



2014 REFEREEING RULES

10.3.2014

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ARTICLE 1 - Competition Area

The competition area shall be a minimum of 14m x 14m (46') to a maximum of 18m x 18m (59') and shall be covered by *Tatamis* or similarly acceptable material. The competition area shall be divided into two (2) zones. The inner area shall be called the contest area and shall always be of a minimum of 8m x 8m (26') or a maximum of 10m x 10m (33'). The area outside the contest area shall be called the safety area and shall be a minimum of 3m (10') wide. The Contest Area will be in one color and the Safety Area will be a different color and must maintain sufficient contrast to avoid misleading edge situations.

The recommended colors must be those that have been approved by the IJF.

The White and Blue marks (strips) (tape) are no longer used at most Championships and Tournaments. (2012)

Option: A strip of white and a strip of blue adhesive tape, approximately 10cm (4") wide and 50cm (20") long shall be fixed on the center of the contest area 4m (13') apart may be used to indicate the starting positions at which the contestants must start and end the contest. The white tape shall be to the referee's right and the blue to his left.

The competition area must be fixed to a resilient floor or platform (see Appendix).

Where two (2) or more adjoining competition areas are used, the common safety area shall be 4 meters (13'). A free zone, a minimum of 50cm (20") must be maintained around the competition area.

APPENDIX Article 1 - Competition Area

For Olympic Games, World Championships and IJF Masters events, the contest area, generally, must be 10m x 10m with a 4 meter minimum safety area. All other International Events may be 8m x 8m.

Tatamis

Shall measure 1m (39.37") x 2m (78.74"), or 1m x 1m, 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. The elements making up the surface for the competition must be aligned without space in between, be smooth of surface and fixed in such a way that they cannot be displaced. The technical specifications to be met by the Tatamis are laid down in Annex 6, 'IJF TATAMI RULES' Sports and Organization Rules from the IJF (Sports and Organization Rules, hereafter SOR).

Platform

The platform is optional and must be solidly made of wood, while still having a certain resilience and measuring approximately 18m x 18m (59' x 59") and no more than 1m in height (generally 50cm (20") or less). (When using a platform, it is recommended that the safety area should be 4m (13') wide all around the competition area).

COMPETITION AREA



CONTEST AREA



ARTICLE 2 – Equipment

a) Tables and Chairs - Tables and chairs must be provided to the front of the referee on the side of the competition area for the Timekeepers, Scoreboard keepers, Contest Sheet Writers (Bracket keepers), Table Referees (Judges), Jury and CARE system if one is utilized.

b) 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. Penalties do not convert to technical scores (*Yuko, Waza-ari*) for the opponent except in the case of Hansoku make. (2013) (See Appendix Example)

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

c) Timing Clocks

There shall be timing clocks as follows:

Contest duration	One (1)
<i>Osaekomi</i>	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).

d) Flags (Timekeepers)

Timekeepers shall use flags as follows:

Yellow	Time out
Green	<i>Osaekomi</i> 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.

e) 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.

f) White and Blue *Judogis*

The contestant shall wear either a white or blue *Judogi*. (The first Contestant called shall wear the white *Judogi*; the second shall wear the blue.) The white competitor shall line up to the right of the referee.

APPENDIX Article 2 - Equipment

Position of Scoreboard Keepers / Contest Sheet Writers / Timekeepers

The Contest Sheet Writers, Scoreboard Keepers and Timekeepers must be facing the Central Referee.

Distance of Spectators

In general the spectators should not be permitted closer than 3m to the competition area (or platform).

Timing Clocks and Scoreboards

The timing clocks must be accessible to those persons responsible for maintaining their accuracy, and they must be checked for accuracy at the start of and regularly during the competition. The scoreboards must meet the standards set out by the IJF and should be at the disposal of the Referees as needed.

The manual timing clocks must be used simultaneously with the electronic equipment, in case of failure of the electronic timing clocks. The manual scoreboards must be available in reserve.

b) Manual Scoreboards



EXAMPLE: White has scored *Waza-ari* and has also been penalized with one (1) *Shido*.

ARTICLE 3 - Judo Uniform (*Judogi*)

For IJF Championships the exact guidelines outlined in the “Guidance of Judogi Control During IJF Competitions” must be followed. The following guidelines are for USA Judo domestic tournaments. The contestants shall wear a *Judogi* complying with the following conditions:

- a) Strongly made of cotton, in good condition (without tear). The material must not be so thick or hard or slippery as to prevent the opponent from taking a grip. The reference document is: IJF *Judogi* Regulations (2012) “(Guidance of *Judogi* Control During IJF Competitions)”
- b) The *Judogi* shall be white or off white for the first contestant and blue for the second contestant.
- c) Acceptable markings:
- 1) Back Number(on back of jacket). Size of the letters 11 cm (4”). For IJF Events and the Olympic Games, the names are indicated on the generally 30 cm (11.8”) x 40 cm (15.7”) Backnumber. The Contestant’s Name on top, in the middle the Country Code and below that is the Event Sponsor.
 - 2) A patch (emblem)[sewn on or embroidered] on left breast of jacket. Maximum size 100cm² (16 in²).
 - 3) Manufacturer's logo: on the bottom-left front lapel of the jacket), on the bottom side or top side of either leg or the front top edge, either side of center on of the trousers and on one end of the belt). Maximum size 20 cm² (3 in²). It is permitted to place the manufacturer's logo on one of the sleeves but inside the 25cm (10”) x 5cm (2”) area instead of at the bottom front of the jacket. The IJF Official suppliers are allowed to place the IJF Logo above the suppliers trade mark (in direct contact). Only one manufacturer’s logo is allowed per item (jacket, pants and belt.)
 - 4) Shoulder markings (from the collar - across the top of the shoulder and down the arm – both sides of jacket). Maximum length 25cm (10”) and maximum width 5cm (2”). (The same advertising or national colors on both sides).
 - 5) (IJF) Advertising on the sleeves, 10 cm x 10 cm (4”x 4”) on each sleeve (different advertising allowed). These 100 cm² patches have to be fixed just below and in contact with the shoulder stripes.
 - 6) The contestant's name may be worn on the belt, lower front of the jacket and upper front of the trousers up to a maximum of 4 cm (1.5”) x 20cm (8”). Also the contestant's name may be placed (printed or embroidered), on the back of the jacket above the three letter County Code, but in no case in a position to prevent an opponent from grasping the back of the jacket. The letters can be up to a maximum of 7cm (2.8”) high and the length of the name can be up to a maximum of 30cm (12”) long. This 7cm (2.8”) x 30cm (12”) rectangular area must be located 3cm (1.2”) below the collar of the jacket and the back identification must be fixed at 4cm (1.6”) below this area.
- d) 1. The jacket shall be long enough to cover 2/3rds of the thighs and shall at a minimum reach to the first knuckle (closest to the palm) of the hands when the arms are fully extended downwards at the sides of the body.
2. The body of the jacket shall be worn with the left side crossed over the right and shall be wide enough to have a minimum overlap of 20cm (8”) at the level of the bottom of the rib-cage.
 3. The space between the top edge of the sternum and to where the lapels cross cannot be more than 10cm (4”) (2014)
 4. The sleeves of the jacket must reach to the wrist joint. For USA Judo domestic competition until this rule is fully implemented, the sleeves of the jacket must reach to the wrist joint at the maximum and 5cm (2”) above the wrist joint at the minimum.(2014). This rule will be implemented according to the following schedule in USA Judo domestic competition: for Cadet divisions and senior divisions, starting with the Junior Olympics on June 27, 2014; for athletes younger than Cadet divisions, starting on January 1, 2015.
 5. A space of 10 (4”) to 15cm (6”) shall exist between the sleeve and the arm (bandages included), along the entire length of the sleeve.
 6. The lapel and collar must be a maximum of 1cm (0.4”) in thickness and 5cm (2”) in width.

