

Adaptation of the Judo refereeing rules for the next 2017-2020 Olympic Cycle

**Rules presentation** 



# **Duration of contest**

Men and women four (4) minutes.



# Evaluation of the points

- There will now only be ippon and waza-ari.
- Ippon: strong impact on the back
- Rolling cannot be considered ippon
- The value of waza-ari includes those given for yuko in the past
- The waza-ari do not add up. Two waza-ari are no longer the equivalent of one ippon.



# Safety:

All situations of voluntarily landing in the bridge position, will be considered hansoku-make.









# Waza-ari:

The value of waza-ari includes those given for yuko and

waza-ari in the past.









Landing on both elbows 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.







# Not waza-ari











### 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 ne-waza action.



# Immobilisations (osaekomi):

Waza-ari: 10 seconds.

• Ippon: 20 seconds.



# Immobilisations (osaekomi):

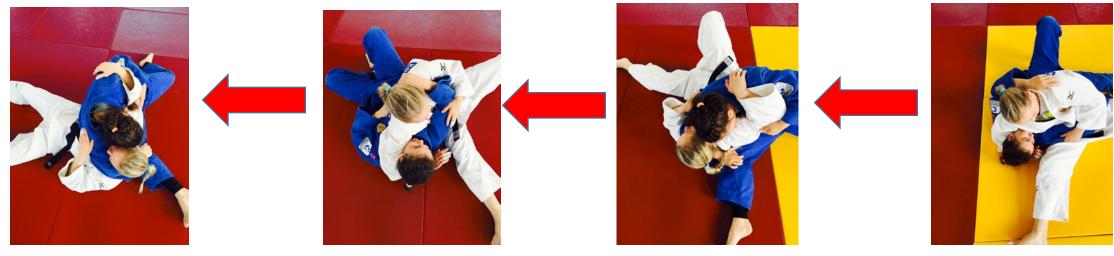
The ura position is now valid.







- Osaekomi will also continue outside of the contest area as long as osaekomi 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.





### Technical score

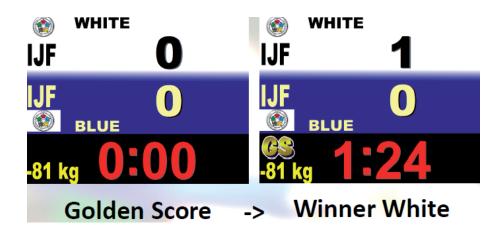
- In regular time (4 minutes), a contest can only be won by a technical score or scores (waza-ari or ippon).
- A penalty or penalties will not decide the winner, except for hansokumake (direct or accumulative).
- A penalty is never a score.
- There are now three shido, the third shido becomes hansokumake.

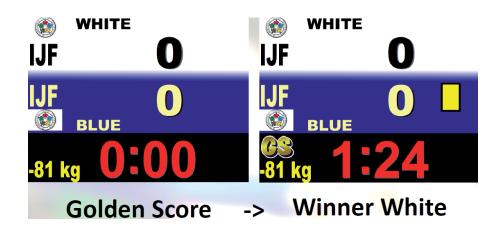


#### Golden score

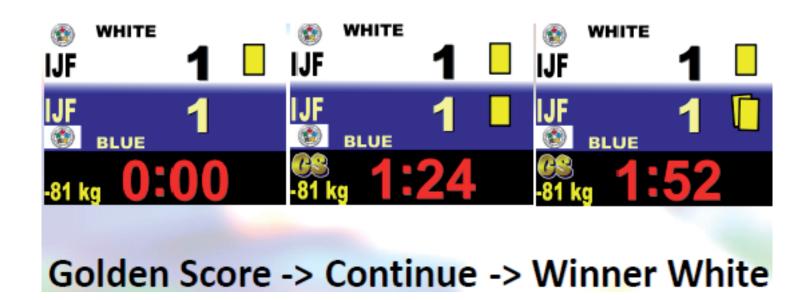
- When both players have no technical score or the technical scores are equal at the end of the regular contest time, the contest shall continue in Golden Score regardless of shidos given.
- Any existing score(s) and/or shido(s) from regular time are carried into the Golden Score period and will remain on the score board.
- Any technical score given will immediately end the Golden Score period.
- If a player receives a shido in Golden Score he / she will lose the contest ONLY if he / she then has more shidos than the opponent.



