

# 2021 JUDO CONTEST (REFEREEING) RULES - BASIC SYNOPSIS

(IJF Sports Organization Rules (SOR) - Appendix D)

September 9, 2021

**COMPETITION AREA** (SOR Section 8.6) 14m x 14m (46' X 46') to 18m x 18m (59' X 59'). The whole mat.

The competition area is divided into two areas demarcated by different colored *tatami*.

Contest Area 8m x 8m (26' x 26') to 10m x 10m (33' x 33'). IJF events use 10m x 10m.

Safety Area 3 meters. (10'), prefer 4 meters (13'). Adjoining safety area (3m (10') min. USA) 4m (13').

White and Blue Start Mark is not used (current IJF custom).

Option: White and Blue tape-10cm x 50cm (4"x20") 4 meters (13') apart. White to the right of the referee.

Free Zone 50 cm (20") around the edge of the safety area. No Tables, Chairs or Signage.

Even, smooth surface without spaces, firm under foot. Resilient floor or platform.

**EQUIPMENT** (SOR (1.2 Scoreboard))

**a. Tables and Chairs** - Must be provided for Timekeeper, Scoreboard Keeper, Jury and Table Judges.

Option: Two sturdy lightweight judges' chairs placed in opposite corners of each competition area.

**b. Scoreboards** Two per competition area. Electronic Scoreboards preferred.

Manual scoreboard must be at the table ready in the event the electronic boards fail.

Manual Scoreboard

BLUE			WHITE		
0	1	■	0	1	■ ■
Ippon	Waza-ari	Shido	Ippon	Waza-ari	Shido

**c. Time Clocks** 1 clock for Contest time. 1 clock for White *Osaekomi*. 1 clock for Blue *Osaekomi*.

1 extra clock for back up. Must be used in conjunction with electronic clock. (back up)

**d. Flags (Timekeepers)** Yellow for Contest Time (up when time stopped). Green for *Osaekomi* (up when time running.) Flags are used only when manual scoreboards are in operation.

**e. Time Signal Audible Device** Loud and different for each competition area.

**f. White and Blue Judogis** The contestants shall wear a white or blue Judogi. 1<sup>st</sup> called wears white.

Spectators shall not be closer than 3 meters to the edge of the Competition Area. (If venue allows)

Tables for Scoreboard and Timekeepers, Recorders (Scoreboard Operators) Judges and Jury (supervisors) and List writers (Score sheets) facing Referee.

**UNIFORM** (SOR Appendix C) Not wet. Unsoiled, w/o tear. Soft cotton and not too thick. Lapel 1cm thick max.

5cm wide. Use the *Sokuteiki* for any questionable measurements.

Jacket- Sleeve ends to wrist. or (optional) (5cm) 2" above at local and regional tournaments.

(10-15cm) 4-6" of space from wrist to armpit. 10cm (4") top sternum to judogi lapel cross.

Bottom of jacket reaches closed fist (first knuckle) (covers buttocks). Crosses 20cm in front.

Pants- Cuffs to ankle or (5cm) 2" above. (10-15cm) 4-6" of space from ankle to buttock.

Belt- 4-5cm (1.5x2") wide, twice around, square knot, (20-30cm) (8-12") free ends.

Markings- Left chest patch -100cm<sup>2</sup>" (4"x4"), Back patch 30cm x 40cm(12"x16"), Name (on belt, top pants and bottom of jacket. 3cm (1") x 10cm (4") and back of jacket 7cm (2") x 30cm (12").

Shoulder patches 5cm (2") x 25cm (10"), Manufacturer's logo 25cm<sup>2</sup>(2"x2")

White T-shirt - (female) No color, printing or design. Crew neck.

Jewelry- Must be removed. No taping earrings or rings.

**HYGIENE** (SOR Appendix E 1.3) Hands & feet clean, nails cut, judogi clean, no foul smells & no tears. Long hair

tied up, off the collar. Contestant doesn't comply, before start, *Fusen gachi*, after start, *Kiken gachi*.

