 and 21).
- b. In the case of sogo-gachi (Article 22).
- c. In the case of fusen-gachi or kiken-gachi (Article 28).
- d. In the case of hansoku-make (Article 27).
- e. When one contestant cannot continue due to injury (Article 29).
- f. When the time allotted to the contest has expired (see hantei). Upon the announcement of soremade by the referee, the contestants shall return to their starting positions.

The referee will award the contest as follows:

- i. Where one contestant has scored ippon or equivalent, he shall be declared the winner.
- ii. In the case where both contestants score ippon or sogo-gachi simultaneously the referee shall announce hiki-wake and the contestants shall have the right to fight a new contest immediately. Should only one contestant exercise his right to fight the contest again, and the other contestant declines, the contestant who wishes to fight again shall be declared the winner by kiken-gachi.
- iii. In the case where both contestants are awarded hansoku make simultaneously, or where one contestant is awarded hansoku make and is simultaneously awarded sogo-gachi, the referee shall announce sore-made and neither contestant shall continue to the next stage of the competition.
- iv. Where there has been no score of ippon or equivalent, the winner shall be declared on the basis of: one waza-ari prevails over any number of yuko, one yuko prevails over any number of koka.
- v. Where the recorded scores indicate no scores or are exactly the same under each of the headings (waza-ari, yuko, koka), the referee shall gesture and announce hantei.

Before the announcement of hantei, the referee and judges must have assessed which contestant they consider to be the winner, taking into account the recognisable difference in the attitude during the contest or the skill and effectiveness of techniques.

The referee shall add his opinion to that indicated by the two judges and shall declare the result according to the majority of all three opinions.

Having announced Soremade, the referee should still keep the contestants within his view, in case they do not hear his announcement and continue fighting.

The referee should direct the contestants to adjust their judogi, if necessary, prior to indicating the result.

All standing bow by the contestants should be at an angle of 30 degrees as measured at the waist. If the contestants do not bow, the referee will request the contestants to do so. Those who refuse will be reported to the IJF Sports Director or Tournament Director.

ARTICLE 19 - End of Contest (continued)

vi. The decision of hiki-wake shall be given, when there is no advantage on the scoreboard and where it is impossible to judge the superiority of either contestant, in accordance with this article, within the time allotted for the contest.

After the referee has indicated the result of the contest, the contestants shall take one step backwards to their respective blue and white tapes, make a standing bow and leave the contest area.

(see Bowing Guide)

Once the referee has announced the result of the contest to the contestants it will not be possible for the referee to change this decision after the referee and judges have left the competition area.

Should the referee award the contest to the wrong contestant in error, the two judges must ensure that he changes this erroneous decision before the referee and judges leave the competition area.

All actions and decisions taken in accordance with the majority of three rule by the referee and judges shall be final and without appeal.

Article 20 -- Ippon

The referee shall announce ippon when in his opinion an applied technique corresponds to the following criteria:

a. When a contestant with control throws the other contestant largely on his back with considerable force and speed.

b. When a contestant holds with osaekomi-waza the other contestant, who is unable to get away for 25 seconds after the announcement of osaekomi.

c. When a contestant gives up by tapping twice or more with his hand or foot or says maitta generally as a result of a grappling technique, shime-waza or kansetsu-waza.

d. When a contestant is incapacitated by the effect of a shime-waza or kansetsu-waza.

Equivalence: Should one contestant be penalised hansoku make the other contestant shall be declared the winner.

Simultaneous ippon - See Article 19 (f) (ii).

APPENDIX Article 20 - Ippon

Simultaneous techniques: - when both contestants fall to the mat after what appears to be simultaneous attacks, and the referee and judges cannot judge which technique dominated - there should be no score awarded.

Should the referee announce Ippon during ne-waza in error and the contestants therefore separate, the referee and judges may, if possible, and in accordance with the "majority of three" rule, replace the contestants into as close to their original positions as possible and restart the contest, if so doing will rectify an injustice to one of the contestants.

