Detailed Explanation
of the
IJF Judo Refereeing Rules

effective from 01 January 2018
(Version 26 October 2017)
• Text in black is the same as the 9 June 2017 version
• Slides with new text have the new blue icon in the top right corner
Distinguished members of the international judo community,

I am pleased to introduce to you our new detailed explanation of the rules effective from 01st of January 2018. In the process of development of our sport, it is of utmost importance to do the best, first of all for the content and the image of our sport, for a better comprehensibility and consistence of the rules for judokas, judo lovers and the World. We are continuously reforming the strategy in all the sectors of the IJF to make our sport a modern one, outstanding and understandable for everyone. I’m convinced the new elements of the rules and judo methodic will be a great benefit for the judo family, spectators, partners and media.

Marius L. Vizer
President
International Judo Federation
Main points from IJF Executive Committee Working Meeting (18/10/2017)

• Definition of *waza-ari* and of *ippon*, amplification of the evaluation of *ippon*, more value will now be given.

• Definition of bridge and head defence and all the consequences.

• Double *hansoku-make* for negative judo.

• Give the power to the central referee on the tatami to do their job and for the supervisors and referee commission to intervene only when there is a major mistake.

• Continue to promote positive judo.
Duration of contests

• Men and women four (4) minutes.
Evaluation of the points in *tachi-waza*

- There will now only be *ippon* and *waza-ari*.
- *Ippon* will be given when the contestant throws his opponent on the back, applying a technique or countering his opponent’s attacking technique, with considerable ability with maximum efficiency (*). (*)
  - “*ikioi*” = momentum with both force and speed.
  - “*hazumi*” = skillfulness with impetus, sharpness or rhythm.
- Criteria for *ippon*:
  1. Speed;
  2. Force;
  3. On the back;
  4. Skillfully control until the end of the landing.
- Rolling can be considered *ippon* only if there is no break during landing.
Evaluation of the points

• *Waza-ari* will be given when the four *ippon* criteria are not fully achieved.

• The value of *waza-ari* includes those given for *yuko* in the past.

• Two *waza-ari* are the equivalent of one *ippon* (*waza-ari-awasete-ippon*) and the contest will be finished.
Waza-ari

- The value of waza-ari includes those given for yukō and waza-ari in the past.

- Landing on both elbows or two arms is considered valid and should be evaluated with waza-ari.

- Landing on one elbow, on the bottom or the knee with immediately continuation on the back will be waza-ari.
No waza-ari
Bridge

• All situations of voluntarily landing in the bridge position, will be considered *ippon*.

Head defence

• Voluntary use of the head for defence to avoid landing in / escaping from a score will be given *hansoku-make*.
Involuntary head defence - no penalty for tori & uke

- Special attention will be given to the following situations where tori attempts to throw his opponent during tachi-waza:
  - Seoi-otoshi (drop seoi-nage)
  - Sode-tsurikomi-goshi with the grip on both sleeves.
  - Koshi-guruma with both grips on the collar.
Involuntary head defence - no penalty for tori & uke

Example 1:
Seoi-otoshi (drop seoi-nage)
Involuntary head defence - no penalty for tori & uke

Example 2:
Sode-tsurikomi-goshi
with the grip on both sleeves
Example 3: *Koshi-guruma* with both grips on the collar

Involuntary head defence - no penalty for *tori* & *uke*
Attack and counter-attack

• In a case of attack and counter-attack the first competitor landing on his side (yoko-sutemi-waza) or back (ma-sutemi-waza) cannot score unless he takes clear control of the movement in a tachi-waza position and finishes the action.

• If a score can be given, it will be assigned.

• If the two athletes land together without clear control for either one, no score will be given.