e) The trousers,

1. must be free of any markings except for c3 and c6,
2. shall be long enough to cover the legs and shall at the maximum reach the ankle joint and at the minimum 5cm (2") above the ankle joint.
3. A space of 10 cm (4") to 15cm (6") shall exist between the trouser leg and the leg (bandages included) At the knee and lower leg.

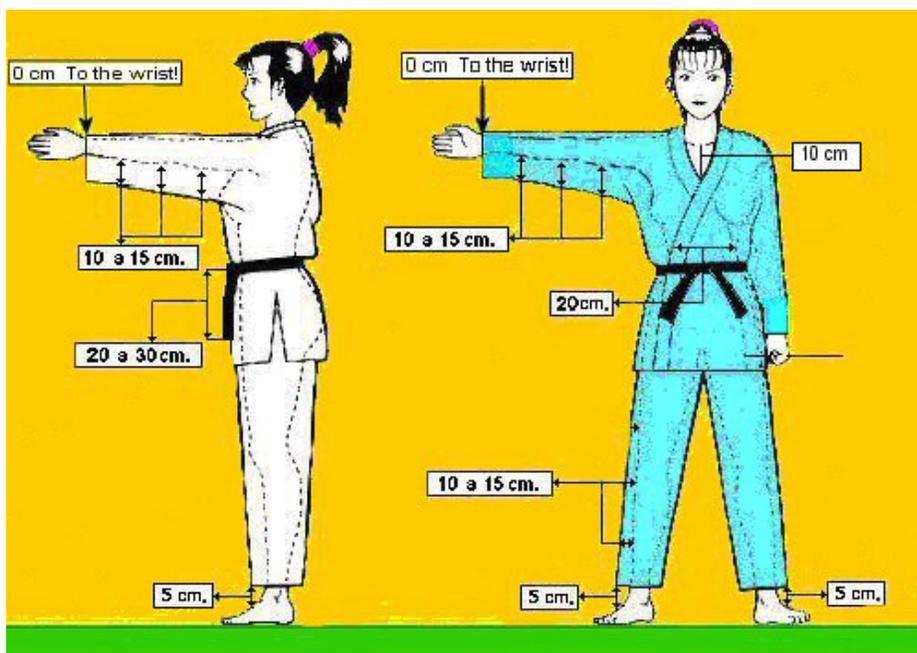
f) A strong belt, 4 (1.6") to 5cm (2") wide, whose color corresponds to the grade, shall be worn over the jacket going twice around at the waist, and tied with a square knot with the first loop inside the knot, tight enough to prevent the jacket from being too loose and long enough to leave 20 cm (8") to 30cm (12") protruding from each side of the knot when tied.

The belt should have flexibility (softness). When pushing the belt by hand from both ends toward the knot, the belt knot must not be loosened. A belt made of stiff or slippery materials, which makes it easy to cause the knot to loosen, is not allowed.(2012)

g) Female contestants shall wear under the jacket a plain white or off-white T-shirt, with short sleeves, with a crew (round) neck, relatively strong and long enough to be worn inside the trousers.

h) The official standard color for the blue *Judogi* must be between Pantone number n°18-4051TCX(TPX) and n°18-4039TCX(TPX) on the textile Pantone scale and between n°285M and n° 286M on the print Pantone scale.(2012)

Note: For IJF Events and the Olympic Games, the name of the athlete is to be indicated on the back of the *judogi*.



JUDOGI SOKUTEIKI



APPENDIX Article 3 - Judo Uniform (*Judogi*)

If the *Judogi* of a contestant does not comply with this article, the Central Referee must consult with the Table Referees (judges).

The contestant's spare *Judogi* should be brought by the coach to his chair at the edge of the competition area.

If there is any doubt that the sleeves of the contestant's jacket are the required length, the Referee shall direct the contestant to raise both arms, fully extended forward at shoulder level, when making the control. If there is any doubt, the *Sokuteiki* should be used to clearly indicate that the *Judogi* is legal or illegal. The contestants must bring their *judogi* without any back identification to the sewing desk.

Before the contestants come onto the Competition area they shall go through the *Judogi* Control Area.

ARTICLE 4 – Hygiene

- 1.- The *Judogi* must be clean, not be wet or show any particular stains and be 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.
- 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.

ARTICLE 5 - Referees and Officials

Generally, the contest shall be conducted by one Central Referee and two (2) Table Referees (Judges) (All neutral-different Nationalities of the competing competitors) under the supervision of the Refereeing Commission. The Referees (and Judges) shall be assisted by Scoreboard Keepers, Time Keepers and Bracket Writers. The Referee's uniform shall conform to the dress code of the Organization.

There will be only one referee on the competition area. The two Table Referees (judges) shall sit together on the side at a table with the CARE system and be in contact with the referee by a radio earbud. There will also be a Commission Jury (who shall also be neutral) at a table at mat side with the CARE system who will be in communication with the Referee by radio earbud. This Jury/CARE system or variants of, may be used at any tournament.(2013)

APPENDIX Article 5 - Referees and Officials

The Organizing Committee shall ensure that the Timekeepers, Contest Sheet Writers and Scoreboard Keepers as well as other technical assistants have been thoroughly trained as technical officials. There shall be a minimum of two (2) Timekeepers; one to register the real contest time and one to specialize in *Osaekomi* time. If possible there should be a third person to supervise the two (2) timekeepers to avoid any errors due to mistakes or forgetfulness.

The overall Timekeeper (real contest time) shall start the clock on hearing the announcement of *Hajime* or *Yoshi* and shall stop it on hearing the announcement of *Mate* or *Sono-mama*.

The *Osaekomi* timekeeper shall start the clock on hearing *Osaekomi*, stop it on *Sono-mama*, and restart it on hearing *Yoshi*. On hearing either *Toketa* or *Mate* he shall stop the clock and indicate the number of seconds elapsed to the Referee. On the expiration of the time for *Osaekomi* 20 seconds or 15 seconds if the contestant applying the hold has already been awarded a *Waza-ari* he shall indicate the end of the *Osaekomi* by means of an audible signal.

