

Detailed Explanation of the IJF Judo Refereeing Rules

effective from 01 January 2018 (Version 26 October 2017)



NEW

- 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,

NEW

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.

NEW



Duration of contests

• Men and women four (4) minutes.



Evaluation of the points in tachi-waza

NEW

- 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. Skilfully control until the end of the landing.
- Rolling can be considered *ippon* only if there is no break during landing.



Evaluation of the points

NEW

- 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 yuko 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*.







NEW



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.



NEW



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.

NEW



Involuntary head defence - no penalty for tori & uke

NEW

Example 1:

Seoi-otoshi (drop seoi-nage)





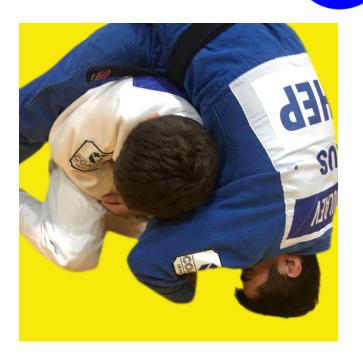


Involuntary head defence - no penalty for tori & uke

NEW

Example 2: *Sode-tsurikomi-goshi* with the grip on both sleeves







Involuntary head defence - no penalty for tori & uke

NEW

Example 3: *Koshi-guruma* with both grips on the collar









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.



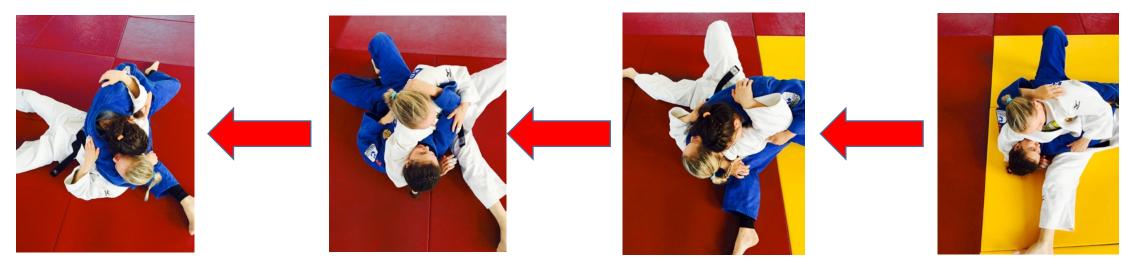


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Immobilisations (osaekomi)

- 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*.



Golden score

NEW

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.





• Breaking the grip of the opponent with two hands.











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.









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









- 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*











Unconventional *kumikata*





Unconventional kumikata









Unconventional *kumikata*







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



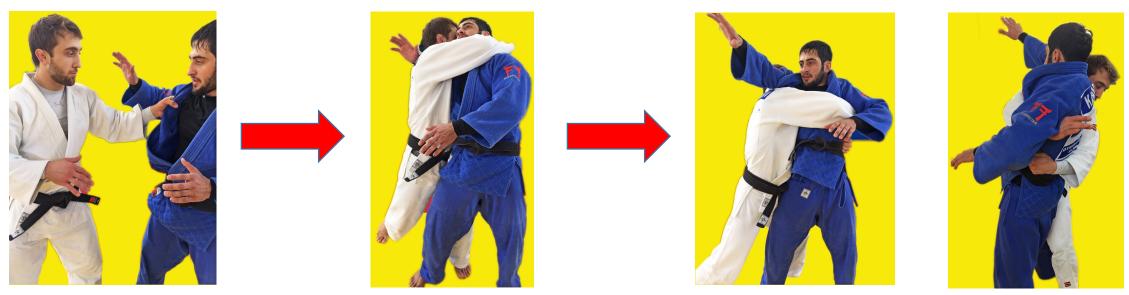


It is *shido*: if the athlete in blue, is not going back in the yellow area or is not attacking immediately.



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*.