## ARTICLES

### D1 REFEREEING – CULTURE, HISTORY AND PRINCIPLES

**1. REFEREES and OFFICIALS** One Referee with two Judges (at the Table) with CARE and Radio

Contact (may do without) assisted by timekeepers and recorders.

**2. POSITION and FUNCTION of the REFEREE** Stay within the Contest Area. Check the area and

equipment before the start of the contests. He shall conduct the contest and administer the judgment.

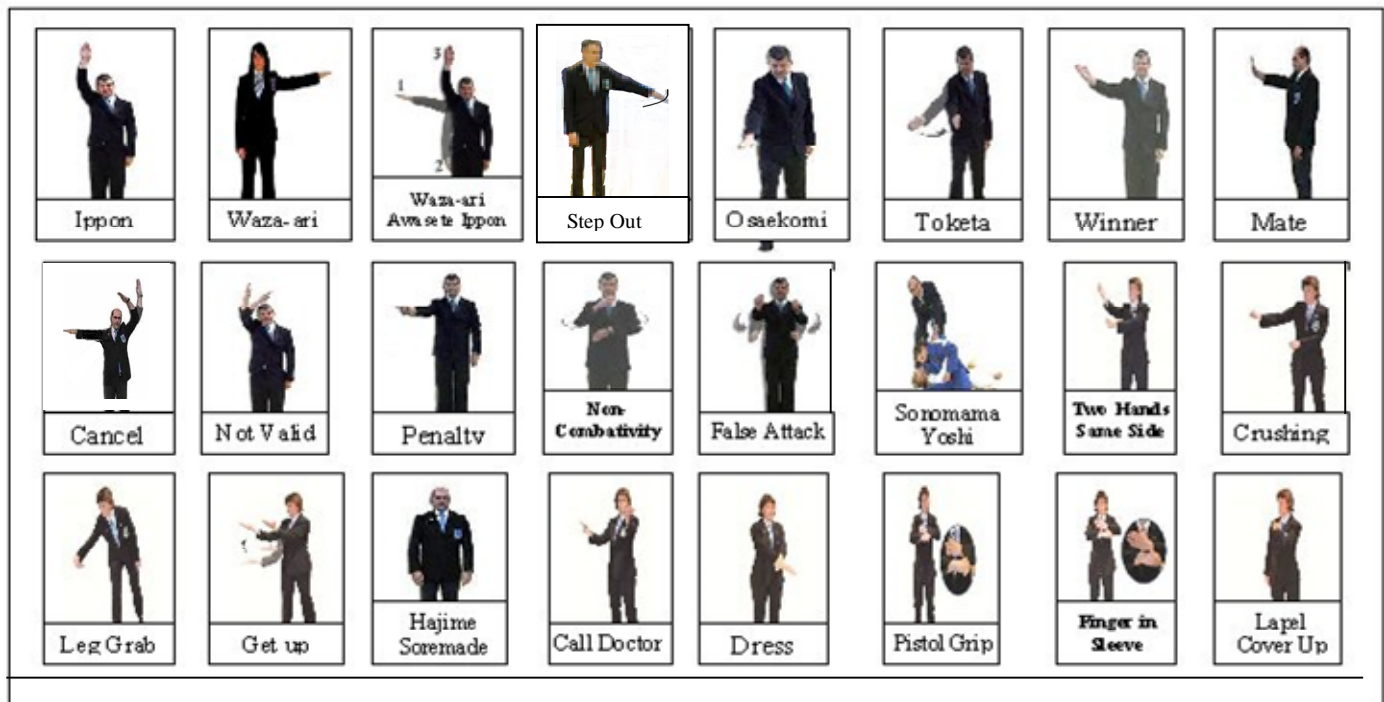
**3. POSITION and FUNCTION of the JUDGES.** IJF- One Referee System with 2 Table Referees (Judges) and Jury (Supervisors) sitting at a table in front of the competition area. The Judges shall Radio, Gesture or Stand if they wish to change something that the referee called.

**Option:** Sit in chairs in opposite corners on the mat, signal on scores, outside, *osaekomi*, penalties, (every decision) when disagreeing with referee. When judges agree maintain gesture, stand after 5 seconds. All three different, if both below stand (middle score), if both above stand, if one above and one below, drop signals fast. Watch scoreboard, bring mistakes to the attention of the referee. Do not preempt the referee's calls. Remove chairs when competitors come close (8 feet) or when Area is closed.

