

Detailed Explanation of the IJF Judo Refereeing Rules

Effective from January 2018 (Version 9 March 2018)



NEW

• Slides with new text (November 2017) have the new blue icon in the top right corner.

• New text is shown in red (January 2018) and the slide has the new 2018 green icon.



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 (13/01/18)

- Kansetsu-waza and Shime-waza are not valid if both athletes are in a Tachi-waza standing position.
- Transition from Ne-waza to Tachi-waza is valid.
- In the case of Kaeshi-waza tori, the thrower who is applying the counter attack, CANNOT use the impact of landing on the tatami.

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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.





- 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.



Duration of contests

• Men and women four (4) minutes.



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

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 the number of Shido 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.



Evaluation of the points in Nage-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. Skilfully control until the end of the landing.
- Rolling can be considered **Ippon** only if there is no break during landing.



Difference of the rolling makes the evaluation of the points it is Ippon when Uke rolls on his back.











Evaluation of the points

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- 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.
- Rolling can be considered Waza-ari if there is a break during landing.



Difference of the rolling makes the evaluation of the points it is Waza-ari when Uke rolls on his side or hips.









Waza-ari

• The value of Waza-ari includes those given for Yuko and Waza-ari in the past.











Waza-ari

- 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.





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• Landing on one elbow and one hand is considered valid and should be evaluated with Waza-ari.







Not Waza-ari











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Bridge

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





Head defence

 Voluntary use of the head for defence to avoid landing in / escaping from a score will be given Hansoku-make. In this case Uke would land on their stomach or front side or knees.





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.

These are examples and this situation can occur with other throwing techniques.

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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







Involuntary head defence - no penalty for *Tori* & *Uke*

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









Counter-attack

- In the case of Kaeshi-waza Tori, the thrower who is applying the counter attack, CANNOT use the impact of landing on the tatami.
- 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 Ne-waza action.



Immobilisations (Osaekomi-waza)

- Waza-ari: 10 seconds
- Ippon: 20 seconds



Immobilisations (Osae-komi)

• The "Ura" position is now valid.







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Immobilisations (Osae-komi-waza)

• This kind of Osae-komi is not valid.







Shime-waza – forbidden

- Shime-waza or Kansetsu-waza while overstretching a straight leg is forbidden.
- Special attention will be given to situations: where tori, whilst applying a Shime-waza, also overstretches and straightens Uke's leg.
- Mate! must be immediate and Shido will be given.







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.



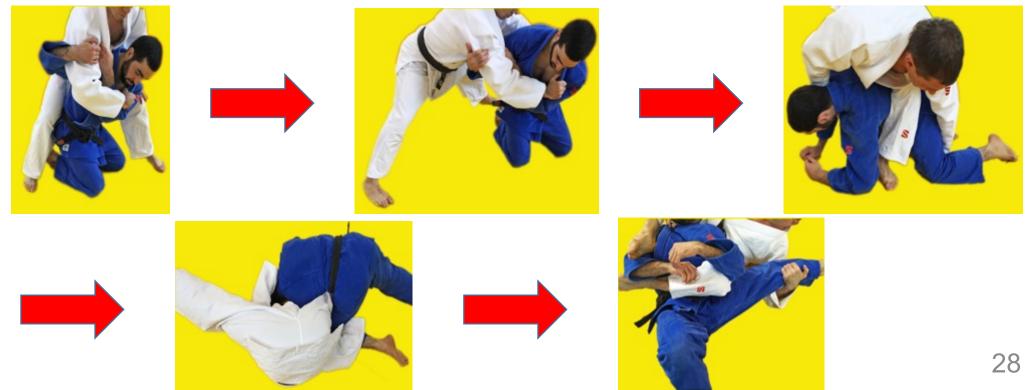






Valid actions, no Shido

 It is possible to grip the leg only when the two contestants are clearly in Ne-waza and the Tachi-waza action has stopped. Tori in this Tachi-waza position can apply Kansetsu-waza or Shime-waza because Uke is in a Ne-waza position.