If one of the contestants deliberately makes a "bridge" (head and heels in contact with the mat) after having been thrown - although he may have avoided the necessary criteria for ippon, the referee may nonetheless award ippon or any other score he considers the technique warrants, in order to discourage this action.

Using kansetsu-waza in order to throw the opponent will not be considered for point scoring purposes.

NOTE: For Olympic Games, World Championships, Continental and IJF events the rules will be applied as stated. For National events the organisers are authorised to make such provisions as are appropriate for the safety of the contestants at the level to which the tournament applies. For example in lower grade competition the organisers may authorise the referees to award ippon when the effect of a technique is sufficiently apparent, or for children's events may disallow shime-waza and kansetsu-waza altogether.

Article 21 -- Waza-ari Awasete Ippon

Should one contestant gain a second waza-ari in the contest, (see Article 23) the referee shall announce waza-ari awasete ippon.

APPENDIX Article 21 -- Waza-ari-awasete-Ippon

No Commentary

Article 22 -- Sogo-gachi (Compound win)

Article 23 -- Waza-ari

The referee shall announce waza-ari when in his opinion the applied technique corresponds to the following criteria:

- a. When a contestant with control throws the other contestant, but the technique is partially lacking in one of the four elements necessary for ippon (see Article 20 (a) and Appendix).
- b. When a contestant holds with osaekomi-waza the other contestant who is unable to get away for 20 seconds or more, but less than 25 seconds.

Equivalence: Should one contestant have been penalised keikoku, the other contestant shall receive waza-ari immediately.

APPENDIX Article 23 -- Waza-ari

Although the criteria for ippon - of largely on the back with speed and force may be evident in a throw such as tomoe-nage, if there is an interruption to the throw, waza-ari is the maximum score that should be awarded.

Article 24 -- Yuko

The referee shall announce yuko when in his opinion the applied technique corresponds to the following criteria:

- a. When a contestant with control throws the other contestant, but the technique is partially lacking in two of the other three elements necessary for ippon:

Examples:

1. Partially lacking in the element of "largely on the back" and is also partially lacking in one of the other two elements of "speed" or "force".
2. Largely on the back but partially lacking in both the other two elements of "speed" and "force".

b. When a contestant holds with osaekomi-waza the other contestant who is unable to get away for 15 seconds or more but less than 20 seconds.

Equivalence: Should one contestant have been penalised chui the other contestant shall receive yuko immediately.

APPENDIX Article 24 - Yuko

Regardless of how many yukos are announced, no amount will be considered equal to a waza-ari. The total number announced will be recorded.

Article 25 -- Koka

The referee shall announce koka when in his opinion the applied technique corresponds to the following criteria:

a. When a contestant with control throws the other contestant onto one shoulder, or the thigh(s), or buttocks with speed and force.

b. When a contestant holds with osaekomi-waza the other contestant who is unable to get away for 10 seconds or more but less than 15 seconds.

Equivalence: Should one contestant have been penalised shido the other contestant shall receive koka immediately.

APPENDIX Article 25 -- Koka

Regardless of how many kokas are announced, no amount will be considered being equal to a yuko or waza-ari. The total number announced will be recorded.

Throwing an opponent on the front of his body, knee(s), hand(s), or elbow(s) will only be counted as the same as any other attack. Similarly an osaekomi of up to nine seconds will be counted as an attack.

Article 26 -- Osae-komi waza

The referee shall announce osaekomi when in his opinion the applied technique corresponds with the following criteria:

- a. The contestant being held must be controlled by his opponent and must have his back, both shoulders or one shoulder in contact with the mat.
- b. The control can be made from the side, from the rear or from on top.
- c. The contestant applying the hold must not have his leg(s) or body controlled by his opponent's legs.
- d. At least one contestant has any part of his body touching the contest area at the announcement of osaekomi.
- e. The contestant applying the hold must have their body in either the kesa or the shiho position, ie similar to the techniques kesa-gatame or kami-shiho-gatame.