The *Osaekomi* timekeeper shall raise a green flag whenever he starts the clock on hearing the announcement and seeing the signal of *Osaekomi* or *Yoshi*. He shall lower the flag when he stops the clock on hearing *Toketa*, *Mate* or *Sonomama*, or on the expiration of the time for *Osaekomi*.

The overall timekeeper (real contest time) shall raise a yellow flag whenever he stops the clock on hearing the announcement and seeing the signal of *Mate* or *Sono-mama* and he shall lower the flag when he restarts the clock on hearing *Hajime* or *Yoshi*.

When the time allowed for the contest has expired, the Timekeepers shall notify the referee of this fact by a clearly audible signal (see Articles 10, 11 and 12 of the Refereeing Rules).

The Scoreboard Keeper must ensure that he is thoroughly familiar with the current Referee gestures and announcements, so that he can accurately indicate the progress and results of a contest.

In addition to the above persons there shall be a Contest Sheet Writer (Bracket Keeper) to record the overall course of the contests.

If electronic systems are used, the procedure shall be the same as described above. However, manual timing clocks must also be used simultaneously with the electronic equipment to ensure their accuracy and a manual scoreboard must be available in reserve.

ARTICLE 6 - Position and Function of the Central 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 Article 6 - Position and Function of the Central 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 the white *Judogi* is to the right of the Referee and the contestant wearing the blue *Judogi* is to the left of the Referee. While announcing an opinion and making the appropriate gesture, the Referee should bring the Table Referees (Judges) within his line of sight in order to immediately be aware of any differing opinion. However the Referee must make sure not to lose sight of the contestant's continuing action at any time.

In cases when both contestants are in *Ne-waza* and facing outwards, the Referee may observe the action from the safety area. Before officiating a contest, the Referees and Judges 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. When assuming control of a competition area the Referee and Judges 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. The Referees should ensure that there are no spectators, supporters or photographers in a position to cause a nuisance or a risk of injury to the contestants. The Referee should leave the competition area during presentations or any lengthy delay in the program.

ARTICLE 7 - Position and Function of the Table Referees (Judges)

The Table Referees (Judges) must assist the Central Referee and sit together at the Judges table at the side of the competition area.

Each judge must discuss with the other judge whenever his opinion differs from that of the Referee on a technical evaluation or a penalty announced by the Referee. If the judges are in agreement that a change is required, one judge shall contact the referee by radio and inform him what change or omission of score or penalty shall be made. These changes must be done quickly. If radios are not used then the change is conveyed by hand gestures. If there is confusion then the Referee is gestured to walk over to the Judges table. The one-referee protocol is highly recommended to be used at all tournaments. (2013)

Option for local events. The Judges may sit opposite each other in chairs at two (2) corners outside the contest area. (Judges on the Mat.)

The Judges on the Mat Option: Each Judge must indicate his opinion by making the appropriate official gesture, whenever his opinion differs from that of the Referee on a technical evaluation or a penalty announced by the Referee.

Should the Referee express an opinion on a technical result or a penalty of a higher degree than that of the two (2) Judges, he must adjust his evaluation to that of the Judge expressing the higher evaluation.
Should the Referee express an opinion on a technical result or a penalty of a lower degree than that of the two (2) Judges, he must adjust his evaluation to that of the Judge expressing the lower evaluation.
Should one Judge express an opinion of a higher degree and the other Judge an opinion of a lower degree than that of the Referee, the Referee must maintain his opinion.
Should both Judges express a judgment different from that of the Referee, and the Referee does not notice their signals, they should stand up and maintain their gesture until the Referee is informed of this and rectifies his evaluation. If after an appreciable time (a few seconds) the Referee has not noticed the standing Judges, the Judge who is closest to the Referee must immediately approach him and inform him of the majority opinion. A Judge must, with the appropriate gesture, express his opinion about the validity of any action on the edge or outside of the contest area.
A discussion is possible and necessary only if the Referee or one of the Judges has clearly seen something which was not visible to the other two (2), and which could change their decision. The Judges must also ensure that the scores recorded by the Scoreboard Keepers are the scores announced by the Referee.
Should a contestant need to temporarily leave the competition area after the contest has started for a reason considered necessary by the Referee, a Table Referee (Judge) must obligatorily go with the contestant to see that no anomaly occurs. This authorization shall be given only in exceptional circumstances (e.g. to change a *Judogi* which does not conform to the rules).

APPENDIX Article 7 - Position and Function of the Table Referees (Judges)

When the Table Referees (judges) are seated at the Table Referee's (judges') table they shall sit together, must be in agreement when a change is requested, the change must be made as quickly as possible and fully concentrate and not be distracted by others around them when they are assigned as Table Referees (judges).
(2013)

Changes shall be conveyed to the referee by radio. If radios are not available then by gestures. If gestures do not work then by calling the referee to the Table Referee's (Judges') Table. (2013)

The Referee (and Judges) should leave the competition area during presentations or any lengthy delay in the program.

Should a Table Referee (Judge) notice that the scoreboard is incorrect he should draw the Central Referee's attention to the problem.

Should a contestant have to change any part of the *Judogi* outside the competition area, and the Table Referee (Judge) to accompany the contestant is not of the same sex, an official of the same sex shall be designated by the Refereeing Director to substitute for the Table Referee (Judge) and accompany the contestant.

Judges on the Mat Option: The Judges should sit with both feet apart (shoulder width), outside the contest area and place their hands, palms facing down, on the tops of their thighs.
A Judge must be quick to remove himself and his chair should his position endanger the contestants.
A Judge should not pre-empt the Referee's signal for a score. When an action occurs on the edge, the Judge should make the gesture immediately to show if the action is *Jonai* (In) or *Jogai* (Out).
If his competition area is not in use and there is a contest in progress on an adjacent competition area, the Judge should remove his chair if it could endanger the contestants.

ARTICLE 8 - 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-ippou**: First *Waza-ari*, then *Ippou* 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 to the front 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.
- 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 and together) 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 maintain 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 times.
- 12) **To indicate the winner of a contest**: shall raise one hand, arm straight, palm up at a 45 degree angle, 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, palms facing the chest, 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 hands closed (fists) and then make a downward action with both arms.
18. **Not valid gesture**: raise one arm (elbow straight) above his head and wave it from right to left two times to indicate that a throw outside is not valid or a throw after the sounding of the bell at the end of the contest is not valid or in the case of simultaneous techniques (See Article 20 Appendix)
19. **Ashi dori waza**: (Leg Grab) Shall extend an arm out and draw the hand in towards one's body, as if grabbing a leg. (2010)
20. **Bear Hug** : Shall extend both arms out at chest height and then with one hand over the other draw the hands back towards the chest, as if doing a bear hug. (2010)
21. **Step Outside**: The referee shall hold his arm out straight near shoulder height bend the fingers down at a 45 to 90 degree angle moving the hand forward and backwards 2 times as if tracing the line.

