

## **1. COMPETITION SYSTEM AND SEEDING**

Competition system and seeding for each European Championships or European Cup is defined in the technical rules. In case there are 2 athletes from the same country in the top seeded athletes, the athletes will be separated by nation.

## **2. COMPETITION SYSTEM WITH LOW NUMBER OF COMPETITORS**

When there is less than 6 competitors the *IJF rules for small numbers* will apply:

### **1) In case of 5 competitors**

In case of five competitors a pool of three competitors and a pool of two competitors is formed:

- The two competitors on one side of the table will compete for the access to the final
- The three competitors on the other side of the table will compete in a Round Robin system in order to classify them
- The winner of the single contest meets the winner of the round robin system in the final
- The loser of single contest meets the second ranked player of the round robin system for bronze.

Only one bronze medal is awarded.

Auxiliary option:

A round robin system can be used where specifically decided by organizers:

- One gold and one silver medal will be awarded.
- Only one bronze medal is awarded.

### **2) In case of 4 competitors**

In case of four competitors a normal knock-out system will be used.

- The two winners will meet in the final
- The two losers will compete for bronze. Only one bronze medal is awarded.

Auxiliary option:

A round robin system can be used where specifically decided by organizers:

- One gold and one silver medal will be awarded.
- Only one bronze medal is awarded.

### **3) In case of 3 competitors**

In case of three competitors a round robin system will be used.

- One gold and one silver medal will be awarded.
- A bronze medal will be awarded when one contest was won by the third ranked competitor.

### **4) In case of 2 competitors**

In case of two competitors two contests will be held between them.

- In case of equal wins (1-1), a third contest will decide the gold medal winner.
- One gold medal will be awarded. A silver medal will be awarded when one contest was won.

### **5) In case of 1 competitor**

In case of one competitor no medal or points are given.

Whenever a Round Robin system is used the following rules will apply:

## **2. ROUND ROBIN**

“Round Robin” is defined as a system where each competitor will compete each other.

To define the winners the following criteria are used:

1. First criteria: Number of wins
2. Second criteria (in case of equal number of wins): The highest sum of winning score points will decide

Example: White scored Waza-ari and Yuko; Blue scored Waza-ari and two Yuko: the Yuko is defined as

the winning score (1 point) for Blue

3. Third criteria (in case of equal number of wins and sum of winning score points): Direct comparison.

If two contestants have equal number of wins and sum of score point, the contestant who won the

contest between them is defined as better

4. Fourth criteria (in case of equal number of wins and no direct comparison possible because of

“beating in circle”): The shortest accumulated time of all winning contests will decide

5. Fifth criteria (in case of equal time): Weight at the weigh-in. The competitor with the lower weight is defined as better.

6. Sixth criteria (in case of same weight): Decision matches. A knock-out system between the involved players will be used. A new draw has to be performed.

Example in case of three competitors: one contest between two players will be held. The winner of this match will compete against the third player to get a final decision.

Scores will be given as follows:

- a. Ippon Gachi / Sogo Gachi / Fusen Gachi / Kiken Gachi 100 points
- b. Waza-ari 10 points
- c. Yuko 1 point
- d. Yusei Gachi 0.5 points

## TATAMI AREA

Event /Minimum No of Tatami/ Tatami Size/ Common safety area

Cadet European Cup 3 / 8m x 8m or 7m x 7m /3m

Junior European Cup 3 /8m x 8m or 7m x 7m /3m

Senior European Cup 3/ 8m x 8m or 7m x 7m /4m

World Cup 3 /8m x 8m or 7m x 7m /4m

Cadet European Championships 3 /8m x8m or 7m x 7m /3m

Junior European Championships 3 /8m x 8m /3m

U23 European Championships 3 /8m x 8m /4m

Senior European Championships 3 /8m x 8m /4m

Kata European Championships According to Kata Handbook

Veteran European Championships 3 78m x 8m or 7m x 7m /3m

European Championships for Army, 3/ 8m x 8m or 7m x 7m /3m

Police & Fire Forces 3 /8m x 8m or 7m x 7m /3m

- In case of low number of inscribed athletes, number of Tatami can be adjusted after consultation with responsible SD.
- The area outside the contest area shall be called the safety area and shall be at least 3m wide. Where two or more adjoining competition areas are used, a common safety area may be used satisfying the minimum distances of the table above.

- A free zone, a minimum of 50 cm must be maintained around the entire competition area.
- Puzzle Tatami is not allowed in any EJU Tournaments.

## Competition Area

A minimum of three entrances to the FOP are needed to run the competition and if there are less than this it has to be approved by the IJF Sport Commission. The competition area shall be divided into two zones: the contest area and the safety 60 Version 2015 area and each shall be a different colour with sufficient contrast to avoid misleading edge situations. The IJF Sport Commission must agree the number of contest areas required. The contest area for IJF events shall be a minimum of 8m x 8m and a maximum of 10m x 10m. The safety area shall be a minimum of 3m. Where two or more adjoining contest areas are used a common safety zone may be used to satisfy the minimum distance of 4m between them. A free zone of 50cm minimum must be maintained around the entire competition area.

For Masters, World Championships Seniors and Olympic Games, the contest area shall be 10m x 10m with a minimum common safety area of 4m and a minimum exterior safety area of 4m. This size is also recommended for Continental Championships. The contest areas are numbered from left to right from the side where the technical table is located. The tatami need to be placed on a resilient floor at ground level. The elements making up the surface must be aligned without space in between; the surface must be smooth and fixed in such a way that the individual mats cannot be displaced. If the floor is concrete there should be Taraflex (or similar) underneath the mats. The minimum height above the mats must be 5m. Depending on the sightlines in the sports hall the tatami may be placed on a solid platform. The platform must be made of wood or a similar material. It must be one metre wider and longer than the tatami dimensions

and must be no more than 1m in height. When using a platform, it is recommended that the exterior safety area should be 4m. All tatami for IJF events must be IJF approved (the list of official suppliers is available at [www.ijf.org](http://www.ijf.org)) and the official colours are yellow (123C) and red (1795C). Any other colours proposed by the Local Organizing Committee must be approved by the IJF before use. Each mat should measure 1m x 2m x 5cm and be made of pressed foam. They must be firm under foot, have the property of absorbing shock during ukemi, and not be slippery or too rough. Any decoration on the tatami, such as the host city name, year or event logos, can only be placed on the safety area never on the contest area. The local organizing committee must give the IJF all TV feeds for the refereeing CARE system, live streaming and TV archives.