Accompany\*(Referees not on the team) player if s/he needs to leave the competition area during a contest.

\*When a competitor has to leave the competition area (e.g., injury fix, change torn pants, etc.) a female contestant must be accompanied by a female official, a male contestant by a male official.

#### 4. GESTURES



Hold gestures for 3-5 seconds. 90 degree turn on all score calls, so signal can be seen by all.

**5. LOCATION** -The contest shall generally be fought in the contest area. A contestant while in action may step out with one foot, but must immediately attack or step back inside or receive a *shido*. When the contestant(s) while in action steps out with both feet without doing a real attack, they shall be considered outside. Call *Mate* and give a *shido*.

**Exceptions:** a) After the original attack inside, award the appropriate score (if any) for any subsequent *renraku-waza* or *kaeshi-waza* whether one player is inside (contest area) or both are in the safety area (outside), as long as there is “continuity” and there is no clear break in the dynamic action.

**Ne-shisei** - When no part of either player is in, it is out.

When entry into *Osaekomi*, *Shime waza* or *Kansetsu waza* is started inside and the technique is effectively engaged, the action is valid (allowed to continue) even if both contestants move completely into the safety area. Throw out, then *Osaekomi*, call it. Both out in *Osaekomi* uke escapes and holds. Call *toketa* on first hold, call *osaekomi* on second, give score if any for first hold.

**6. CONTEST DURATIONS** - 4 minutes for Men and Women, IJF Junior/Cadet. GS-No time limit.

**7. OSAEKOMI TIME-** 1 - 9.9 seconds = *No score*    10 - 19.9 seconds = *Waza-ari*    20 seconds = *Ippon*

- 8. TECHNIQUE COINCIDING WITH THE TIME SIGNAL** Throws that start before or at the bell are valid for scoring purposes.
- 9. START OF THE CONTEST** Referee and Judges must be in position before the contestants arrive. Referee must ensure the competitors walk to their starting positions (marks if used) and bow properly at those positions and step forward from the mark to the ready position. At the end, ensure the player's bow out properly. Bow at the edge of the Competition area and Contest area are optional but recommended.
- 10. Transition from *Tachi shisei* to *Ne shisei* & *Ne shisei* to *Tachi shisei***
- a.** A contestant may go to the ground after a throw.
  - b.** If one contestant falls, the other may take advantage and go to the ground.
  - c.** One contestant applies a skillful takedown, they may go to the ground.
  - d.** Whenever one contestant falls down not covered by the proceeding subsections.
- Ne shisei*: both on knees, one on chest/abdomen, one on back, one on knees and elbows. *Tachi shisei*: both on feet; one standing, one on knees and hands; one standing and one on knees and gripping the other.
- 11. APPLICATION OF *MATE***
- a.** When one or both contestants go outside.
  - b.** When one or both contestants perform a prohibited act. "Mate in Place" is used for the prohibited acts outlined in Article 11.
  - c.** When one or both contestants are injured or taken ill.