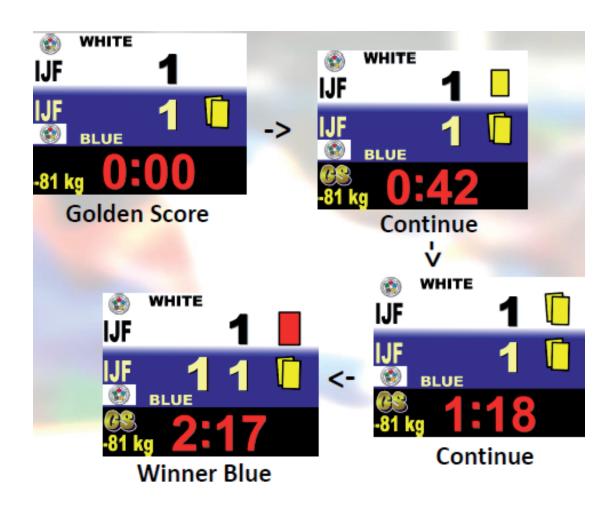














#### Applying of kumi-kata

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



# **SHIDO**

Breaking the grip of the opponent with two hands.











# **SHIDO**

• Evade uke grip with a blow on his arm or hand.

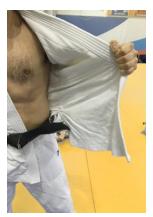






Pull out the bottom of our or his judogi



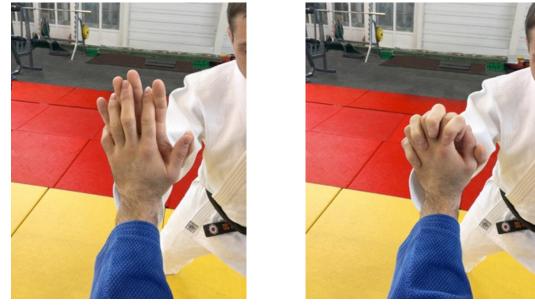


Cover the edge / Lapel of the judogi to prevent the grip of opponent.





# **SHIDO**



Block 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 judogi and belt, he will receive shido.



### Unconventional kumi-kata

To simplify the refereeing and it's understanding some of the actions on how to grab the judogi, all Unconventional kumi-kata (pistol grip, pocket grip, ...) is allowed by immediate attack. In case of not immediate attack those grips will be penalized by **shido**.









#### Unconventional kumikata

not classic grip will be penalized by shido if there is not immediate attack.











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# Unconventional kumikata

not classic grip will be penalized by **shido** if there is not immediate attack







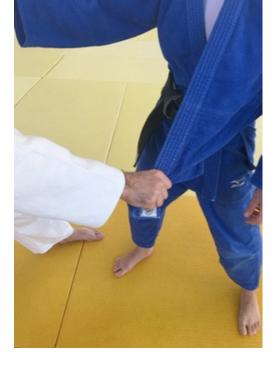




# Unconventional kumikata

not classic grip will be penalized by shido if there is not 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 blocking attitude.







#### One or two feet outside

One feet outside of the contest area without immediate attack or not returning immediately inside the contest area: shido



**Shido** 



It is **shido** If the athlete in blue, does not go back in the yellow area or they do not attack 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 grip

















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

Or grabbing trousers, shall be penalised by shido, secondly by hansokumake.





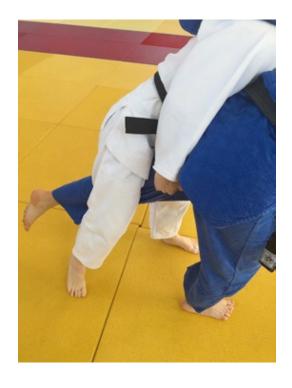








• Leg grabbing or grabbing the trousers, shall be penalized first by shido and secondly by hansokumake.