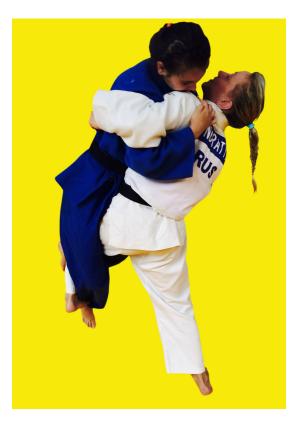








Kawazu-gake - hansokumake







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.









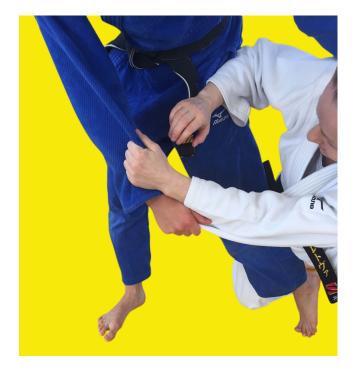


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Leg grabbing - forbidden





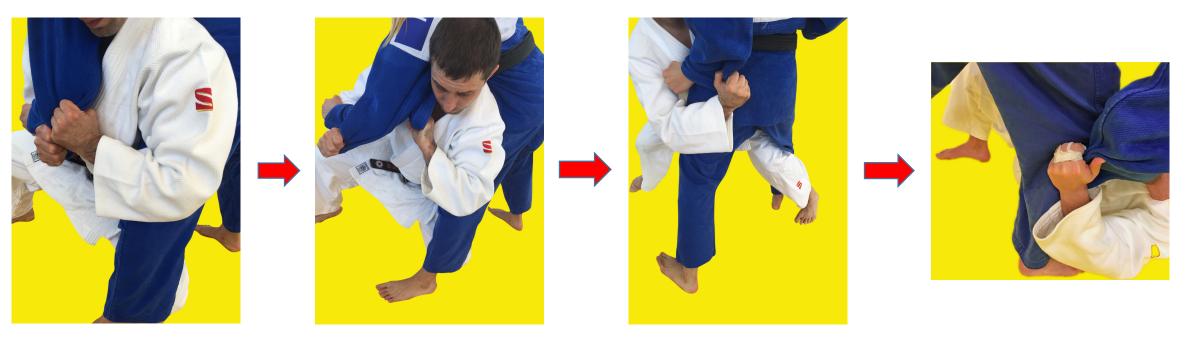


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Leg grabbing - allowed

• 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 imediatelly given.