## Equipment

### a) Scoreboards

For each competition area there shall be two (2) scoreboards that indicate the scores horizontally, placed outside the competition area where they can be easily seen by the Referees, Commission members, officials and spectators.

The scoreboards must be manufactured with a device that indicates the penalties received by the contestants. (See Appendix Example).

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

### b) Timing Clocks

There shall be timing clocks as follows:

Contest duration One (1)

Osaekomi Two (2)

In reserve One (1)

Whenever electronic timing clocks are used, manual timing clocks must also

be used to check their accuracy (see Appendix).

### c) Flags (Timekeepers)

Timekeepers shall use flags as follows:

Yellow Time out

Green Osaekomi duration

It will not be necessary to use the yellow and the green flags whenever an

electronic display clock showing contest duration and Osaekomi duration is in use. However, these flags must be available in reserve.

#### **d) 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.

## **Hygiene**

1. The Judogi shall be clean, generally dry and without unpleasant odor.
2. The nails of the feet and hands shall be cut short.
3. The personal hygiene of the contestant shall be of a high standard.
4. Long hair shall be tied up so as to avoid causing any inconvenience to the other contestant. Hair shall be tied by means of a hair band made of rubber or similar material and be void of any rigid or metal components. The head may not be covered except for bandaging of a medical nature, which must adhere to this one.
5. Any contestant not willing to comply with the requirements of Articles 3 and 4 shall be refused the right to compete and the opponent shall win the contest as provided for in Article 26 of these Rules, by Fusen-gachi, if the contest has not yet started, or by Kiken-gachi, if the contest has already started, according to the “majority of three” rule.

## **Position and Function of the Referee**

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

## **APPENDIX - Position and Function of the Referee**

The Referee should ensure that all is in good order e.g. competition area, equipment, uniforms, hygiene, technical officials etc. before starting the contest.

The contestant wearing blue Judogi is to the left of the Referee and the contestant wearing the white Judogi is to the right of the Referee.

In cases when both contestants are in Newaza and facing outwards, the Referee may observe the action from the safety area.

Before officiating a contest, the Referees should familiarize themselves with the sound of the bell or means of indicating the end of the contest on their particular Tatami, and with the position of the doctor or medical assistant as well with headphones and CARE system.

When assuming control of a competition area the Referee should ensure

that the mat surface is clean and in good condition, that there are no gaps between the Tatamis, and that the contestants comply with Articles 3 and 4 of the Refereeing Rules.

## Position and Function of the Judges

Two Referees, acting as judges, will be seated at the table of the mat that will be refereeing together with the Referee connected by earphones and will assist him with a video CARE system according to the 'majority of three' rule.

Should a Judge notice that the scoreboard is incorrect he should draw the Referee's attention to the mistake.

Should a contestant have to change any part of the Judogi outside the competition area, or need to temporarily leave the competition area after the

contest has started for a reason considered necessary by the central Referee,

giving this authorization only in exceptional circumstances, a judge must obligatorily go with the contestant to see that no anomaly occurs.

In case that the Judges are not of the same sex, an official designated by the Refereeing Director shall substitute for the Judges and accompany the contestant.

## Gestures

### a) The Referee

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

**1. Ippon:** shall raise one arm with palm of hand facing forward, high above the head.

**2. Waza-ari:** shall raise one of his arms with palm of hand facing downwards, sideways, to shoulder height.

**3. Waza-ari-awasete-Ippon:** First Waza-ari, then Ippon gesture.

**4. Yuko:** shall raise one of his arms, with palm of hand facing downwards, 45 degrees from his body.

**5. Osaekomi:** shall point his arm out from his body down towards the contestants while facing the contestants and bending his body towards them.

**6. Toketa:** shall raise one of his arms to the front and wave it from

right to left quickly two or three times while bending his body towards the contestants.

**7. Hikiwake:** 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. (\* See Appendix)

**8. Mate:** shall raise one of his hands to shoulder height with his arm approximately parallel to the Tatami and display the flattened palm of his hand (fingers up) to the Timekeeper.

**9. Sono-mama:** shall bend forward and touch both contestants with the palms of his hands.

**10. Yoshi:** shall firmly touch both contestants with the palms of his hands and bring pressure on them.

**11.** 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.

**12.** To indicate the winner of a contest: shall raise one hand, palm in, above shoulder height towards the winner.

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

**14.** To call the Doctor: shall face the medical table, wave an arm (palm upwards) from the direction of medical table towards the injured contestant.

**15.** To award a penalty (Shido, Hansoku-make): shall point towards the contestant to be penalized with the forefinger extended from a closed fist.

**16.** Non-combativity: shall rotate, with a forward motion, the forearms at chest height then point with the forefinger at the contestant to be penalized.

**17.** False attack: shall extend both arms forward, with han

## Location (Valid Areas)

The contest shall be fought in the contest area. A throwing action to be valid must be initiated when both contestants are inside or at least Tori is in contact with the contest area or if this action is continuous.

Any technique applied when both contestants are outside the contest area shall not be recognized.

All actions are valid and may continue (No Mate) as long as either contestant

has some part of their body touching the contest area.

## **Exceptions**

**a)** When a throw is started with only one contestant in contact with the contest area, but during the action, both contestants move outside the contest area, the action may be considered for point scoring purposes if the throwing action continues uninterrupted.  
Similarly, any immediate counter technique by the player who was not in contact with the contest area when the throwing action started may be considered for point scoring purposes if the action continues uninterrupted.