  - d.** When a contestant(s) must adjust their *judogi*.
  - e.** When during *ne-shisei* there is no evident progress.
  - f.** When a player regains a standing or semi-standing position from *ne-shisei* bearing their opponent on their back.
  - g.** When one contestant from *ne-shisei* lifts their opponent who is on their back with their legs around any part of the standing contestant, clear of the mat. If a choke or armlock is being effectively applied in this situation, the action must continue.
  - h.** When a contestant performs or attempts to perform *kansetsu* or *shime waza* from the standing position.
  - i.** When a contestant performs any preparatory move of a kind of fighting or wrestling technique (not genuine Judo) the Referee shall call immediately *Mate*.
  - j.** *Tori* applies *shime* or *kansetsu waza* by stretching *uke's* leg
  - k.** In any other case the referee deems it necessary.
- 12. SONOMAMA and YOSHI** Freeze position. Only used in *ne-shisei*. *Yoshi* (continue).
- 13. END OF THE CONTEST** "Soremade" (End of Contest) is announced when *Ippon*, *Fusen gachi*, *Kiken gachi* and *Hansoku make* are attained.
- Scoreboard - *Ippon* prevails over any number of *waza-ari*. One *waza-ari* prevails over no recorded scores. If the scores are even, the contestants will have a Golden Score. One or two *Shido* difference will have no effect on the result of the regular contest.
- At the end of the regulation contest, if there are no scores or the scores are even, a **Golden Score** (Sudden Death Overtime) Contest will be held. There is no time limit on Golden Score. It will be held immediately after the regulation contest. The scores/penalties from the original contest will remain on the board. The first called technical score wins. The 3<sup>rd</sup> *shido* that will cause a win must be **3-0** majority vote (jury consultation recommended). There is No *Hantei* procedure. GS *Osaekomi* goes to **20** seconds. (U.S. *hantei* for 12 & under). No *Hiki wake* gesture is used. Ensure proper execution of the Bow out Procedure (step back to line, bow). CARE (Computer Assisted REplay) should be used if available.
- 14. IPPON** Throws with "control", "largely on the back" with "force" and "speed". (Four elements)
- Uke "bridging" scores Ippon.** Hold for 20 seconds. Gives up (taps twice or more or says "Maitta") from *Osa*, *Shime* or *Kansetsu waza* or is incapacitated by *Shime* or *Kansetsu waza* Equivalence: Blue gets *Hansoku Make*, White gets *Ippon*. There is No Equivalency for penalties except for *Hansoku make*.
- 15. WAZA-ARI** partially lacking 1 or 2 of the 4 elements. *Osaekomi* for 10-19.9 seconds. No Equivalence: *Shidos* do not add up to scores for the opponent. All *Yuko* landings will now be called *Waza-ari*.
- 16. WAZA-ARI AWASETE IPPON** Two *waza-ari* makes one *ippon*.
- 17. OSAEKOMI** When in the opinion of the referee, one player holds the other with **control** and:
- a.** *Uke's* back (one or both shoulders) is/are on the mat.
  - b.** control made from the side, rear or top
  - c.** *Tori* is free of *uke's* legs (controlled).
  - d.** The hold starts inside the contest area.
  - e.** *Tori* is in the *kesa*, *shiho* or *ura* position.