APPENDIX Article 8 - Gestures

When it is not clearly apparent, the Referee may after the official signal, indicate with the other hand (palm flat, thumb tucked in, fingers together and palm up) to the white or blue side (starting positions) to indicate which contestant scored or was penalized.

To indicate to the contestant/s that he may sit cross-legged at the starting position if a lengthy delay in the contest is envisaged, the Referee should signal towards the starting position with an open hand, palm upwards.

Yuko and *Waza-ari* gestures should start with the arm across the chest, then sideways to the correct finishing position.

Yuko, *Waza-ari*, *Ippon* and *Osaekomi* gestures should be maintained while moving to ensure that the score is clearly visible to the Table Referees (Judges). However, care should be taken when turning to keep the contestants within view.

7) The *Hikiwake* gesture applies only to Team competitions.

Should both contestants be given a penalty, the Referee should make the proper gesture and point alternately at both contestants (left forefinger for contestant on his left and right forefinger for contestant on his right).

Should a rectification gesture be required, it shall be done as quickly as possible after the cancellation gesture.

There should be no announcement made when cancelling an expressed opinion.

All gestures should be maintained for 3 to 5 seconds.

To indicate the winner, the Referee shall return to his position at the start of the contest, take one step forward (left foot first), indicate the winner and then take one step back (right foot first).

APPENDIX Article 8

Gestures

					
IPPON	WAZA-ARI	WAZA-ARI AWASETE IPPON	YUKO	OSAEKOMI	TOKETA
					
SONOMAMA -YOSHI	FALSE ATTACK	NON- COMBATIVITY	PENALTY	CALL A DOCTOR	MATE
					
SIT DOWN- STAND UP	ADJUST THE JUDOGI	TO CANCEL EXPRESSED OPINION	NOT VALID	DEFENSIVE POSTURE	CROSS & ONE SIDED GRIPPING
					
HAJIME SOREMADE	KACHI WINNER	AVOIDING KUMI KATA	PISTOL GRIP	FINGERS IN SLEEVE	LEG GRABBING

ARTICLE 8 – Gestures (continued)

b) The Judges

- 1) **Jonai:** (Judges on the mat.) To indicate that he considers a contestant making a throwing technique has stayed within the contest area, the Judge shall raise one of his hands up in the air and bring it down to shoulder height with his thumb side upwards and arm extended along the boundary line of the contest area and holds it there for 3-5 seconds.
- 2) **Jogai:** (Judges on the mat.) To indicate that in his opinion one of the contestants has gone out of the contest area, the Judge shall raise one of his hands to shoulder height with his thumb side upwards and arm extended along the boundary line of the contest area and wave it from right to left, or vice versa, several times.
- 3) (Judges on the mat or on the side but not using radio.) To indicate that in his opinion a score, penalty or opinion given by the Referee using an Article 8 (a) gesture has no value the Judge shall raise one arm (elbow straight) above his head and wave it from right to left two times.
- 4) (Judges on the mat or on the side but not using radio.) To indicate that his opinion differs from that of the Referee, the Judge(s) shall make the appropriate Article 8 (a) gesture.
- 5) (Judges on the mat or on the side but not using radio.) When the Judges wish the Referee to announce *Mate* in *Ne-waza* (e.g. no progress), they shall signal this by raising both hands to shoulder height with palms facing upwards.
- 6) (Judges on the mat or on the side but not using radio.) When a score or penalty should have been given, but the referee has not made a call or gesture, the judge(s) may indicate the appropriate score with one arm while the other hand indicates (palm flat, fingers together, palm up) to the appropriate white or blue start positions (tape) to identify who should receive the score. In the case of penalties the gestures should be made followed by indicating which contestant should receive it. This should be repeated 2 times. This will alleviate any confusion.

APPENDIX ARTICLE 8 – Gestures (continued)

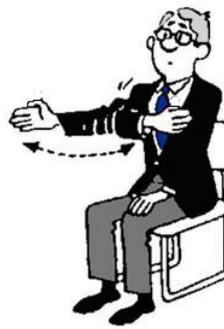
b) The Judges (Judges on the Mat Option.)



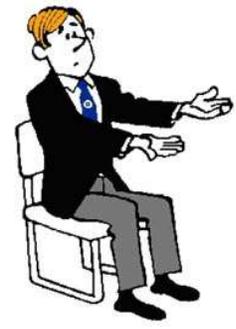
**JUDGE
NORMAL
POSITION**



**INSIDE
JONAI**



**OUTSIDE
JOGAI**



**STAND UP-
MATE IN
NE WAZA**

**NOT VALID
OPINION
DIFFERS**



**JUDGE'S
OPINION
DIFFERS**



ARTICLE 9 - Location (Valid Areas)

The contest shall generally be fought in the contest area. Inside refers to the contest area.

A contestant while in action may step out with one foot but must immediately make a real attack or step back inside the contest area or that contestant will receive a penalty. (2014)

When a contestant while in action steps out with both feet without doing a real attack he shall be considered outside and the referee shall call *Mate* and give the contestant a penalty. (2014)

All actions are valid and may continue (No *Mate*) as long as either contestant has some part of their body touching the contest area during the initiation of the attack

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

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 contestant 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 *Ne waza* the action is valid and may continue so long as either contestant has some part of his body touching the contest area.

c) *Osaekomi waza* may be called as long as one contestant has some part of his body touching the contest area. If after the *osaekomi* has been called both contestants go completely out of the contest area, the *osaekomi* shall be allowed to continue until *Ippon* is called, or *uke* escapes. *Uke* may use *Shime waza* or *Kansetsu waza* if the action is clearly engaged. *Tori* may change from *osaekomi waza* to *shime waza* or *kansetsu waza* as long as the action is considered effective and continuous. (2013)

APPENDIX Article 9 - Location (Valid Areas)

In the case that *Shime waza* or *Kansetsu waza* is applied on the edge with one contestant in contact with the contest area, as long as the action is considered effective (as being clearly engaged) the action shall be allowed to continue even when both contestants have left the contest area. (2013)

In cases where a contestant throws the other outside and gets no score, *Yuko* or *Waza-ari* and either player “immediately” secures an *osaekomi*, *shime waza* or *kansetsu waza* (as being clearly engaged) even though both are outside, the action shall be allowed to continue. (2013)

In the case where both players are completely in the safety area and one has *osaekomi* and the other escapes and “immediately” holds down the other contestant, the referee shall call *toketa* for the first and then call *osaekomi* for the second. (2014)

Even during “*ne-waza*” action on the edge, if a contestant has a significant advantage (as being clearly engaged) (nearly into *Osaekomi waza*, *Shime waza* or *Kansetsu waza*), the referee shall allow the action to continue on the outside. Do not take the advantage away. (2014)

Once the contest has started, the contestants may only leave the competition area if given permission to do so by the Referee. Permission will only be given in very exceptional circumstances, such as the necessity to change a *Judogi* because it has become damaged or soiled.