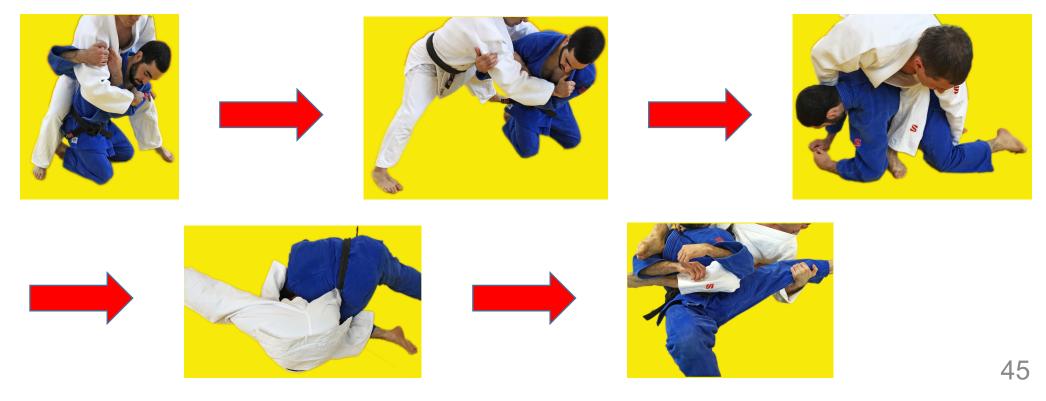




Valid actions, no shido

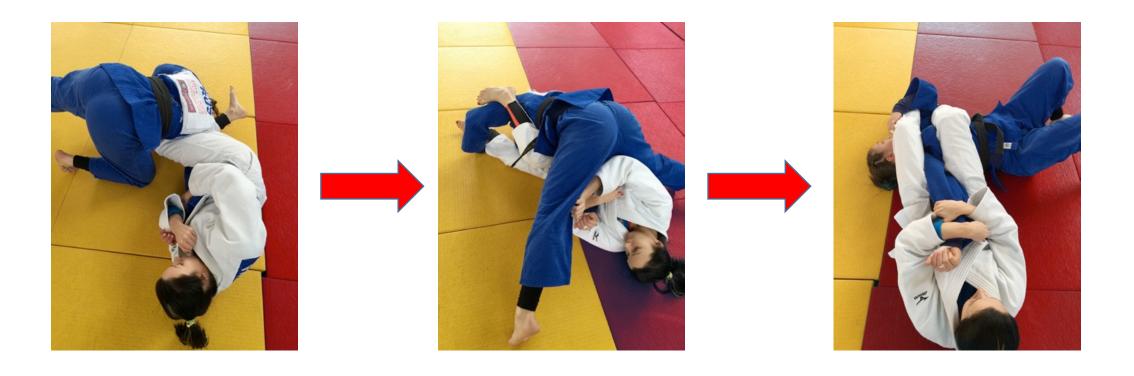
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 It is possible to grip the leg only when the two contestants are clearly in newaza and the tachi-waza action has stopped.