APPENDIX Article 26 - Osaekomi-waza

Should a contestant who is controlling his opponent with an osaekomi, change without losing control, into another osaekomi, the osaekomi time will continue until the announcement of ippon (or waza-ari or equivalent in the case of waza-ari-awasete-ippon) or toketa or matte.

When osaekomi is being applied, if it is the contestant who is in an advantageous position who commits an infringement meriting a penalty, the referee shall announce matte, return the contestants to their starting positions, award the penalty (and any score from the osaekomi), then recommence the contest by announcing hajime.

When osaekomi is being applied, if it is the contestant who is in a disadvantageous position who commits an infringement meriting a penalty, the referee shall announce sonomama, award the penalty, then recommence the contest by touching both contestants and announcing yoshi. However, should the penalty to be awarded be hansoku-make, the referee shall act in accordance with Article 27, Appendix, 3rd & 4th paragraph.

If both judges agree that an osaekomi exists, but the referee has not announced osaekomi - they should indicate with osaekomi signal and, by the "majority of three" rule, the referee shall announce osaekomi immediately.

The referee shall announce matte in the case of "osaekomi on the edge", when the one part of the contestant still touching the contest area, becomes airborne (i.e. it is raised up and loses contact with tatami).

Toketa should be announced if, during osaekomi, the contestant being held succeeds in "scissoring" the other contestant's leg, either from above or from below the leg.

If in ne-waza after the announcement of sonomama the penalty to be given is hansoku-make, matte should be announced, hansoku-make awarded and the contest ended with sore-made.

In situations where uke's back is no longer in contact with the mat, (eg. "bridging"), but tori maintains control, the osaekomi shall continue.

Article 27 -- Prohibited Acts and Penalties

ARTICLE 27 - Prohibited Acts and Penalties

The Prohibited Acts are divided into „Slight“ infringements (Shido) and „Grave“ infringements (Hansoku-make).

SLIGHT INFRINGEMENTS: Will receive a penalty of Shido.

GRAVE INFRINGEMENTS: Will receive a penalty of direct Hansoku-make.

The Referee shall award a penalty of Shido or Hansoku-make depending on the seriousness of the infringement.

The first Shido awarded to each player is a free warning.

The awarding of a second Shido automatically reflects on the opponent's technical score. With subsequent Shidos, the previous score corresponding to the earlier penalty is removed and the next higher score shall be recorded immediately.

The awarding of a direct Hansoku-make means that the contestant is disqualified and excluded from the tournament, and the contest ends

Whenever a Referee awards a penalty, he should demonstrate with a simple gesture the reason for the penalty.

A penalty can be awarded after the announcement of Sore-made for any prohibited act done during the time allotted for the contest or, in some exceptional situations, for serious acts done after the signal to end the contest, as long as the decision has not been given.

SHIDO (Slight Infringements Group)

(a) Shido is given to any contestant who has committed a slight infringement:

- (1) To intentionally avoid taking Kumi-kata in order to prevent action in the contest.
- (2) To adopt in a standing position, after Kumi-kata, an excessively defensive posture. (Generally more than 5 seconds).
- (3) To make an action designed to give the impression of an attack but which clearly shows that there was no intent to throw the opponent. (False Attack).
- (4) In a standing position, to continually hold the opponent's sleeve end(s) for a defensive purpose (Generally more than 5 seconds) or to grasp by "screwing up" the sleeve end(s).
- (5) In a standing position, to continually keep the opponent's fingers of one or both hands interlocked, in order to prevent action in the contest. (Generally more than 5 seconds).
- (6) To intentionally disarrange his own Judogi or to untie or retie the belt or the trousers without the referee's permission.
- (7) To pull the opponent down in order to start Newaza unless in accordance with Article 16.
- (8) To insert a finger or fingers inside the opponent's sleeve or bottom of his trousers.
- (9) In a standing position to take any grip other than a "normal" grip without attacking. (Generally more than 5 seconds).
- (10) In a standing position, before or after Kumi-kata has been established, not to make any attacking moves. (See Appendix Non-combativity).
- (11) To hold the opponent's sleeve end(s) between the thumb and the fingers ("Pistol" grip).
- (12) To hold the opponent's sleeve end(s) by folding it over ("Pocket" grip).
- (13) From a standing position, to grip or block with hand(s) or arm(s) below the belt of the opponent as the initial action of an attacking or defensive movement. (A repeat of this infringement will result in the award of Hansoku-make). Any leg grip counter technique will only be valid if a genuine attack has been made by the opponent.
- (14) To encircle the end of the belt or jacket around any part of the opponent's body.
- (15) To take the Judogi in the mouth. (either his own or his opponent's Judogi).
- (16) To put a hand, arm, foot or leg directly on the opponent's face.
- (17) To put a foot or a leg in the opponent's belt, collar or lapel.
- (18) To apply Shime-waza using the bottom of the jacket or belt, or using only the fingers.
- (19) To go outside the contest area or intentionally force the opponent to go outside the contest area either in standing position or in Newaza.
- (20) To apply leg scissors to the opponent's trunk (Dojime), neck or head. (Scissor with crossed feet, while stretching out the legs).
- (21) To kick with the knee or foot, the hand or arm of the opponent, in order to make him release his grip or to kick the opponent's leg or ankle without applying any technique.
- (22) To bend back the opponent's finger(s) in order to break his grip.

Commentary:

If the initial action in an attack is a grip on the trouser leg, the player will be immediately awarded a Shido.

(19) If a contestant leaves the contest area due to his own efforts to upset his opponent's balance, the penalty awarded should be a Shido. However, if he leaves the contest area as a result of an action by his opponent, he should not be penalised.

A player should only be penalised if he leaves the contest area without any throwing action being attempted.

HANSOKU-MAKE (Grave Infringements Group)

Hansoku-Make is given to any contestant who has committed a Grave Infringement (or who having been given three Shidos, commits a further Slight Infringement):

(23) To apply Kawazu-gake. (To throw the opponent by winding one leg around the opponent's leg, while facing more or less in the same direction as the opponent and falling backwards onto him).

(24) To apply Kansetsu-waza anywhere other than to the elbow joint.

(25) To lift off the Tatami the opponent who is lying on the Tatami and to drive him back onto the Tatami.

(26) To reap the opponent's supporting leg from the inside when the opponent is applying a technique

such as Harai-goshi etc.

(27) To disregard the Referee's instructions.

(28) To make unnecessary calls, remarks or gestures derogatory to the opponent or Referee during the contest.

(29) To make any action which may endanger or injure the opponent, especially the opponent's neck or spinal vertebrae, or may be against the spirit of Judo.

(30) To fall directly to the Tatami while applying or attempting to apply techniques such as Ude-hishigi-waki-gatame.

(31) To "dive" head first, onto the Tatami by bending forward and downward while performing or attempting to perform techniques such as Uchi-mata, Harai-goshi, etc. or to fall directly backwards while performing or attempting to perform techniques such as Kata-guruma whether standing or kneeling.

(32) To intentionally fall backwards when the other contestant is clinging to his back and when either contestant has control of the other's movement.

(33) To wear a hard or metallic object (covered or not).

(34) To grip the opponent's leg for the second time in the same contest

(35) Any action against the spirit of judo may be punished by a direct Hansoku-make at any time in the contest.

The first Shido awarded to each player is a free warning.

On the scoreboard, subsequent Shidos will be accumulated and converted to the opponent's technical score.

When a contestant has repeated slight infringements and is to be penalised with his fourth (4th) Shido, the Referee, after consultation with Judges, shall give the contestant "Hansoku-make", that is to say that the 4th Shido is not announced as "Shido", but shall be announced directly as "Hansoku-make".