**b)** In Newaza the action is valid and may continue outside of the contest area as long as Osaekomi was called inside.

**c)** Osaekomi outside the contest area if the throwing action is finished outside the competition area and immediately one of the players applies Osaekomi,

Shime-waza or Kansetsu-waza, this technique shall be valid.

If during the Ne-waza Uke, takes over the control with one of these nominated techniques in a continuous succession, it shall also be valid.

The Kansetsu-waza and Shime-waza initiated inside the contest area and recognized as being effective to the opponent can be maintained even if the contestants are outside the contest area.

## **Duration of the Contest**

This regulation will provide guidance and guidelines to follow both National Championships and the rest of Official Tournaments.

Senior Men / Team: 5 minutes real contest time

Senior Women / Team: 4 minutes real contest time

Junior under 21 Men and Women /Team: 4 minutes real contest time

Cadet under 18 Men and Women / Team: 4 minutes real contest time

**2.** Any contestant is entitled to a 10 minutes rest between contests.

## **Time Out**

The time elapsed between the announcement of Mate and Hajime and between Sono-mama and Yoshi by the Referee shall not count as part of the duration of the contest.

## **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.

## **Osaekomi Time**

### **1. Equivalences**

a) Ippon: Total of 20 seconds.

b) Waza-ari: 15 seconds or more but less than 20 seconds.

c) Yuko: 10 seconds or more but less than 15 seconds.

## Technique coinciding with the Time signal

1. Any immediate result of a technique started simultaneously with the time signal shall be valid.
2. Although a throwing technique may be applied simultaneously with the bell, if the Referee decides that it will not be effective immediately, he shall announce Sore-made, without any value for scoring purposes.
3. Any technique applied after the ringing of the bell to indicate the expiry of the time of the contest shall not be valid, even if the Referee has not yet announced Sore-made.

### 4. Simultaneous Osaekomi with the time signal

When Osaekomi is announced simultaneously with the bell or similar audible

device indicating the time signal allotted for the contest, or when the remaining time is insufficient to allow for the completion of the Osaekomi, the time allotted for the contest shall be extended until either Ippon (or equivalence) is announced or the Referee announces Toketa or Mate. During that time the contestant who receives the Osaekomi (Uke), can counterattack by applying Shime-waza or Kansetsu-waza. In case of getting a give up or incapacity of the contestant making the Osaekomi (Tori), the one

who's under Osaekomi (Uke) will win the contest by Ippon.

## Start of the Contest

1. The Referee and the Judges shall always be in position to start the contest

before the arrival on the contest area of the contestants.

In individual competitions the Referee shall be at the tatami center 2m back from the line from which the contestants start, and shall be facing the timekeepers' table and the Judges will be seated at their respective table.

In team competitions, before the start of the contests from every encounter, it shall proceed to the bowing ceremony between the two teams as follows:

- a) The Referee will remain in the same place as in the individual competitions.

At his indication the two teams will come in on the side allotted, in line for the outer edge of contest area, in descending order and the heaviest weight being closer to the Referee, standing face-to-face team.

- b) Upon order of the Referee the two (2) teams, after bowing when entering the contest area, will move ahead to the starting position on the mat.

- c) The Referee shall order the teams turn towards Joseiki (Jury) , extending

his arms in parallel forward, with open palms, and will announce Rei, to be held simultaneously by all components of both teams. The Referee shall not bow.

**d)** Then the Referee shall order, in a gesture of arms at right angles forearms

up and palms facing each other “OTAGAI-NI” (bow to each other), the two teams again be face to face, announcing Rei, to be held the same way as in the previous section.

**e)** After finishing the bowing ceremony the components of the two teams will

come out through the same place which they entered, waiting, on the outer edge centred of the contest area, the contestants of each team must make the first contest. In each contest they will perform the same procedure of bowing that in individual competition.

**f)** After finishing the last contest of the encounter, the Referee will order the teams to proceed as described in paragraph a) and b), announcing, then the winner. The bowing ceremony will be held in the reverse order of the start, bowing first to each other and, finally, to Joseiki (Jury)).

**2.** The contestants are free to bow when entering or leaving the contest area,

although it is not compulsory.

When entering the Tatami area, fighters should walk to the entrance of the contest area at the same time

The contestants must NOT shake hands before the start of the contest.

**3.** The contestants shall then walk to the center of the edge of the contest area (on the safety area) at their respective side according the fighting order (first called on the right side and second called on the left side of the Referee’s position), and remain standing there.

A the signal from the Referee, the contestants shall move forward to their respective starting positions and bow simultaneously towards each other

and take a step forward from the left foot.

Once the contest is over and the Referee has award the result, the contestants

shall simultaneously take a step back from the right foot and bow to each other.

If the contestants do not bow or do so incorrectly ; the Referee shall direct the

contestants to do so. It is very important to perform the bow in a very correct way.

**4.** The contest shall always begin in the standing position when the Referee announces Hajime.

**5.** The accredited doctor may request that the Referee stops the contest in the cases and with the consequences regulated in Article 27.

**6.** For all IJF events the functions of the coaches will be regulated by the IJF.

Coaches must be seated in the reserved site for them before starting the fight.

**a)** Coaches are not allowed to give indications to the contestants while they are fighting.

**b)** Only during the pause time (between Mate and Hajime), during interruption

fight, coaches will be permitted to give indications to their contestants.

**c)** After the pause is finished, and the fight continues (Hajime), coaches will have to keep silence again and no gesturing.

**d)** If a coach doesn't follow this rule, he will get a first WARNING.

**e)** If the coach starts the same attitude again, he will receive a second WARNING and will be expelled from the competition area and may not be replaced during this fight.

**f)** If the coach persists with his behavior from outside the competition area, he will be penalized. The sanction may bring an accreditation withdrawal.

**7. -** The members of the Refereeing Commission may interrupt the contest. and will interfere only when there is a mistake that needs to be rectified.

The intervention and any change to the decisions of the Referees by the IJF Refereeing Commission will be made only in exceptional circumstances.