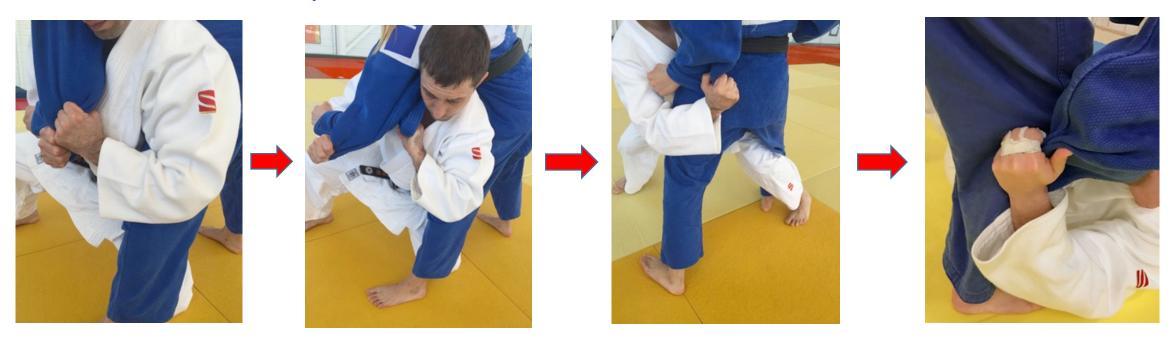








# Valid actions, no hansokumake

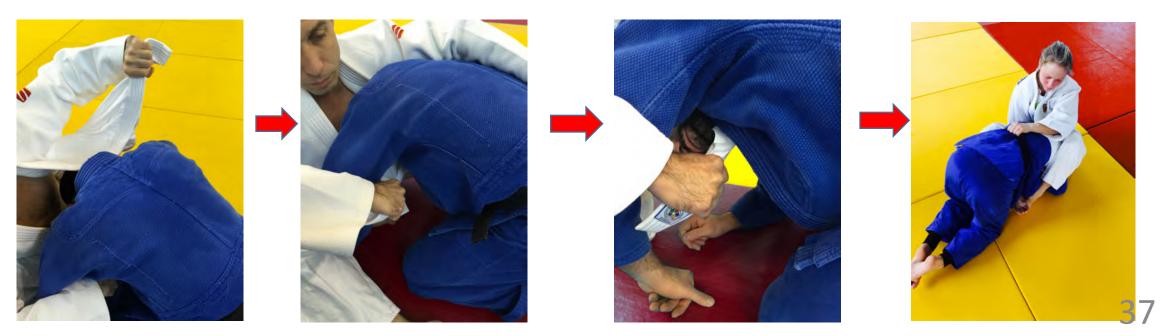




# Shime-waza with own jacket

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 hansokumake

It is possible to grip the leg only when the two contestants are clearly in ne-waza and

the tachi-waza action has stopped.