The contest ends On the scoreboard repeated Shidos would become: 2nd Shido = a Yuko to the opponent 3rd Shido = a Waza-ari to the opponent 4th Shido = Hansoku-make = Ippon to the opponent

Referees and Judges are authorised to award penalties according to the "intent" or situation and in the best interest of the sport.

Should the Referee decide to penalise the contestant(s), (except in the case of Sono-mama in Newaza) he shall temporarily stop the contest by announcing Mate, return the contestants to their starting positions and announce the penalty while pointing to the contestant(s) who committed the prohibited act.

Before awarding Hansoku-make, the Referee must consult with the Judges and make his decision in accordance with the "majority of three" rule. Where both contestants infringe the rules at the same time, each should be awarded a penalty according to the seriousness of the infringement.

Where both contestants have been given three (3) Shidos and subsequently each receives a further penalty, they should both be declared Hansoku-make.

A penalty in Newaza should be applied in the same manner as in Osae-komi

Where one contestant pulls his opponent down into Newaza not in accordance with Article 16 and his opponent does not take advantage of this to continue into Newaza, the Referee shall announce Mate, temporarily stopping the contest, and give Shido to the contestant who has infringed Article 16.

“Normal” Kumi-kata is taking hold of the right side of the opponent’s Judogi, be it the sleeve, collar, chest area, top of the shoulder or back with the left hand and with the right hand the left side of the opponent’s Judogi, be it the sleeve, collar, chest area, top of the shoulder or back and always above the belt.

A contestant should not be penalised for holding with an abnormal grip if the situation has been brought about by his opponent ducking his head beneath the holder's arm. However, if a contestant is continually "ducking" this way, the Referee should give consideration as to whether he is adopting an "excessively defensive posture"

If a contestant continues to take an abnormal Kumi-kata, the time allowed may be progressively reduced, and even to a “direct penalty” of Shido.

Hooking one leg between the opponent’s legs unless simultaneously attempting a throwing technique or being lifted by the other contestant, is not considered to be the normal Kumi-kata and the contestant must attack within 5 seconds or the contestant will be penalised with Shido.

“Non-combativity” may be taken to exist when in general, for approximately 25 seconds, there have been no attacking actions on the part of one or both contestants. However, since the first Shido is a free warning, the period of 25 seconds may be reduced on the first occasion. Non-combativity should not be awarded when there are no attacking actions, if the Referee considers that the contestant is genuinely looking for the opportunity to attack

The act of "encircling" means that the belt or jacket must completely encircle. Using the belt or jacket as an "anchor" for a grip (without encircling) e.g. to trap the opponent's arm, should not be penalised.

The face means the area within the line bordered by the forehead, the front of the ears and the jaw-line.

Even if the thrower twists/turns during the throwing action, this should still be considered “Kawazugake” and be penalised. Techniques such as O Soto-gari, O Uchi-gari and Uchi-mata, where the foot/leg is entwined with the opponent’s leg will be permitted and should be scored.

To attempt such throws as Harai-goshi, Uchi-mata, etc., with only one hand gripping the opponent's lapel from a position resembling Ude-hishigi-waki-gatame (in which the wrist of the opponent is trapped beneath the thrower's armpit) and deliberately falling, face down, onto the Tatami is likely to cause injury and will be penalised. No intent to throw an opponent cleanly onto his back is a dangerous action and will be treated in the same way as Ude-hishigi-waki-gatame.

the Referee and Judges should all be in agreement before awarding Hansoku-make. If any contestant receives a direct Hansoku-make, he/she will normally be disqualified from that contest only.

Notwithstanding the above, if all three officials agree that an action which was penalised by direct Hansoku-make was “against the spirit of judo” then they may recommend to the Competition Controller that the offending player should not be allowed to continue in the competition. In all instances, the final decision to disqualify any player from the remainder of the competition will be made by the Competition Controller on recommendation from the Referee and Judges involved, and/or the Referee in Charge. The Referee and Judges, having made a unanimous decision to

recommend disqualification from the competition, will inform the table officials who will advise the Competition Controller of this recommendation