The interventions of the Refereeing Commission should take place in 3 cases:

- A mistake of awarding the action between the white and the blue competitor,

- On the awarding of Hansoku-make

- Exceptional cases

The IJF Referee Commission members like Referees, must be of different nationalities to the athletes on the mat.

There is no appeal process for coaches, but they can approach the IJF Jury table to watch the reason for the change to the final decision.

The IJF Referee Commission members like Referees, must be of different nationalities to the athletes on the mat.

## **Entry into Newaza**

**1.** The contestants shall be able change from Tachi-waza to Newaza as far as it is done by one of the cases referred to in this Article. However, if the technique used is not continuous, the Referee shall announce Mate and order both contestants to resume the fight from the standing position.

### **2. Situations that allow the passage from Tachi-waza to Newaza**

**a)** When a contestant, after obtaining some result by a throwing technique changes without interruption into Newaza 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 position to take him to the ground.
- c)** When one contestant obtains some considerable effect by applying a Shime-waza or Kansetsu-waza in the standing position and then changes without interruption to Newaza.
- d)** When one contestant takes his opponent down into Newaza by the particularly skillful application of a movement which does not qualify as a throwing technique.
- e)** In any other case where one contestant falls down or is about to fall down, not covered by the preceding sub-sections of this article, the other contestant may take advantage of his opponent's unbalanced position to go into Newaza.

### **3. Exceptions**

When one contestant pulls his opponent down into Newaza not in accordance with Article 16 paragraph 2 and his opponent does not take advantage of this to continue into Newaza, the Referee shall announce Mate, and penalise with Shido the contestant who has infringed Article 25.7.  
If the opponent takes advantage of the action of Tori, the Newaza work may continue.

## **Application of Mate**

### **1. General**

The Referee shall announce Mate in order to stop the contest temporarily in the situations covered by this article. To recommence the contest, the Referee shall announce Hajime:

The contestants must quickly return after Mate to their starting positions in the following cases:

- The referee will give Shido for stepping outside
- The referee will give 4th Shido - Hansoku-Make
- The referee will ask the contestants to adjust their Judogi
- The referee is of the opinion that a contestant(s) require medical attention.

When a Mate must be given for a Shido to the fighter deserving it, contestants will remain in place, without having to return to the starting position (Mate – Shido – Hajime).

The Referee having announced Mate, must take care to maintain the contestants within his view, in case they did not hear the announcement and continue fighting or if any other incident arises.

## **2. Situations where the Referee shall announce Mate.**

- a)** When both contestants go completely outside the contest area.
- b)** When one or both of the contestants perform one of the prohibited acts listed in Article 25 of these Rules.
- c)** When one or both of the contestants are injured or taken ill. Should any of the situations of article 27 occur, the Referee, after announcing Mate, shall call the doctor to perform the necessary medical attention according to said article, either upon the request of the contestant, or directly depending on the seriousness of the injury, allowing the contestant(s), in order to facilitate performance, to adopt any position other than the starting position.
- d)** When it is necessary for one or both of the contestants to adjust their Judogi.
- e)** When during Newaza there is no evident progress.
- f)** When one contestant regains a standing or semi-standing position from

Newaza bearing his opponent on his back, with the hands completely clear of the Tatami, indicating a loss of control by the opponent.

- g)** When one contestant in, or from Newaza regains a standing position and lifts the opponent, who is lying on the back with one (1) or both legs around any part of the standing contestant, clear of the Tatami.
- h)** When a contestant performs or attempts to perform Kansetsu-waza or Shime-waza from the standing position and the result is not sufficiently apparent.
- i)** When one of the contestants starts or perform any preparatory moves of a kind of fighting or wrestling technique (not genuine Judo) the Referee shall call immediately Mate, trying to stop and not to let the contestant who performs, finishes the action.
- j)** When in any other case that the Referee deems it necessary to do so.

## **3. Situations where the Referee shall not announce Mate.**

- a)** The Referee should not call Mate to stop the contestant(s) going outside the contest area, unless the situation is considered dangerous.
- b)** The Referee should not announce Mate when a contestant, who has escaped from Osaekomi-waza, Shime-waza or Kansetsu-waza, appears in need of or calls for a rest.

## **4. Exceptional situations**

- a)** Should the Referee call Mate in error during Newaza and the contestants therefore separate, the Referee may, if possible, and in accordance with the “majority of three” rule, re-position 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.

## **Sono-mama**

1. In any case where the Referee wishes to temporarily stop the contest without causing a change in their positions, he shall announce Sono-mama, making the gesture under Article 8.9 while he must ensure that there is no change in the position or grip of either contestant.
2. Sono-mama can only be applied in situations where contestants are working in Newaza.

### **3. Situations**

- a) To award a penalty: If the contestant who is awarded the penalty is in an unfavourable position, there is no Sono-mama: the penalty is awarded directly.
  - b) Medical assistance: If during Newaza a contestant shows signs of injury and according to Article 27 may be assisted by the doctor, the Referee may announce Sono-mama and separate the contestants if necessary. Subsequently will place back the contestants to the positions they held before the announcement of Sono-mama being the Referee overseen by the table Judges according to the ‘majority of three’ rule.
4. To recommence the contest, the Referee shall announce Yoshi

## **End of the Contest**

1. The Referee shall announce Sore-made to indicate the end of contest in the cases covered in this article. After this announce, the Referee shall always keep the contestants within his view, in case they do not hear his announcement and continue fighting.

The Referee shall direct the contestants to adjust their Judogi, if necessary, prior to indicating the result.

After the Referee has indicated the result of the contest making the gesture under Article 8, the contestants shall take one step backwards, make the bow

and leave the contest area by the sides of the mat, particularly around the security area.

When the athletes are leaving the mat they must be wearing their Judogi in the proper way and must not remove any part of the Judogi or the belt before

leaving the FOP (Field Of Play).

Should the Referee award the victory to the wrong contestant in error, the Judges must ensure that he changes this erroneous decision before the Referee leave the competition area, at which the decision becomes firm without possible modification.