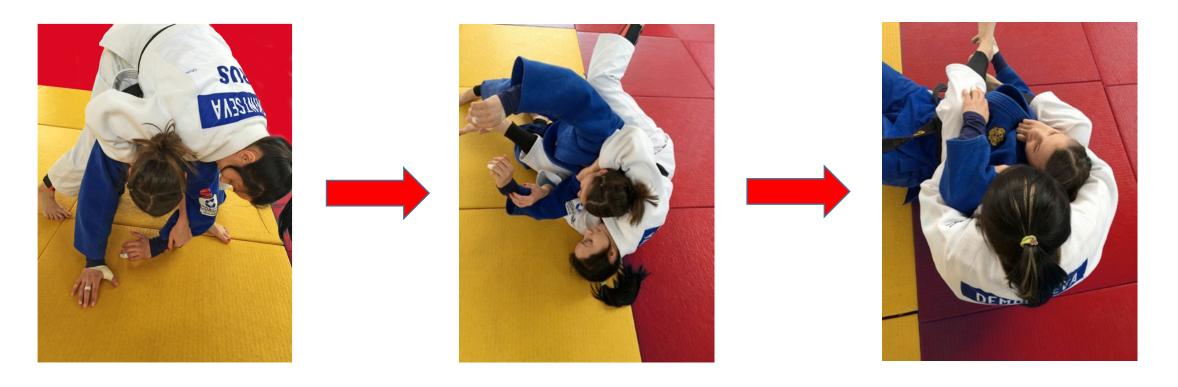


Valid actions, no mate - kansetsu-waza





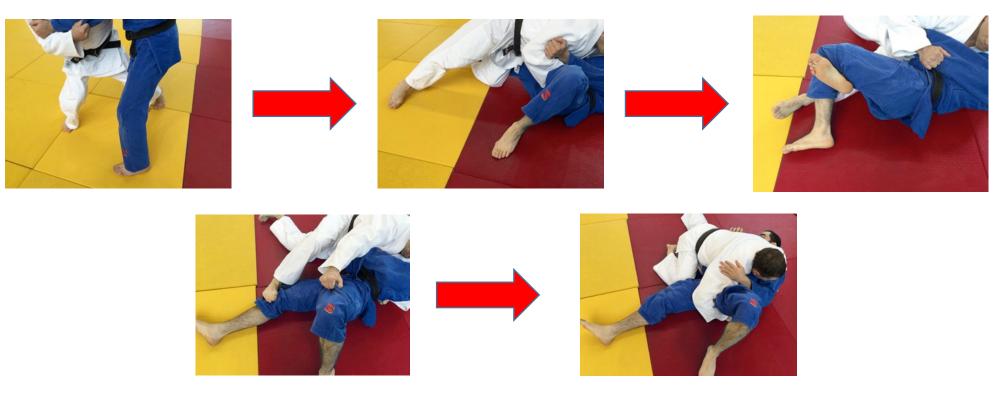
Valid actions, no mate - shime-waza





Valid actions, no mate

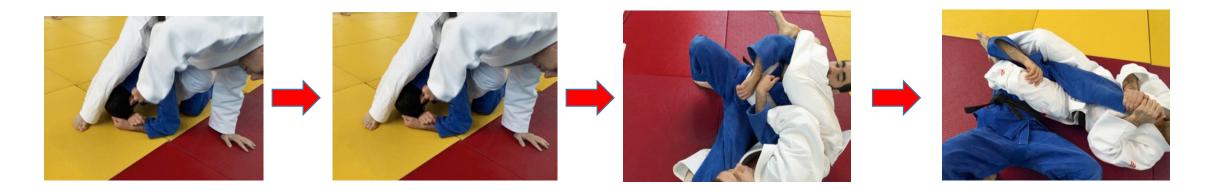
• When it is allowed to continue action that started in the valid area.





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 *ne-waza* 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 *tachiwaza* 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.

NEW



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 RANKING EVENTS

	Continental Open	Cont. Ch./ W. Ch.J	GRAND PRIX	GRAND SLAM	MASTERS	WORLD CHAMP.
	open entry	cont.entry / open entry	open entry	open entry	TOP 16	open entry
Seeding:	WRL TOP 8 placing Rest: Nation distribution	WRL TOP 8 placing Rest: National distribution	WRL TOP 8 placing Rest: Nation distribution	WRL TOP 8 placing Rest: Nation distribution	WRL TOP 8 placing Rest: Nation distribution	WRL TOP 8 placing Rest: Nation distribution
System: Repechage: Bronze:	Quarter Final Repechage last 8 repechage 2 Bronze	Quarter Final Repechage last 8 repechage 2 Bronze	Quarter Final Repechage last 8 repechage 2 Bronze	Quarter Final Repechage last 8 repechage 2 Bronze	Quarter Final Repechage last 8 repechage 2 Bronze	Quarter Final Repechage last 8 repechage 2 Bronze
number of athletes (per category per country)	no limit	max. 2 per country (not exceeding the total number of 9 men & 9 women/ 10 m & 10 w in case of WCJ)	max. 2 per country max. 4 domestics (best 2 for ranking list)	max. 2 per country max. 4 domestics (best 2 for ranking list)	no limit	max. 2 per country (not exceeding the total number of 9 men and 9 women per country)
1st place	100	700	700	1000	1800	2000
2nd place	70	490	490	700	1260	1400
3rd place	50	350	350	500	900	1000
5th place	36	252	252	360	648	720
7th place	26	182	182	260	468	520
1/16th	16	112	112	160		320
1/32nd	12	84	84	120		240
1 fight won	10	70	70	100		200
participation		6	6	10	200	20
Total 1st 2nd 3rd			100,000 USD 3,000 USD 2,000 USD 1,000 USD 1,000 USD	150,000 USD 5,000 USD 3,000 USD 1,500 USD 1,500 USD	200,000 USD 6,000 USD 4,000 USD 2,000 USD 2,000 USD	1,000,000 USD USD USD USD USD

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Teams world ranking list

• The Teams World Ranking List

will consist of points from

Continental Championships and World Championships.

Placing	Continental Championship points	World Championship points
1st place	700	2000
2nd place	490	1400
3rd place	350	1000
5th place	252	720
7th place	182	520
1/16th	112	320
1/32nd	84	240