Continuous Ne-waza

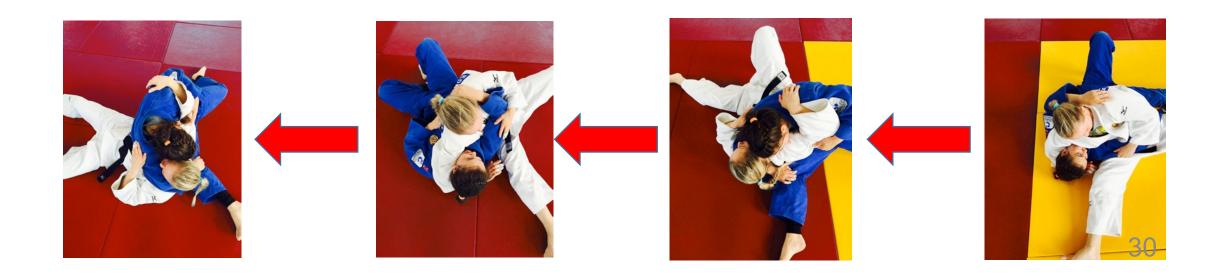
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If Ne-waza starts inside the contest area and goes outside with continuous action from either athlete it can be valid.



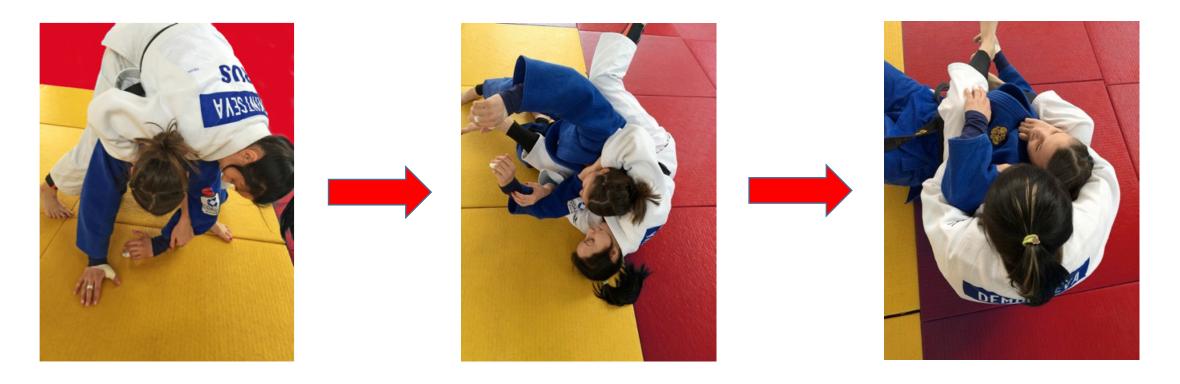
Immobilisations (Osae-komi-waza)

- Osae-komi will also continue outside of the contest area as long as Osae-komi was called inside.
- If during the Ne-waza outside uke takes over the control with one of these nominated techniques in a continuous succession, it shall be also valid.