All actions and decisions taken in accordance with the “majority of three”

rule by the Referees and agreed by the IJF Refereeing Commission shall be final and without appeal.

## **2. Situations of Sore-made**

- a)** When one contestant scores Ippon or Waza-ari-awasete-Ippon (Articles 20 and 21).
- b)** In the case of Kiken-gachi (Article 26).
- c)** In the case of Hansoku-make (Article 25).
- d)** When one contestant cannot continue due to injury (Article 27).
- e)** When the time allotted for the contest has expired.

## **3. The Referee shall award the contest as follows**

- a)** Where one contestant has scored Ippon or equivalent, he shall be declared the winner.
- b)** 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.
- c)** Where there are no recorded scores or the scores are exactly the same under each point (Waza-ari, Yuko), the one with less Shidos wins.

Otherwise the contest shall be decided by the “Golden Score” contest in both individual and team championships.

## **4. “Golden Score” Contest**

When the time allotted for the contest ends giving the circumstances of paragraph 3.c. of this article, the Referee shall announce “Sore-made” to end the contest temporarily and the contestants shall return to their starting positions.

There is no time limit for Golden Score but the scoreboard records from the previous period will be retained.

The Referee shall announce “Hajime” to restart the contest. There shall be no rest period between the end of the original contest and the start of the “Golden Score” contest.

The contest ends as soon as a contestant is being penalized by Shido (looser) or the opponent achieves a technical score (winner), the Referee will announce “Sore-made”.

In the “Golden Score” contest, when one contestant is being held and “Osaekomi” has been announced, the Referee shall allow the hold down to continue for the 20 seconds (Ippon), until Toketa or Mate, or until Shimewaza/Kansetsu-waza is applied by either contestant with immediate result.

The first score of Osaekomi is the winning score.

In this case, the contestant shall win by the points scored.

If during the “Golden Score” contest a direct Hansoku-make is given, the result for the penalized player will incur the same consequences as during a normal contest.

In the event that the Referee decides to penalize one contestant, he must first consult with the Judges and make the decision based on the “majority of three rule”.

### **5. Special situations on the “Golden Score”**

- a)** Should only one contestant exercise his right to fight the “Golden Score” contest, and the other contestant declines, the contestant who wishes to fight shall be declared the winner by “Kiken-gachi”.
- b)** In the case where both contestants score Ippon simultaneously during the time allotted to the first contest, the contest shall be decided by the “Golden Score” contest. In the case of simultaneous Ippon during the “Golden Score” contest the Referee shall announce Mate, continuing the contest without taking into account these actions for scoring purposes.
- c)** In the case where both contestants are penalized with accumulated Hansoku-make (result from successive Shido) simultaneously, the contest shall be decided by the “Golden Score” contest.
- d)** For direct Hansoku-make given to both contestants, the IJF Jury will decide.

### **6. CARE system**

The CARE system as defined in these Rules and in the SOR, will fall under the exclusive competence of the Refereeing Commission, and no one may interfere or define its operation outside the rules here listed or, in what was not covered, by the decision made by the Refereeing Commission in this regard.

Provides for the following situations of use:

- a)** The Member of the Commission will intervene, stopping the contest and informing the Referee and Judges, in the situations defined below.
- b)** The member of the Commission may give a positive assessment to all Referees (without stopping the contest), when in his opinion, and after

viewing both the live action followed by the CARE system replay, he is in agreement with the Referee and Judges.

Mandatory reviewing using the CARE system in support of the decision on the mat will be done under the following circumstances:

- a)** Any decision involving the end of the contest, during the contest time as well as in the period of “Golden Score”.
- b)** Kaeshi actions where there may be difficulty in the assessment of which contestant had the final control of the action and thereby implying the end of the contest.

Viewing of the CARE system and subsequent communication with the

Referees as regulated in this article shall be up to the discretion of the Referee Commission member that oversees the mat. There shall be no unauthorized use or request of use of the CARE system other than by the

## Ippon

1. The Referee shall announce Ippon when in his opinion the applied technique corresponds to the following criteria:
  - a) When a contestant with control throws the other contestant with a real impact on his back with considerable force and speed. When the fall is rolled without real impact, it is not possible to consider it Ippon.  
All situations in which one of the contestants deliberately makes a “bridge” (head and one foot or both feet in contact with the Tatami) after having been thrown will be considered Ippon. This decision is taken for the safety of the contestants so they do not try to escape from the technique and endanger their cervical spine. Also an attempt of a bridge (arching the body) should be counted as a “bridge”.
  - b) When a contestant holds with Osaekomi-waza the other contestant, who is unable to get away for 20 seconds after the announcement of Osaekomi.
  - c) When a contestant gives up by tapping twice (2) or more with his hand or foot or says Maitta (I give up!) generally as a result of Osaekomi-Waza, Shime-waza or Kansetsu-waza.
  - d) When a contestant is incapacitated by the effect of a Shime-waza or Kansetsu-waza.

## 2. Equivalence

Should one contestant be penalized with Hansoku-make, the other contestant shall immediately be declared the winner with a score equivalent to Ippon.

## 3. Special situations

- a) Simultaneous techniques. When both contestants fall to the Tatami after what appears to be simultaneous attacks and the Referees cannot decide which technique dominated there should be no score awarded.
- b) In the case where both contestants score simultaneous Ippon

## 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 (1) of the other three (3) elements necessary for Ippon (see Article 20 (a)).
- 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.

## **Waza-ari-awasete-Ippon**

Should one contestant gain a second Waza-ari in the contest, (see Article 22)

the Referee shall announce Waza-ari-awasete-Ippon

## **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 (2) of the other three (3) elements necessary for Ippon.

When a contestant throws his opponent, with control, and the opponent falls on the side of the upper body it should be Yuko.

Examples:

(1) Partially lacking in the element of “impact on the back” and is also partially lacking in one of the other two (2) elements of “speed” or “force”.

(2) Impact on the back but partially lacking in both of 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 10 seconds or more but less than 15 seconds.