ARTICLE 10 - Duration of the Contest

1.- The duration of the contests and the contest form shall be determined according to the rules of the tournament.

For all Championships held under the responsibility of the IJF the time duration of the contests, the Golden Score and resting time between contests will be referred to the SOR (IJF Sports and Organization Rules) and these Rules.

This chart will provide guidance to follow for both National Championships and all other Official Tournaments.

Senior Men:	5 minutes real contest time
Senior Women:	4 minutes real contest time) (2014)
Junior under 21 Men and Women: (Youth)	4 minutes real contest time
Cadet under 18 Men and Women:	4 minutes real contest time
Juniors under 17 and Masters (Veterans):	3 minutes real contest time.
<u>Durations may be adjusted.</u>	<u>(e.g. 2 minutes for Juniors under 8 or Masters over 70.)</u>

Golden Score when necessary for all the above Contests has no time limit. (2013)

In Team Championships the time duration of a contest shall be the same as described above and if necessary 'Golden Score' shall be used as set forth in the S.O.R.

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

3.- The Referee should be aware of the duration of the contest before coming onto the competition area.

ARTICLE 11 - 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.

ARTICLE 12 - 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.

APPENDIX Article 12 - Time Signal

When using several competition areas at the same time - the use of different audible signals is required. The time signal must be sufficiently loud to be heard over the noise of the spectators.

ARTICLE 13 - Osaekomi Time

1.- Equivalences.

a) *Ippon*: Total of 20 seconds. (2013)

b) *Waza-ari*: 15 seconds or more but less than 20 seconds. (2013)

c) *Yuko*: 10 seconds or more but less than 15 seconds. (2013)

d) When *Osaekomi* time is less than 10 seconds it will not count as any score.

2.- Simultaneous Osaekomi with the Time Signal.

When *Osaekomi* is announced simultaneously with the bell or similar audible device indicating the time signal for the end of 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 surrender or incapacity of the contestant making the *Osaekomi (Tori)*, the one who's under *Osaekomi (Uke)* will win the contest by *Ippon*.

ARTICLE 14 - 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* and the result shall have no value.

3.- Any technique applied after the ringing of the bell to indicate the expiration of the time of the contest shall not be valid, even if the Referee has not yet announced *Sore-made*.

4.- In the case of *Osaekomi* announced simultaneously with the time signal, the Referee shall act as regulated in Article 13.2.

ARTICLE 15 - Start of the Contest

1.- Before the start of each working day of the Championships, the Central Referee shall enter the competition area and then proceed to the center top edge of the contest area. The referee shall bow in at the center top edge of the contest area and then walk in to his start position. (2013) The Table Referees (judges) shall take their place at the Table Referee's (Judges') table off the mat to the front of the referee outside of the competition area. The entire bowing protocol is outlined in the Bowing Guide.

Judges on the Mat Option: Before the start of each working day of the Championships the Referee and Judges shall stand together one meter inside the edge of the contest area (centered) and bow to *Joseki*, the referee will step back without leaving the contest area and the judges will turn and face each other and bow again before taking their places. The entire bowing protocol is outlined in the Bowing Guide.

At the end of the Championship, he/they will repeat the same bowing ceremony that he/they did at the beginning.

2.- The Central Referee and Table Referees (Judges) shall always be in position to start the contest before the arrival on the contest area of the contestants.

In individual competitions the Central Referee shall be at the center, 2m back from the line from which the contestants start, and shall be facing the timekeepers' table. The Table Referees (Judges) will be seated in their respective chairs.

In team competitions, before the start of the contests for every encounter, the referee shall proceed as outlined in the Official Bowing Guide. The heaviest weight contestant being closer to the referee.

3.- The contestants are free to bow when entering or leaving the competition area, although it is not compulsory.

4.- 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. At the signal from the Referee, the contestants shall bow on that edge in unison (now compulsory (2014)) then move forward to their respective starting positions and bow simultaneously towards each other (compulsory) and take a step forward from the left foot. The contestants must not shake hands during the start of the contest (2013).

Once the contest is over and while the referee is awarding 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 (they do not bow to an angle of 30 degrees measured from the waist), the Central Referee shall direct the contestants to do so. It is very important to perform the bow in a very correct way.

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

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

7.- The IJF has decided to regulate the functions of the coaches during the contests. This measure will apply to all the competitions organized by the IJF and those giving access to the World Ranking list. Coaches must be seated in the reserved seat for them before starting the contest. (2014)

a) - Coaches are not allowed to coach (instructions or encouragement) to the contestants while they are fighting. (USA Judo allows coaching during the action).

b) - Only during the pause time (between *Mate* and *Hajime*), coaches will be permitted to coach their contestants.

c) - After the pause is finished, and the contest continues (*Hajime*), coaches will have to keep silent again and can make no gestures.

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 contest.

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

8.- The Table Referees (Judges) and member(s) of the Refereeing Commission may interrupt the contest. The IJF Jury will interfere only when there is a mistake that needs to be rectified. This will be done only in exceptional circumstances. The IJF Jury, 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.(IJF) (2014)

ARTICLE 16 - Entry into *Ne-waza*

1.- The contestants shall be able to change from *Tachi-waza* to *Ne-waza* as long 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 allows the passage (transition) from *Tachi-waza* to *Ne-waza*.

a.- When a contestant, after obtaining some result by a throwing technique changes without interruption into *Ne-waza* 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 *Ne-waza*.

d.- When one contestant takes his opponent down into *Ne-waza* by the particularly skilful 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 *Ne-waza*.

3.- Exceptions.

a.- When one contestant pulls his opponent down into *Ne-waza* not in accordance with Article 16.2.a and his opponent does not take advantage of this to continue into *Ne-waza*, the Referee shall announce *Mate*, and penalize with *Shido* the contestant who has infringed Article 25.a.7. If the opponent takes advantage of the action of *Tori*, the *Ne-waza* may continue. The one who committed the prohibited act will receive *shido* when there is a break in the action or may be given as the action continues (on the fly).

ARTICLE 17 - Application of *Mate*

1.- General.

The Referee shall announce *Mate* in order to stop the contest temporarily in the cases covered by this article, and the contestants must quickly return to their starting positions defined in paragraph 2 of Article 1 of these Rules, except in the cases under Article 17.2.b “*Mate in Place*”. (2014) To recommence the contest, he shall announce *Hajime*.