• Any action after landing will be considered as a newaza action.
Immobilisations (osaekomi)

- *Waza-ari*: 10 seconds
- *Ippon*: 20 seconds
Immobilisations (osaekomi)

- The "ura" position is now valid.
Immobilisations (osaekomi)

- This kind of osaekomi is not valid.
Immobilisations (osaekomi)

- *Osaekomi* will also continue outside of the contest area as long as *osaekomi* was called inside.
- If during the *newaza* outside *uke* takes over the control with one of these nominated techniques in a continuous succession, it shall be also valid.
Technical score

- In regular time (4 minutes), a contest can only be won by a technical score or scores (one waza-ari or ippon).

- A penalty or penalties will not decide the winner, except for hansoku-make (direct or accumulative).

- A penalty is never a score.

- There are now two shido and the third shido becomes hansoku-make.
When both players have no technical score or the technical scores are equal at the end of the regular contest time, the contest shall continue in Golden Score regardless of shido(s) given.

• Any existing score(s) and/or shido(s) from regular time are carried into the Golden Score period and will remain on the score board.

• Golden score can only be won by a technical score (waza-ari or ippon) or hansoku-make (direct or by accumulative shido).

• A penalty is never a score.
Applying of *kumikata*

- The time between classic *kumikata* and making an attack is extended up to 45 seconds as long as there is a positive progression.
Shido

- Breaking the grip of the opponent with two hands.
Shido

Avoid *uke’s* grip with a blow on his arm or hand.

Pulling out the bottom of *uke’s* jacket or his own jacket

Covering the edge / lapel of the his own jacket preventing the grip of his opponent.
Shido

Blocking the opponent’s hands.
Shido

Help with the legs to break the grip of the opponent.
Judogi

- For a better efficiency and to have a good grip it is necessary for the jacket to be well fitted in the belt, with the belt tied tightly.
- To reinforce that, the competitor shall arrange their judogi and belt quickly between Mate! and Hajime! announced by the referee.
- If an athlete intentionally loses time arranging his jacket and belt, he will receive shido.
Unconventional *kumikata*

- To simplify the refereeing and it’s understanding some of the actions on how to grab the jacket or belt, all unconventional *kumikata* (pistol grip, pocket grip, belt grip, one side grip, cross grip …) is allowed by immediate attack.

- In the case of no immediate attack those grips will be penalized by *shido*.
Unconventional *kumikata*

- Not taking a classic grip will be penalized by *shido* if there is not an immediate attack.
Unconventional *kumikata*

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Unconventional *kumikata*

- Not taking a classic grip will be penalized by *shido* if there is not an immediate attack.
Bending position

- To force the opponent with both arms to take a bending position without immediate attack will be penalized by shido for a blocking attitude.
One or two feet outside the contest area

One foot outside of the contest area without immediate attack or not returning immediately inside the contest area will be given *shido*.

*Shido*

It is *shido*: if the athlete in blue, is not going back in the yellow area or is not attacking immediately.
Bear hug

• Who wants to attack with bear hug must have a minimum one grip.

• It is not valid to make a second grip simultaneously. Only touching the judogi is not considered as kumikata, gripping is necessary.
Bear hug

Valid grips
Bear hug - double points

- If after a blue bear hug or blue touching the leg for the first time, white throws blue for a waza-ari; the score (white waza-ari) and the penalty (blue shido) will be given.
Leg entanglement position

• The act of entangling the leg without making an immediate attack must be penalized with *shido*. 
Kawazu-gake - hansokumake
Leg grabbing – forbidden

• Leg grabbing or grabbing the trousers, will be given shido, each time.
• There will be up to 3 shido for hansoku-make.
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Leg grabbing - forbidden
Leg grabbing - allowed
• Valid actions, no shido
Shime-waza - forbidden

- *Shime-waza* is not allowed with either your own or your opponents belt or bottom of the jacket, or using only the fingers.

- This action should be penalized by *shido*.
Shime-waza – forbidden

• *Shime-waza* while over-stretching a straight leg is forbidden.
• Special attention will be given to situations:
  where tori, whilst applying a *shime-waza*,
  also over-stretches and straightens *uke*’s leg.
• *Mate!* must be immediatelly given.
Valid actions, no *shido*

- It is possible to grip the leg only when the two contestants are clearly in *newaza* and the *tachi-waza* action has stopped.
Valid actions, no mate - *kansetsu-waza*
Valid actions, no mate - *shime-waza*
Valid actions, no mate

- When it is allowed to continue action that started in the valid area.
Valid actions - no mate

- When it is allowed to continue action that started in the valid area.
Kata-sankaku grip

It is allowed to use kata-sankaku grip in newaza action.