## **Osaekomi-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 and one shoulder in contact with the Tatami.

**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 must have one part of his body touching the contest area.

**e)** The contestant applying Osaekomi must have his body in either the Kesa,

the Shiho or Ura position, i.e. similar to the techniques Kesa Gatame, Kami-shiho-gatame or Ura-Gatame.

## 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 decide to penalize the contestant(s), (except in the case of Sonomama

in Newaza) he shall temporarily stop the contest by announcing Mate, indicate the appropriate gesture for transgression and announce the penalty while pointing to the contestant(s) who committed the prohibited act.

During the fight there will be three Shido, and the fourth will be Hansokumake

(3 warnings and then disqualification). Shido do not give points to the other fighter, only technical scores can give points on the scoreboard.

At the end of the fight, if scoring is equal on the scoreboard, the one with less Shido wins. If the fight continues to Golden Score, the first receiving a Shido loses, or the first technical score will win.

Shido will be given to the fighter deserving it, in place, without having both fighters return to the formal start position (Mate – Shido – Hajime) except when a Shido is given for leaving the contest area.

There are several possibilities for disqualification (Hansoku-make). When an athlete receives a Hansoku-make they may or may not be allowed to continue in the competition if applicable.

In the case of Hansoku-make resulting from progressive penalties, the contestant penalised with four shido is allowed to continue competition.

In the case of direct Hansoku-make for protection of the judoka (diving head first onto the mat), the judoka is allowed to continue competition.

In the case of direct Hansoku-make for acts against the spirit of judo the judoka cannot continue in the competition. They will keep the position that was reached and the relevant WRL points will be awarded. In some cases, depending on the situation, the IJF Jury may decide to give the athlete a disciplinary sanction and to remove the position and/or WRL points.

In the case of a double Hansoku-make as a consequence of a fourth shido, the result is considered equal and the Golden Score rule will be applied (situation similar to simultaneous ippon/victory).

For a direct Hansoku-make given to both contestants, the IJF Jury will

Decide.

In any case of misbehaviour by an athlete, which merits disqualification, the IJF Jury may exclude him from the rest of the championships.

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 Kumikata in order to prevent action in the contest. (See APPENDIX Article 25 - Prohibited Acts and Penalties- a) Shido) \*
2. To adopt in a standing position, after Kumikata, 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). False attacks are defined as:

- Tori has no intention of throwing.
- Tori attacks without Kumikata or immediately releases the Kumikata.
- Tori makes a single attack or a number of repeated attacks with no breaking of Uke's balance.
- Tori put a leg in between Uke's legs to block the possibility of an attack.
- 4. In a standing position, to continually hold the opponent's sleeve end(s) for a defensive purpose 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. Or to take the wrist or the hands of the opponent only to avoid the grip or the attack on him should be penalized by Shido.
- 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. (See APPENDIX Article 25 - Prohibited Acts and Penalties- a) Shido ) \*
- 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. (See APPENDIX Article 25 - Prohibited Acts and Penalties – a) Shido ) \*

10. In a standing position, before or after Kumikata has been established, not to make any attacking moves. (See APPENDIX Article 25 -

Prohibited Acts and Penalties – a) Shido ) \*

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). 'Pistol' and 'Pocket Grip' on the bottom of the sleeve without immediate attack is penalized by Shido.
13. To hug directly the opponent for a throw (Bear hug). However it is not a Shido when a contestant, Tori or Uke has Kumikata with a minimum of one hand, either Tori or Uke has the possibility to hug the opponent for a throw (Bear hug). No Shido.
14. To encircle the end of the belt or jacket around any part of the opponent's body. (See APPENDIX Article 25 - Prohibited Acts and Penalties – a) Shido) \*
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. (See APPENDIX Article 25 - Prohibited Acts and Penalties – a) Shido) \*
17. To put a foot or a leg in the opponent's belt, collar or lapel.
18. To apply Shime-waza using either your own or your opponents belt or bottom of the jacket, or using only the fingers. (See APPENDIX Article 25 - Prohibited Acts and Penalties – a) Shido) \*
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. (See Article 9 - "Exceptions").  
If a contestant puts one foot outside of the contest area without immediate attack or not returning immediately inside the contest area is penalized by Shido. Two feet outside the contest area is penalized by Shido.  
If the contestant is pushed outside the contest area by his opponent, then the opponent will receive a Shido. (If the fighters leave the contest area, they are not penalized by Shido when the attack is engaged in a valid position).
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.
23. Breaking the grip of the opponent with 2 hands.
24. Cover the upper part of the lapel of the Judogi jacket to prevent the grip.

25. To force the opponent with either one or both arms to take a bending position without immediate attack will be penalized by Shido for a blocking attitude.

### **HANSOKU-MAKE (Grave Infringements Group)**

**(a) Hansoku-make is given to any contestant who has committed a Grave**

**Infringement (or who having been given three (3) Shido, commits a further**

**Slight Infringement):**

1. 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 into him). (See APPENDIX Article 25 - Prohibited Acts and Penalties – b) Hansoku-Make) \*\*
2. To apply Kansetsu-waza anywhere other than to the elbow joint. (See APPENDIX Article 25 - Prohibited Acts and Penalties – b) Hansoku-Make) \*\*
3. To lift off the Tatami the opponent who is lying on the Tatami and to drive him back into the Tatami.
4. To reap the opponents supporting leg from the inside when the opponent is applying a technique such as Harai-goshi etc.
5. To disregard the Referee's instructions.
6. To make unnecessary calls, remarks or gestures derogatory to the opponent or Referee during the contest.
7. To make any action this may endanger or injure the opponent especially the opponent's neck or spinal vertebrae, or may be against the spirit of Judo.
8. To fall directly to the Tatami while applying or attempting to apply techniques such as Ude-Hishigi-Waki-Gatame. (See APPENDIX Article 25 - Prohibited Acts and Penalties – b) Hansoku-Make) \*\*
  
9. To "dive" head first, onto the Tatami by bending forward and downward while performing or attempting to perform techniques such as Uchimata, Harai-goshi, etc. or to fall directly backwards while performing or attempting a technique.
10. To intentionally fall backwards when the other contestant is clinging to his back and when either contestant has control of the other's movement.
11. To wear a hard or metallic object (covered or not).
12. All attacks or blocking with one or two hands or with one or two arms below the belt in Tachi-Waza will be penalized by Hansoku-make. It is possible to grip the leg only when the two opponents are in a clear

Newaza position and the Tachi-Waza action has stopped.