The Referee having announced *Mate*, must take care to maintain the contestants within his view, in case they do not hear *Mate* announced and continue fighting or 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. “*Mate in Place*” shall be used for the appropriate prohibited acts as defined in Article 25 appendix.

c.- When one or both of the contestants are injured or taken ill. In cases involving any of the provisions of Article 27, the referee after calling *Mate*, will call the doctor to provide medical attention according to that provision, either upon request of the contestant or by the referee depending on the seriousness of the injury.

d.- When it is necessary for one or both of the contestants to adjust their *Judogi*.

e.- When during *Ne-waza* there is no evident progress.

f.- When one contestant regains a standing or semi-standing position from *Ne-waza* 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 is in, or from *Ne-waza* regains a standing position and lifts his opponent, who is lying on his 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 performs any preparatory moves of a kind of fighting or wrestling technique (not genuine *Judo*) the Referee shall call *Mate* immediately, trying to stop and not to let the contestant who performs this technique, finish the action. (2012)

j.- When in any other case that the Referee deems it necessary to do so.

k.- When the Referee and Table Referees (Judges) or Refereeing Commission wish to confer.

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*, and appears in need of or calls for a rest.

4.- Exceptional situations.

a.- Should the Referee call *Mate* in error during *Ne-waza* and the contestants therefore separate, the Referee and Table Referees (Judges) may, if possible, and in accordance with the "majority of three" rule, replace 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.

ARTICLE 18 – 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.a.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 *Ne-waza*.

3.- Situations:

a.- To award a penalty.

If the contestant who is awarded the penalty in *osaekomi waza* or *ne-waza* is in an unfavorable position, there is no *Sono-mama*: the penalty is awarded directly. Give the *shido* on the fly. (2012)

b.- Medical assistance.

If during *Ne-waza* 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 the contestants (if allowed to continue) will be placed back into the positions they held before the announcement of *Sono-mama* by the Referee assisted by the Table Referees (Judges) according to the 'majority of three' rule.

4.- To recommence the contest, the Referee shall announce *Yoshi* making the gesture under Article 8.a.10.

ARTICLE 19 - End of the Contest

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

The Referee shall direct the contestants to adjust their *Judogis* under Article 8.a.13, if necessary, prior to indicating the result. After the Referee has indicated the result of the contest making the gesture, as prescribed under Article 18 a. 12 the contestants shall take one step backwards, right foot first to their respective white and blue starting positions (tapes), make the bow and leave the contest area by the sides of the mat.

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).(2014)

Should the Referee award the victory to the wrong contestant, the two Table Referees (Judges) must ensure that he changes this erroneous decision before the Referee (and Judges) leave(s) the competition area.

If a member of the Refereeing Commission should notice the error, he may call them to indicate it, but as prescribed by the following paragraph, the Referee and Judges are to make the most appropriate decision. All actions and decisions taken in accordance with the “majority of three” rule by the Referees 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* either direct or indirect (accumulated) (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 (*Hansoku make*), 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 *Yukos*.
- c. Where there has been no score of *Waza-ari*, the winner shall be declared on the basis of: one *Yuko* prevails over no recorded scores. A higher number of *Yukos* shall prevail over a lower number of *Yukos*.
- d.- Where all scores are even, the contestant with the lower number of *shidos* is declared the winner.
- e.- Where there are no recorded scores or penalties or the scores and penalties are exactly the same under each point/penalty category (*Waza-ari*, *Yuko* and *Shido*), the contest shall be decided by a “Golden Score” contest in both individual and team championships.

4.- “Golden Score” Contest.

When the time allotted for the contest ends given the circumstances of paragraph 3.e of this article, the Referee shall announce “*Sore-made*” to end the contest temporarily and the contestants shall return to their starting positions. The referee shall have the contestants adjust their *judogis* if necessary.

The time clocks shall be reset but the scores and penalties on the scoreboard 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, which has no time limit. (2013)
(reference Article 10)

The Golden Score ends as soon as a contestant is awarded a score or penalty difference over his opponent, after which the Referee will announce “*Sore-made*”. The first receiving a *Shido* loses or the first technical score will win. In the “Golden Score” contest, when one contestant is being held and “*Osaekomi*” has been announced, when the clock reaches 10 seconds, the audible device shall sound, the Referee shall call *Yuko*, then *Soremade*. The Golden Score Contest shall be concluded. (2014)

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, and this penalty would mean the victory of his opponent, he must first consult with the Table Referees (Judges) and make the decision based on the “majority of three rule”. The jury shall be consulted.

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 *Shidos*) simultaneously, the contest shall be decided by the “Golden Score” contest, even if one player has different positive scores than the other. In such a case, the scoreboard shall be reset at the start of the Golden Score period to show zero *shidos* and zero positive scores.

d.- In the case where both contestants are penalized with direct *Hansoku-make* simultaneously, both contestants shall be excluded from the Tournament/Championship.

6.- CARE (Computer Aided REplay) System

The CARE system is a video replay system which can be used by the Table Referees (Judges) and Jury (Referee Commission) on each competition area to ensure that the correct contestant wins the contest. No one may interfere or define its operation outside the rules here listed. The Table Referees (Judges) or Jury may call the Referee over for a conference or signal him with a gesture or utilize the radio ear piece to convey the judges/jury opinion as to the validity of the decision of the Referee. (2012)

Mandatory reviewing using the CARE system in support of the decision on the mat will be done under the following circumstances: (2014)

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.

There shall be no unauthorized use or request of use of the CARE system other than by the Referees Commission.

ARTICLE 20 - *Ippon*

1.- The Referee shall announce *Ippon* when in his opinion the applied technique corresponds to the following criteria:

a.- When a contestant throws the other contestant starting from the standing position or counters with control, largely on his back with real impact 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 does an intentional "bridge" (head or head and shoulder and one foot or both feet in contact with the *Tatami*) after having been thrown - although he may have avoided the necessary criteria for *Ippon*, the Referee shall nonetheless award *Ippon* in order to discourage this action.(2013) 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 Referee and Table Referee (Judges) cannot decide which technique dominated there should be no score awarded.

b.- In the case where both contestants score simultaneous *Ippon*, the Referee will act as regulated in article 19 paragraph 5.b.

c. Using *Kansetsu-waza* in order to throw will not be considered for point scoring purposes.

ARTICLE 21 - *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-ippou*.

ARTICLE 22- *Waza-ari*

The Referee shall announce *Waza-ari* when in his opinion the applied technique corresponds to the following criteria:

- (a) When a contestant throws the other contestant, starting from the standing position or counters but the technique is partially lacking in one (1) of the four (4) elements necessary for *Ippon* (see Article 20.1.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.

ARTICLE 23 - *Yuko*

The Referee shall announce *Yuko* when in his opinion the applied technique corresponds to the following criteria:

- (a) When a contestant throws, starting from the standing position or counters the other contestant, but the technique is partially lacking in two (2) of the four (4) 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 "largely on the back" and is also partially lacking in one of the other three (3) elements of "control", "speed" or "force".

(2) Largely on the back but is partially lacking in two (2) of the other three (3) elements of "control" "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.

APPENDIX Article 23 - *Yuko*

Regardless of how many *Yukos* are announced, no amount will be considered equal to a *Waza-ari*. The total number announced will be recorded.