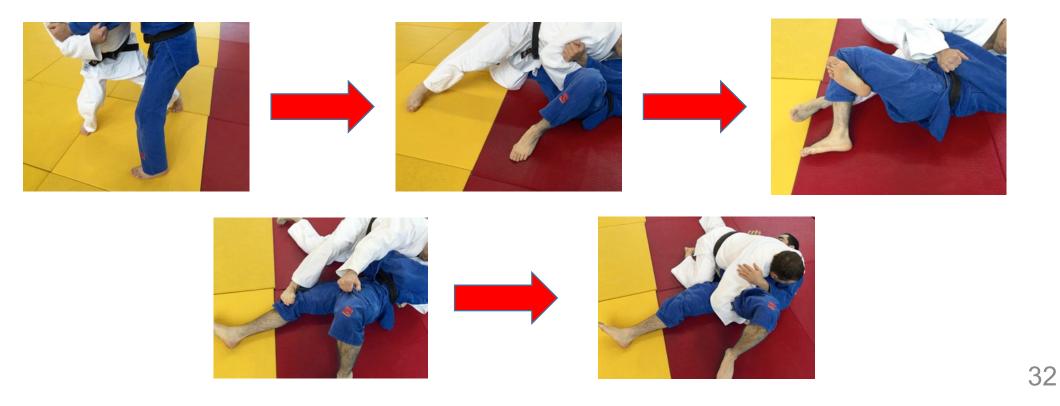
Valid actions, no mate - Shime-waza





Valid actions, no Mate

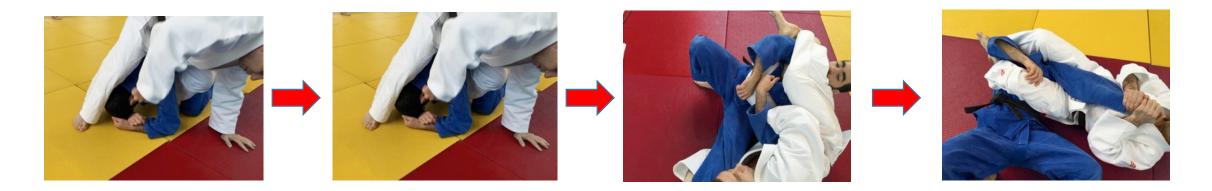
• When it is allowed to continue action that started in the valid area.





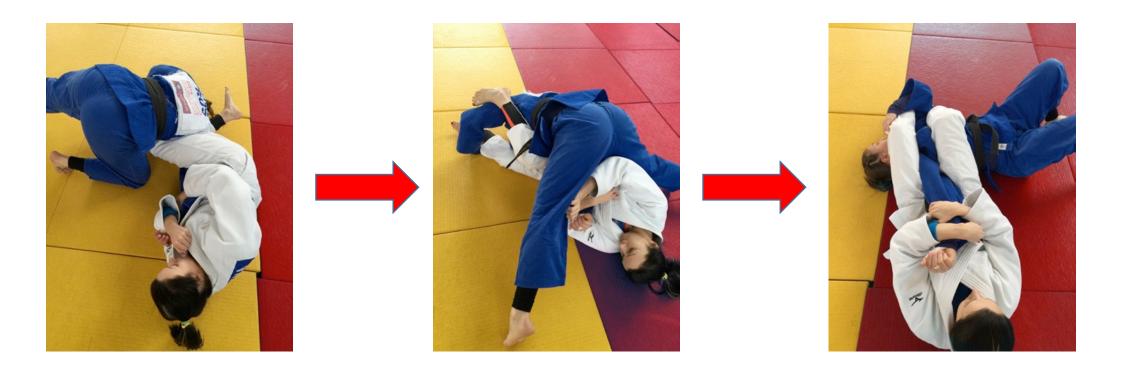
Valid actions - no Mate

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





Valid actions, no Mate - Kansetsu-waza





Applying of Kumi-kata

• The time between classic Kumi-kata 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.







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Shido

• Breaking the grip of the opponent with the knee or leg.







Unconventional Kumi-kata

- To simplify the refereeing and it's understanding some of the actions on how to grab the jacket or belt, all unconventional Kumi-kata (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 Kumi-kata











Unconventional Kumi-kata





Unconventional Kumi-kata









Unconventional Kumi-kata







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



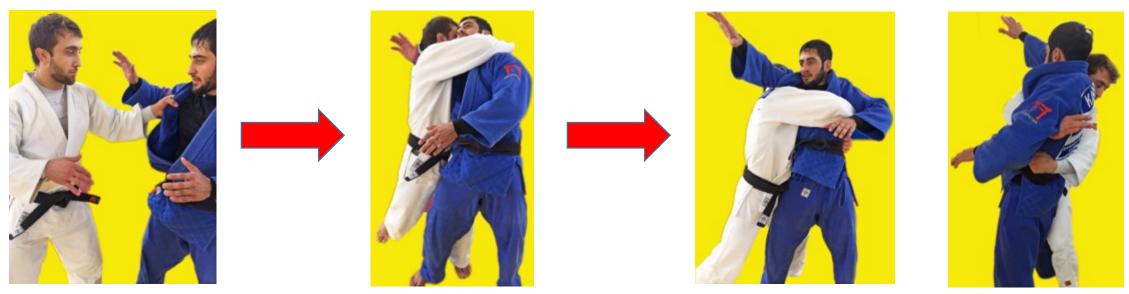


It is Shido: if the athlete in blue, is not going back in the yellow area or is not attacking immediately.



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 Kumi-kata, 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 – Hansoku-make







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.