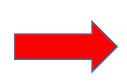












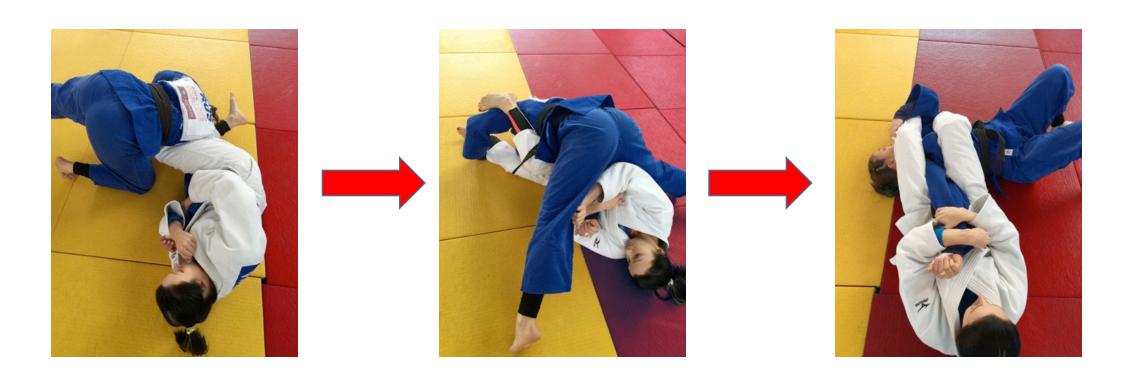






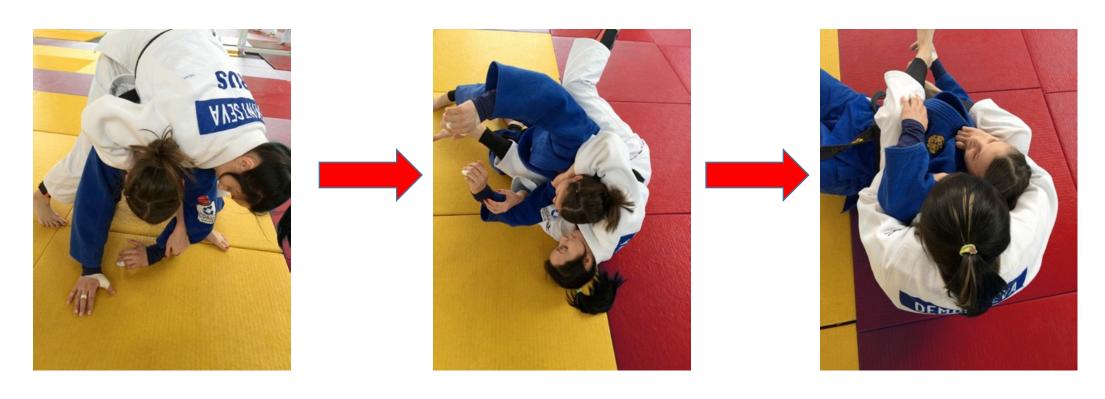


# Valid actions, no mate – kansetsu-waza





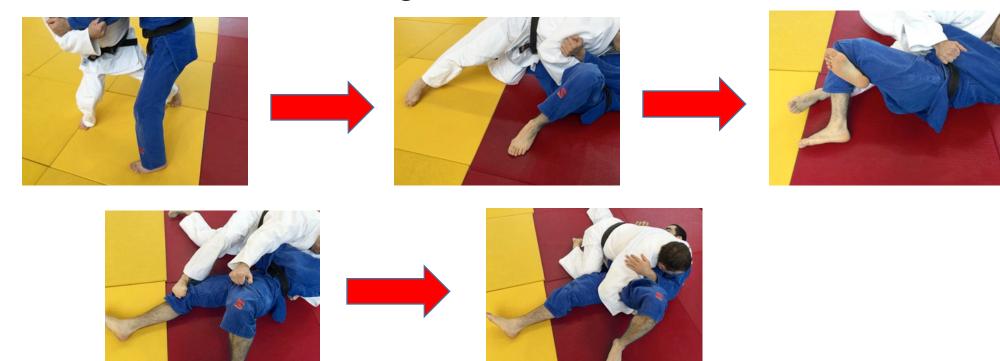
# Valid actions, no mate – shime-waza





# Valid actions, no mate

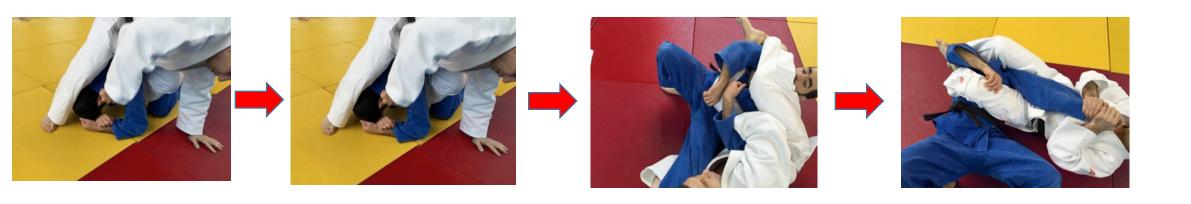
When it allowed to continue action begun in the valid area





# Valid actions, no mate

When it allowed to continue action begun in the valid area





# Kata-sankaku grip



It is allowed to use katasankaku grip in ne-waza 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 to knees on the floor, for it to be consider ne-waza.



No contact between the opponents must be mate



Lying on the stomach on the ground, blue athlete is in ne-waza.



Grip control from white, we still consider blue in tachi-waza. White can make an immediate attack and score. Blue cannot grab the legs to defend the throw with his arms or it will be shido first time, second time hansokumake. However, if white does not attack immediately, then the referee should call mate.

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# IJF RANKING EVENTS

		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			100,000 USD	150,000 USD	200,000 USD	1,000,000 USD
1st			3,000 USD	5,000 USD	6,000 USD	USD
2nd			2,000 USD	3,000 USD	4,000 USD	USD
3rd			1,000 USD	1,500 USD	2,000 USD	USD
3rd			1,000 USD	1,500 USD	2,000 USD	USD



#### 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