**18. PROHIBITED ACTS and PENALTIES** There are 43 Prohibited Acts. There are two types of penalties.

<p><b>SHIDO (Slight Infringement)</b></p> <ol style="list-style-type: none"> <li>1. Defensive Posture. (negative positions &amp; actions)</li> <li>2. False Attack.</li> <li>3. Pull down into Ne-waza. (<i>Hikkomi</i>)</li> <li>4. Non-combativity. (Passivity)(Approximately 45 seconds)</li> <li>5. To put a hand, arm, foot or leg directly on the opponent’s face.</li> <li>6. Intentionally Go outside/Push outside.</li> <li>7. Crushing - Holding uke in bent over position.</li> <li>8. Avoid or prevent taking hold.</li> <li>9. In the standing position to take any grip other than normal without attacking. (Belt, 2 hands same side, one handed, cross back grip, etc.)</li> <li>10. Hold sleeve ends.</li> <li>11. Fingers interlocked <u>or take the hand</u>.</li> <li>12. Finger in opponent’s sleeve ends or cuff or screw up.</li> <li>13. To bend back the opponent’s fingers.</li> <li>14. 2 hand grip break.</li> </ol>	<ol style="list-style-type: none"> <li>15. To break the grip with the knee.</li> <li>16. Cover the lapel or hold it away.</li> <li>17. To strike to break a grip.</li> <li>18. Blocking the opponent’s hand.</li> <li>19. Disarrange own or opponent’s <i>Judogi</i>.</li> <li>20. All attacks with hand(s)/arm(s) below the belt.</li> <li>21. Encircle the belt around an arm, etc.</li> <li>22. To take the <i>Judogi</i> in the mouth. (own or other)</li> <li>23. To put a foot or leg in the opponent’s belt, <i>judogi</i>.</li> <li>24. To apply <i>shime waza</i> using the belt, bottom of the jacket or using the fingers.</li> <li>25. Overstretch the leg in <i>shime</i> or <i>kansetsu waza</i>.</li> <li>26. Bear Hug (from front, simultaneous, no pre-grip)</li> <li>27. To apply leg scissors to head, neck or trunk.</li> <li>28. Kick w/ knee/foot to release a grip. Kick the leg.</li> <li>29. To apply <i>shime</i> or <i>kansetsu</i> in the standing position</li> <li>30. To entangle the leg without making an immediate attack.</li> </ol>
<p><b>HANSOKU MAKE (Grave Infringement)</b></p> <ol style="list-style-type: none"> <li>1. <i>Tori</i> dives onto head.* *(Only out of that contest.)</li> <li>2. <u>Head Post (defense) out of a throw (Only that contest.)</u> <ol style="list-style-type: none"> <li>1. <i>Kawazu gake</i> (entwine leg, kick forward, fall back)</li> <li>2. <i>Kansetsu waza</i> anywhere other than the elbow.</li> <li>3. Standing <i>waki gatame</i> (direct) (armpit/one arm).</li> <li>4. To reap the opponent’s supporting leg from the inside during <i>harai goshi</i>, etc. (<i>Kusabe gari</i>)</li> <li>5. Any action which may injure, especially the spine.</li> </ol> </li> </ol>	<ol style="list-style-type: none"> <li>6. Fall back upon opponent (<i>Kata guruma</i>, etc.)</li> <li>7. To lift off and then drive back into the mat.</li> <li>8. To disregard the referee’s instructions.</li> <li>9. To make unnecessary calls, remarks or gestures to the opponent or referees.</li> <li>10. Hard or metallic object. Other than jewelry. (Remove jewelry during the contest.) (USA)</li> <li>11. Any action against the spirit of Judo.</li> </ol>

When a *shido* is called, “*Shido*” is announced, the penalty is marked in the *Shido* box on the Scoreboard. Multiple *Shidos* have no score equivalency except in the case of the third *Shido*. When any subsequent *shido* is called, “*Shido*” is announced, it is marked in the *Shido* box on the Scoreboard. When the third *Shido* is called by the referee (conference). If the judges call the third *Shido* (no conference?). Handled with Accumulated *Hansoku Make* procedure. (In all cases consult Jury.) Accumulated *Hansoku Make* (3 *Shido*) just out of the contest. Direct *Hansoku Make*, conference required. “*Shido* in Place” (*Mate* in Place) if the Referee decides to penalize the contestant(s) with *Shido*, follow the protocol outlined in the IJF SOR Appendix D Article 11.

**19. DEFAULT AND WITHDRAWAL** Default (*Fusen gachi*) Not showing up. (Out of the competition.) Withdrawal (*Kiken gachi*) Withdrawing from contest due to injury or other reason. (Out of that contest.) When awarding the winner, announce “*Fusen gachi*” or “*Kiken gachi*” depending on the situation.

**20. INJURY, ILLNESS OR ACCIDENT** a) Injury: Injured contestant’s fault, injured contestant loses. Uninjured contestant’s fault, uninjured contestant loses. It is impossible to determine fault, injured contestant loses. b) Sickness: If a contestant becomes sick, they lose the contest. (vomit, etc.) c) Accident: Injury caused by an outside influence contest is voided. (Jury). Refight if injured contestant can within a reasonable time frame. If injured contestant cannot, s/he loses. Medical Exam: Only in cases of severe impact of the head or back or reason to believe there is a grave or serious injury. Exam shortest possible time. If contestant or doctor asks for doctor, player loses by *Kiken gachi*. One doctor only.

1. Minor injury- Bloody nose, ripped nail, groin injury, bleeding wound. Twice per site, 3<sup>rd</sup> *Kiken gachi*. Treat off mat. Player may reset same dislocation twice. Referee must consult with judges before *Kiken gachi* is awarded.
2. Examination – Determine - Can player continue to play? No manipulation.

**21. SITUATIONS NOT COVERED BY THE RULES** Referee consults Judges and RC (Jury, Mat Chief, Supervisor, Chief Referee).