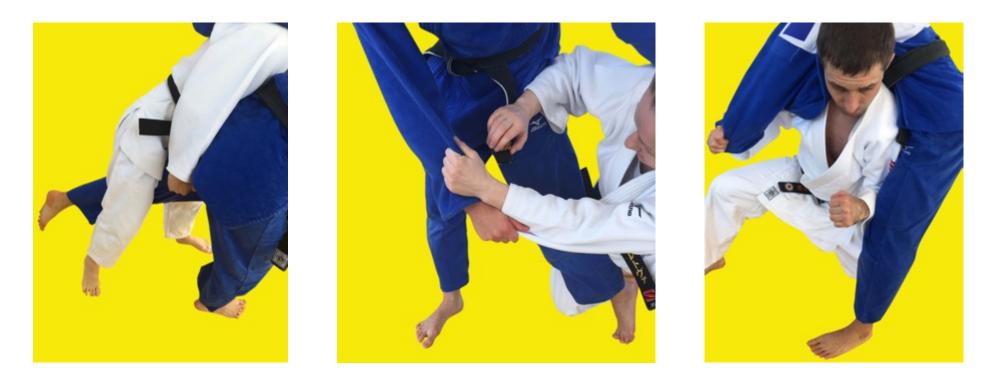


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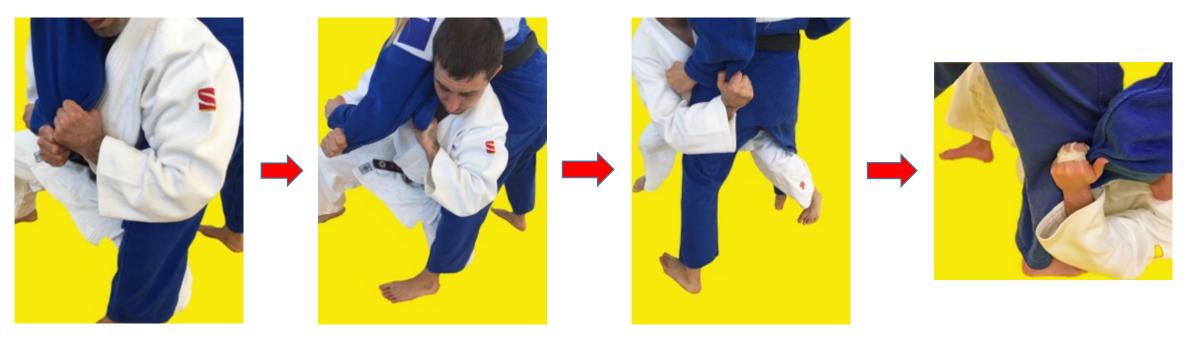
Leg grabbing - forbidden





Leg grabbing - allowed

• Valid actions, no Shido



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Kata-sankaku grip

It is allowed to use Kata-sankaku grip in Ne-waza 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 Ne-waza. No contact between the opponents must be Mate! Lying on the stomach on the ground, the blue athlete is in Ne-waza. 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.









Kansetsu-waza and Shime-waza NOT valid situation

• Kansetsu –waza and Shime- waza are not valid if both athletes are in a Tachi-waza (standing position). Mate and Shido should be announced. Naturally if the action is dangerous or can injure the opponent, as usual, it will be Hansoku-make.









Nage-waza valid situation

• In this position Tori can apply Sutemi-waza that can continue into Ne-waza.







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Nage-waza valid situation

• In this position Tori can apply a throwing technique and can continue with Kansetsuwaza or Shime-waza or Osae-komi-waza (not shown).













Negative judo

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- In the case of a double Hansoku-make (in regular time or golden score) as a consequence of a third shido, both athletes will be considered losers, the contest result will be recorded as 0-0. For the consequences of each situation refer to the SOR.
- For a direct Hansoku-make given to both contestants, the IJF Jury will decide.



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 open entry	Cont. Ch./ W. Ch.J cont.entry / open entry	GRAND PRIX open entry	GRAND SLAM open entry	MASTERS TOP 16	WORLD CHAMP. 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
Sth 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			100,000 USD	150,000 USD	200,000 USD	1,000,000 USD USD
Ist			3,000 USD 2,000 USD	5,000 USD 3,000 USD	6,000 USD 4,000 USD	USD
2nd			1,000 USD	1,500 USD	4,000 USD	USD
3rd			1,000 USD	1,500 USD	2,000 USD	USD
3rd			1,000 030	1,500 050	2,000 030	030

62



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