Kata-sankaku in newaza is prohibited to block the opponents body with the legs and must be mate.

Kata-sankaku grip in tachi-waza must be mate.
When is it ne-waza?

Both athletes must have two knees on the floor, for it to be considered newaza.

No contact between the opponents must be *Mate*!

Lying on the stomach on the ground, the blue athlete is in *newaza*.

Grip control from standing athlete (white): we still consider athlete on the knees (blue) in *tachi-waza* and consequently *tachi-waza* regulation would be applied. However, if white does not attack immediately, then the referee must call *Mate!* Athlete on the knees (blue) cannot grab the legs to defend the throw with his arms, if this happens, *shido* will be given.
Negative judo (SOR article 23)

• In the case of a double *hansoku-make* as a consequence of a third *shido* due to go against spirit of judo, both athletes will be disqualified from the competition.
• For a direct *hansoku-make* given to both contestants, due to the action being against the spirit of judo the IJF will decide.
• In any case of misbehaviour by an athlete, which merits disqualification, the IJF may exclude him from the rest of the event.
VERY IMPORTANT

If it is not extremely clear who should receive the score or penalty, in the spirit of fair play it is better not to take any decision and to allow the contest to continue.
## IJF Rules 2018-2020

### IJF Ranking Events

<table>
<thead>
<tr>
<th>Event Type</th>
<th>Seeding</th>
<th>System Repechage</th>
<th>Number of Athletes/Per Country</th>
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</thead>
<tbody>
<tr>
<td>Continental Open</td>
<td>WRF TOP 8 placing</td>
<td>Last 8 Repechage</td>
<td>no limit (not exceeding the total number of 9 men &amp; 9 women in case of WC)</td>
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<tr>
<td>Cont. Ch. / W. Ch.</td>
<td>WRF TOP 8 placing</td>
<td>Last 8 Repechage</td>
<td>max. 2 per country</td>
</tr>
<tr>
<td>GRAND SLAM</td>
<td>WRF TOP 8 placing</td>
<td>Last 8 Repechage</td>
<td>max. 2 per country, 4 domestic (best 2 for ranking list)</td>
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<tr>
<td>MASTERS</td>
<td>WRF TOP 8 placing</td>
<td>Last 8 Repechage</td>
<td>max. 2 per country, 4 domestic (best 2 for ranking list)</td>
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<tr>
<td>WORLD CHAMPIONSHIPS</td>
<td>WRF TOP 8 placing</td>
<td>Last 8 Repechage</td>
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### Prize Money

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<tr>
<th>Event Type</th>
<th>1st Place</th>
<th>2nd Place</th>
<th>3rd Place</th>
<th>5th Place</th>
<th>7th Place</th>
<th>1/16th</th>
<th>1/32nd</th>
<th>1st Light</th>
<th>Participation</th>
<th>Total Prize</th>
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<tbody>
<tr>
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<td>70,000 USD</td>
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<td>700 USD</td>
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<td>Cont. Ch. / W. Ch.</td>
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<td>700 USD</td>
<td>16,000 USD</td>
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### Notes
- WRF TOP 8 placing is decided by the World Ranking System.
- Repechage is used to determine the next round for the athletes who are not directly qualified for the next round.
- The number of domestic athletes is limited to the top 2 from the ranking list.
- Total prize money is calculated based on the sum of individual placements.
Teams world ranking list

• The Teams World Ranking List will consist of points from Continental Championships and World Championships.

<table>
<thead>
<tr>
<th>Placing</th>
<th>Continental Championship points</th>
<th>World Championship points</th>
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<tr>
<td>1st place</td>
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