13. Any action against the spirit of Judo may be punished by a direct Hansoku-Make at any time in the contest.

When a contestant has repeated slight infringements and is to be penalized with his fourth (4th) Shido the Referee, after consultation with the other Referees, 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 according to the Article 19 (c).

## **APPENDIX - Prohibited Acts and Penalties**

Referees are authorized to award penalties according to the "intention" or situation and in the best interest of the sport.

Should the Referee decide to penalize the contestant(s), (except in the case of Sono-mama in Newaza) he shall temporarily stop the contest by announcing Mate, should penalize or return the contestants to their starting positions (Article 17) 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 Osaekomi (Article 24 Appendix, the 2nd and 3rd paragraphs).

### **(a) Shido \***

1) When a contestant is breaking three times in the period of Kumi-Kata the grip of his opponent, the Referee should penalize this contestant with Shido.

7) 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 and give Shido to the contestant who has infringed Article 16 (without returning to the starting position).

9) "Normal" Kumikata is taking hold 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 or vice versa.

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

*As long as a contestant makes a cross grip, that means with two hands, one hand on the opposite side of the back, shoulder or arm of the other contestant, he should attack immediately or the Referee must penalize with Shido. Under no circumstances it is permitted to grab below the belt.*

*Cross gripping should be followed by an immediate attack. Same rule as for belt gripping and one side gripping.*

*A contestant should not be penalized 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” (2).*

*Hooking one leg between the opponent’s legs unless simultaneously attempting a throwing technique is not considered to be the normal Kumikata and the contestant must attack within 5 seconds or the contestant will be penalised with “Shido”.*

**10.** *“No-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. No-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 Referees should penalize strictly the contestant who does not engage in a quick Kumikata or who tries not to be gripped by the opponent.*

**14.** *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 penalized.*

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

**18.** *Point 18 will be strictly observed for Shime-waza is not allowed with either your own or your opponents belt or bottom of the jacket, or using only the fingers.*

**(b) Hansoku-make\*\***

**1.** *Even if the thrower twists/turns during the throwing action, this should still be considered “Kawazu-gake” and be penalised.*

*Techniques such as O soto-gari, O uchi-gari, and Uchi-mata where*

*the foot/leg is entwined with opponent's leg will be permitted and should be scored.*

**2. Kansetsu-waza is authorized for Cadets.**

**8. 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.*

*Strict application of the Refereeing Rules in the following fields*

**FORBIDDEN: Grips of legs and blocking:**

*All direct attacks or blocking with one or two hands or with one or two arms below the belt are prohibited.*

**Penalty: HANSOKU-MAKE**

*Examples:*

*Hansoku-make blue*

*Extreme defensive position*

*Shido for both*

## **Default and Withdrawal**

The decision of Fusen-gachi shall be given to any contestant whose opponent

does not appear for his contest according to the 30 seconds rules.

Punctuality for contests ('30 seconds rule'). - Applies to all IJF events.

Forfeit of a fight: If one contestant is ready on time and the Referee Commission see that his opponent is not present they will ask the speaker to announce 'the last call for missing athlete' (there will no longer be three calls at one minute intervals).

The Referee will then invite the prepared contestant to wait at the edge of the competition area. The scoreboard will start to count down 30 seconds. If at the end of 30 seconds the opponent is still not present the mat Referee will invite the athlete to enter the competition area and will be declared the winner by Fusen-gachi.

The athlete forfeiting a match may participate in the repechage provided the IJF jury find that certain criteria are fulfilled.

The Referees must be sure before awarding Fusen-gachi that they have received the authority to do so by the Refereeing Commission.

The decision of Kiken-gachi shall be given to any contestant whose opponent withdraws from the competition for any reason, during the contest.

## **APPENDIX - Default and Withdrawal**

Soft contact lens: - In the event that a contestant loses his contact lens during the contest and cannot immediately recover them, and if he then informs the Referee that he cannot continue competing without the contact lens, the Referee shall give the victory to his opponent by Kiken-gachi after consulting with the table Judges .

## **Injury, Illness or Accident**

The decision of the contest where one contestant is unable to continue because of injury, illness or accident during the contest shall be given by the Referee after consultation with the other Referees according to the following clauses:

### **a) Injury**

- (1) Where the cause of the injury is attributed to the injured contestant he shall lose the contest.
- (2) Where the cause of the injury is attributed to the uninjured contestant the uninjured contestant shall lose the contest.
- (3) Where it is impossible to determine which of the contestants was the cause of the injury was, the contestant unable to continue shall lose the contest.

### **b) Sickness**

Generally, where one contestant is taken sick during a contest and is unable to continue, he shall lose the contest.

### **c) Accident**

Where an accident occurs which is due to an outside influence (force majeure), after consulting with the Referee Commission, the contest shall be considered cancelled or postponed. In those cases of 'force majeure', the Sports Director, the Sports Commission and/or the IJF Jury will take the final decision.

## **Medical Examinations**

- a)** The Referee shall call the Doctor to attend to a contestant who has received a severe impact to the head or back (spinal column), or whenever the Referee has reason to believe there may be a grave or

serious injury. In either case, the Doctor will examine the contestant in the shortest time possible and indicate to the Referee whether the contestant can continue or not.

If the Doctor, after examining an injured contestant, advises the Referees that the contestant cannot continue the contest the Referee, after consultation with the other Referees, shall end the contest and declare the opponent to be the winner by Kiken-gachi.