ARTICLE 24 - *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 or 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 some part of his body touching the contest area when the hold is initiated. See Article 9 Appendix paragraphs 2, 3 and 4 for exceptions.
- (e) The contestant applying the *Osaekomi* must have his body in either the *Kesa*, *Shiho* or *Ura* position, i.e. similar to the techniques *Kesa-gatame*, *Kami-shiho-gatame* or *Ura gatame*. (2014)

APPENDIX Article 24 - *Osaekomi-waza*

Should a contestant who is controlling his opponent with an *Osaekomi-waza*, change without losing control, into another *Osaekomi-waza*, the *Osaekomi* time will continue until the announcement of *Ippon* (or equivalence), *Toketa* or *Mate*.

When *Osaekomi* is being applied, if the contestant who is in an advantageous position commits an infringement meriting a penalty, the Referee shall announce *Mate*, return the contestants to their starting positions, award the penalty (and any score from the *Osaekomi*), then recommence the contest by announcing *Hajime*.

When *Osaekomi* is being applied, to the contestant who is in a disadvantageous position commits an infringement meriting a penalty, the Referee shall announce *Son mama*- award the penalty, then recommence the contest by touching both contestants and announcing *Yoshi*. (Reference Article 18.3.a) If calling *Sono mama* in this situation would affect the action (advantage) then the penalty can be given while the action continues (On the Fly). (2012)

However, should the penalty to be awarded be *Hansoku-make*, the Referee shall, after announcing *Sonomama*, consult with the Table Referee (Judges), announce *Mate* to return the contestants to their starting positions, then award *Hansoku-make* and end the contest by announcing *Sore-made*.

If both Table Referees (Judges) agree that an *Osaekomi* exists, but the Central Referee has not announced *Osaekomi*, they shall by radio tell the Central Referee to call *Osaekomi* or if no radios are being used make the *Osaekomi* gesture and, by the "majority of three" rule, the Referee shall announce *Osaekomi* immediately. (2013)

If the Referee calls *Osaekomi* and both Table Referees (Judges) agree that *Osaekomi* does not exist they shall by radio or gesture have the referee cancel the *Osaekomi*.

(Judges on the Mat Option) If both Judges agree that an *Osaekomi* exists, but the Referee has not announced *Osaekomi*, they shall make the *Osaekomi* gesture and, by the "majority of three" rule, the Referee shall announce *Osaekomi* immediately.

The Referee shall announce *Mate* in the case of "*Osaekomi* in the safety area", when the uke escapes from the *Osaekomi*.

Toketa should be announced if, during *Osaekomi*, the contestant being held succeeds in "scissoring" the other contestant's leg, either from above or from below the leg.

In situations where the back of the contestant being held is no longer in contact with the *Tatami*, (e.g. "bridging"), but the contestant applying the hold maintains control, the *Osaekomi* shall continue.

d) Exceptions to Article 24.d above are listed in Article 9 Appendix paragraphs 2, 3 and 4.

ARTICLE 25 - 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 shall award a penalty of *Shido* or *Hansoku-make* depending on the seriousness of the infringement.

The first three *Shido* penalties are to be recorded, but they do not add up to any technical scores (*Yuko* or *Waza-ari*). There is no equivalency. (2013)

In some instances as outlined in this appendix (Article 25) the referee will give “*Shido* in Place” also known as “*Mate* in Place”.

The awarding of a direct *Hansoku-make* means the contestant is disqualified from the contest and excluded from the Competition in certain serious cases, and the contest ends according to Article 19.2.c.

The awarding of an accumulated (indirect) *Hansoku make* the contestant is just out of that contest.

Whenever a Referee awards a penalty, he should demonstrate with a simple gesture the reason for the penalty before pointing to the offending competitor.

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 *Kumi kata* or prevents one's opponent from taking hold in order to prevent action in the contest. (Immediate) (2013)
- 2) To adopt in a standing position, after *Kumi kata*, an excessively defensive posture. (Immediate) (2013)
- 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).
- 4) In a standing position, to continually hold the opponent's sleeve end(s) for a defensive purpose (Immediate) (2013) 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 (Immediate) (2013)
- 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 *Ne-waza* unless in accordance with Article 16.
- 8) To insert a finger or fingers inside the opponent's sleeve end or bottom edge of his trousers.
- 9) In a standing position to take any grip other than a "normal" grip without attacking. (Immediate). (2013)
- 10) In a standing position, before or after *Kumi-kata* has been established, not to make any attacking moves. (See Appendix Non-combativity).
- 11) To hold the opponent's sleeve end(s) between the thumb and the fingers without attacking. (2014) ("Pistol" grip).
- 12) To hold the opponent's sleeve end(s) by folding it over without attacking. (2014) ("Pocket" grip).
- 13) As an attempted throwing technique, to hug the opponent in a chest to chest position with both arms encircling the body whether the hands are touching or not. (Bear Hug) (2010)
- 14) To encircle the end of the belt or jacket around any part of the opponent's body.
- 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.
- 17) To put a foot or a leg in the opponent's belt, collar or lapel.
- 18) To apply *Shime-waza* using the bottom of the jacket or belt, or using only the fingers.
- 19) To go outside the contest area or intentionally force the opponent to go outside the contest area either in the standing position or in *Ne-waza*. (See Article 9 - "Exceptions")
- 20) To apply leg scissors to the opponent's trunk [torso] (*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. (2013)
- 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.(2013)
- 24) Cover the lapel of the *Judogi* jacket or hold it away to prevent the grip.(2013)
- 25) To force the opponent with either one or both arms to take a bent over position without an immediate attack will be penalized by *Shido* for a blocking attitude. (Crushing) (2013)

HANSOKU-MAKE (Grave Infringements Group)

(b) *Hansoku-make* is given to any contestant who has committed a Grave Infringement (or who having been given three (3) *Shidos*, 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 onto him).

- 2) To apply *Kansetsu-waza* anywhere other than to the elbow joint.
- 3) To lift off the *Tatami* the opponent who is lying on the *Tatami* and to drive him back onto the *Tatami*.
- 4) To reap the opponent's 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 Referees during the contest.
- 7) To make any action which may endanger or injure the opponent, especially the opponent's neck or spinal vertebrae.
- 8) To fall directly to the *Tatami* while applying or attempting to apply techniques such as *Ude-hishigi-waki-gatame*.
- 9) To "dive" head first, onto the *Tatami* by bending forward and downward while performing or attempting to perform techniques such as *Uchi-mata*, *Harai-goshi*, etc. or to fall directly backwards while performing or attempting to perform techniques such as *Kata-Guruma* whether standing or kneeling. Not excluded from the competition.
- 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) From a standing position, all attacks or blocking with the hand(s) or arm(s) below the belt of the opponent in any attacking or defensive action. Not excluded from the competition.
- 13) Any action against the spirit of judo may be punished by a direct *Hansoku-make* at any time during the contest.
- 14) To step onto the contest area with a judogi which does not comply with the measurements outlined in Article 3. Not excluded from the competition.

NOTE: 4 *Shidos* = *Hansoku-make* = *Ippon* to the opponent

When a contestant has repeated slight infringements and is to be penalized with his fourth (4th) *Shido* the Referee, after consultation with the Table Referees (Judges), 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 Article 25 - Prohibited Acts and Penalties

Referees (and Judges) are authorized to award penalties according to the "intent" or situation and in the best interest of the sport.

"Shido in Place" (Mate in Place) Should the Central Referee decide to penalize the contestant(s) with *shido*, in the following prohibited acts 1-12, 21 and 23-25. (except in the case of *Sono-mama* in *Ne-waza*) he shall temporarily stop the contest by announcing *Mate*. The contestants shall release their *kumi kata* and take one step back from each other. The referee shall demonstrate the prohibited act. Then announce the penalty while pointing to the contestant(s) who committed the prohibited act and then shall announce *Hajime*. (*Shido* in Place.) (2014)

Should the Central Referee decide to penalize the contestant(s) with *shido*, in the following prohibited acts 8, 13-20, 22 and all the *Hansoku make* prohibited acts he shall stop the contest by announcing *Mate*. After the *Mate* gesture the referee shall indicate (fingers together, palms up, arms straight), to the start positions of each contestant indicating they should return to their starting positions. (2014) The referee shall then demonstrate the prohibited act. Then announce the penalty while pointing to the contestant(s) who committed the prohibited act and then shall announce *Hajime* in the case of the *shido* penalties.

Before awarding *Hansoku-make*, the Referee must consult with the Table Referees (Judges) and make his decision in accordance with the "majority of three" rule. They shall also consult the Jury. Where both

contestants infringe the rules at the same time, each should be awarded a penalty separately 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 *Ne-waza* should be applied in the same manner as in *Osaekomi* (Article 24 Appendix, the 2nd and 3rd paragraphs).

(a) *Shido*-

1) 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.

3) False attacks are defined as: 1. *Tori* has no intention of throwing. 2. *Tori* attacks without *Kumikata* or immediately releases the *Kumikata*. 3. *Tori* makes a single attack or a number of repeated attacks with no breaking of *Uke*'s balance. 4. *Tori* puts a leg in between *Uke*'s legs to block the possibility of an attack. (2014)

7) Where one contestant pulls his opponent down into *Ne-waza* not in accordance with Article 16 and his opponent does not take advantage of this to continue into *Ne-waza*, the Referee shall announce *Mate*, and give *Shido* to the contestant who has infringed Article 16. (without returning to the starting position).

9) "Normal" *Kumi kata* 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.

When a contestant does a cross back grip, so there are two hands on the same side, he should attack immediately or the referee must penalize with *Shido*. Leg grabbing is not permitted.

When a contestant ducks his head causing the other to be in a cross back grip situation the one who ducks his head must immediately do a real attack or be penalized with *shido*. (2013)

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.

10) "Non-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. Each successive infringement, the time interval decreases.

Non-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.

13) 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). It is not a bear hug from the side or back.

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) The use of yours or your opponents' belt or bottom of the jacket to choke either directly (judogi material on the neck or as an anchor (wrist on the neck) is not allowed. Using only the fingers is not allowed.

19) If a contestant puts one foot outside of the contest area without an immediate attack or not returning immediately inside the contest area he is penalized by *Shido*. Two feet outside the contest area is penalized by *Shido*. If the contestant is deliberately pushed outside the contest area by his opponent, then the opponent will receive a *Shido*. (If the contestants leave the contest area, they are not penalized by *Shido* when the attack is engaged in a valid position)

(b) *Hansoku make*:

1) Even if the thrower twists/turns during the throwing action, this should still be considered “*Kawazu-gake*” and be penalized. 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. However is forbidden for lower age categories.

7) e.g. *Kani basami*.

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 it will be penalized. 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*.

11) If the contest has started and some type of jewelry is noticed (hair tie with a metal clip, necklace, etc. these types of items may be removed and no penalty given.

12) Illegal leg grabs or blocks (offensive or defensive) below the belt include when the leg grab/block is first, then the attack or the attack and leg grab are simultaneous. It is now illegal to do a leg grab/block as the second technique (genuine or not first attack) in *Renraku waza* and *Kaeshi waza* or to assist in the transition to *Ne waza*. If one applies a cross back grip and the other grabs the leg then the one who grabbed the leg will receive *Hansoku make*. (2013) Leg grabbing is ONLY allowed in *Ne waza*.

ARTICLE 26 - Default and Withdrawal

The decision of *Fusen-gachi* shall be given to any contestant whose opponent does not appear for his contest. When using a feeder system (method of calling contestants for their contests) that adequately informs the contestants many contests ahead when they are to be on the mat i.e. IJF, TMS. A contestant, who is not at his starting position within 30 seconds will forfeit the contest. (2014)

When using other feeder systems which do not provide adequate notification of future contests a contestant, who is not at his starting position after three (3) calls at one (1) minute intervals, will forfeit the contest. The Tournament Director may choose to utilize the 3-minute warning protocol (USA Judo).

Punctuality for Contests ('30 seconds rule').- Applies to all IJF events. (2014)

Forfeit of a contest: 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). (2014)

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 on the the mat the Referee will invite the athlete to enter the competition area and will be declared the winner by *Fusen-gachi*. (2014)

The athlete forfeiting a match may participate in the repechage provided the IJF jury find that certain criteria are fulfilled. (2014)

The Referee must be sure before awarding *Fusen-gachi* that he has 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 Article 26 - 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 Referees (Judges).

ARTICLE 27- 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 Table Referees (Judges) 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 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 make 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 Table Referees (Judges), 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 Central Referee and Table Referees (Judges) are of the opinion that the contest should not continue, the 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 containing 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 consultation with the Table Referees (Judges), 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. No tape/bandage may be added in this situation.

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 consultation with Table Referees (Judges), shall end the contest and declare the opponent to be the winner by *Kiken-gachi*.

APPENDIX Article 27- 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 analyze 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, parents or spectators are never allowed on the competition area.

When the Doctor is called, the Judges shall remain seated and observe the situation. Only 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 Table Referees (Judges) in case they need to comment on any decision.

Medical Assistance.-

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 reasons whenever there is blood it must always be completely contained with the assistance of the Doctor by means of adhesive tape, bandages, nasal tampons. The use blood clotters and haemostatic 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 which may be taken by the Sports Director, the Sports Commission and/or the IJF Jury.

When a Doctor clearly realizes - 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 automatically mean the loss of the contest for his contestant and should therefore only be taken in extreme cases.

If a Cadet or younger 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 by wearing a Medical arm-band.

When accrediting a Doctor for his 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.

ARTICLE 28 - 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 Referee and Table Referees (Judges) after consultation with the Refereeing Commission.

October 3, 2014

The 2014 USA Judo Refereeing Rules are for the most part the 2014 IJF Refereeing Rules. The 2013 and 2014 changes and modifications are included. The changes and modifications are highlighted and underlined. U.S. modifications and clarifications are also highlighted and underlined.