**b)** The contestant may ask the Referee to call for the doctor, but in this case the contest is terminated, and his opponent shall win by Kiken-gachi.

**c)** The Doctor may also ask to attend to his contestant, but in this case the contest is terminated, and the opponent will win by Kiken-gachi.

In any case whenever the Referees are of the opinion that the contest should not continue, the central Referee shall end the contest and indicate the result in accordance with the rules.

### **Bleeding Injuries**

When a bleeding injury occurs, the Referee shall call the Doctor to assist the contestant in stopping and isolating the bleeding.

In cases of bleeding, for health reasons, the Referee shall call for the Doctor;

it is not allowed to compete while bleeding.

However, the same bleeding injury may be treated by the Doctor on two (2) occasions. The third (3rd) time that the same bleeding injury occurs, the Referee, after previous consultation with the other Referees, shall end the contest for the contestant's own safety and he shall declare the opponent to be the winner by Kiken-gachi. In any case where the bleeding cannot be contained and isolated, the opponent shall be the winner by Kiken-gachi.

### **Minor Injuries**

A minor injury may be treated by the contestant himself. For example in the case of a dislocated finger, the Referee shall stop the contest (by calling Mate or Sono-mama) and allow the contestant to reset the dislocated finger.

This action should be done immediately with no assistance from the Referee

or the Doctor and the contestant can continue in the contest.

The contestant will be allowed to reset the same finger on two (2) occasions.

If the same dislocation occurs a third (3rd) time, the contestant shall not be

considered to be in condition to continue in the contest. The Referee, after previous consultation with the Judges, shall end the contest and declare the opponent to be the winner by Kiken-gachi.

The doctors of the organizing committee or the accredited doctors of the teams intervene upon request of the referees.

The doctors of the organizing committee or teams' doctors must be able to intervene on the field of play, at their own request, when deemed necessary,

in case of danger to the athlete(s) health i.e. a bad landing on the head or a strangulation.

For justifying this exceptional request, they should stand at the edge of the competition surface showing two arms in cross in the height of the chest to

inform the referee that they wish to make an emergency intervention. The referee must allow the doctor to enter the tatami while stopping the contest. Three cases are possible:

□ □ The team doctor/ local organization doctor announces that the athlete cannot continue the contest because their health is in danger. The opponent will be declared winner by fusen-gachi.

□ □ The team doctor/ local organization doctor announces that the athlete can continue without danger to their health, and if agreed by the IJF Jury the contest continues.

□ □ If the intervention of the team's doctor is not justified by the IJF Jury and Medical Commission delegate a final decision will be made about the continuation of the contest and will make an official report.

Refer to SOR Appendix E.

## **APPENDIX -Injury, Illness or Accident**

If during the contest a contestant is injured due to an action by the opponent

and the injured contestant cannot continue, the Referees should analyse the

case and make a decision based on the rules. Each case shall be decided on

its own merit. (See paragraph: a) Injury 1, 2 and 3).

Generally only one (1) Doctor for each contestant is allowed on the competition area. Should a Doctor require an assistant(s), the Referee must

first be informed. The coach is never allowed on the competition area. The Referee shall draw near to the injured contestant to ensure that the assistance provided by the Doctor is within the Rules.

However the Referee may consult with the Judges in case he needs to comment on any decision.

### **Medical Assistance**

The medical assistance in the following cases should be outside of the competition area, close to the table of Judges and the injured contestant must be accompanied by one of the judges.

a) In a minor injury

In the case of a broken nail, the Doctor is allowed to assist in cutting the nail. The Doctor may also help in adjusting a Scrotum injury (testicles).

b) In a bleeding injury

For safety measures whenever there is blood it must always be completely isolated with the assistance of the Doctor by means of adhesive tape, bandages, nasal tampons, (the use blood clotters and haemostatics products is permitted). When the Doctor is called to assist a contestant, such medical assistance should be given as quickly as possible.

Note: With the exception of the above situations, if the Doctor applies any

treatment the opponent shall win by Kiken-gachi.

### **Types of Vomiting**

Any type of vomiting by a contestant shall result in Kiken-gachi for the other contestant. (See paragraph: b) Sickness).

In the case where a contestant through a deliberate action causes an injury to the

opponent, the penalty given to the contestant inflicting the injury on the opponent

shall be a direct Hansoku-make, apart from any other disciplinary action that may

be taken by the Sports Director, the Sport Commission and/or the IJF Jury.

When a Doctor clearly realises - especially in the case of Shime-waza – that there

is a serious danger to the health of one of the contestants that he is responsible

for, he can go to the edge of the competition area and call upon the Referees

to immediately stop the contest. The Referees shall take all necessary steps

to assist the Doctor. Such an intervention will necessarily mean the loss of the

contest for his contestant and should therefore only be taken in extreme cases.

If a Cadet loses consciousness during Shime-waza they are no longer able to

continue in the competition.

At the IJF Championships, the official team Doctor shall have a medical degree and must register prior to the competition. He shall be the only person allowed to sit in the designated area and must be so identified. e.g. by wearing a Red Cross arm-band or waistcoat.

When accrediting a Doctor for their team, the National Federations must take

the responsibility for the actions of their Doctors. The Doctors must be aware

of any amendments and the interpretations of the Rules.

### **Situations not Covered by the Rules**

Where any situation arises which is not covered by these rules, it shall be dealt with and a decision given by the Referees after consultation with the Refereeing Commission.

## Age Groups

Athletes under 15 years are not allowed to compete in any official IJF event, or events organized either under the auspices of the IJF or sanctioned by the IJF.

The lower age limit for all IJF competitions is 15 years (calendar year).

The following age categories are recognized by the IJF:

S Cadets - boys and girls under 18, age 15, 16 and 17 years (calendar year).

s Juniors - men and women under 21, age 15 to 20 years (calendar year).

s Seniors – men and women, lower age limit only of 15 years (calendar year).

National Federations should use the term youth to define cadets and juniors and any age groups from 15-20 years that are different to the IJF cadet and junior ages.