Judo Tournament Guide

This is a brief introductory guide to judo tournaments for beginners, spectators and parents.

Start of a Contest

Prior to a judo contest (*shiai*) one contestant is assigned a blue sash to wear in addition to their *obi* (belt) and/or they will be asked to wear a blue Judogi. After the contestants have bowed and stepped forward, the referee announces *hajime* (begin) to start the contest.

Scoring a Contest

Scores

- *Ippon* (full point)
- *Waza-ari* (almost *ippon*, half point)
- *Yuko* (almost *waza-ari*)

Penalties

- *Hansoku-make* (very serious violation, disqualification)
- *Shido* (minor violation, warning the first time, then increasing score for the opponent each time)

Objective

In Judo competition the objective is to score an *ippon* (one full point). Once such a score is obtained the competition ends. An *ippon* can be scored by one of the following methods:

- Executing a skillful throwing technique which results in one contestant being thrown largely on the back with considerable force or speed.
- Maintaining a pin for 25 seconds.
- One contestant cannot continue and gives up.
- One contestant is disqualified for violating the rules (*hansoku-make*).
- Applying an effective armbar or an effective stranglehold (this does not usually apply for children).
- Earning two *waza-ari* (half point). A *waza-ari* can be earned by: 1) a throwing technique that is not quite an *ippon* (for example the opponent lands only partly on the back, or with less force than required for *ippon*); 2) holding one contestant in a pin for 20 seconds; or 3) when the opponent violates the rules (*shido*) three times.

If the time runs out with neither contestant scoring an ippon, then the referee will award the win to the contestant who has the next highest score. For example, a contestant with one *waza-ari* would win against an opponent who scored 4 *yuko*.

Scoreboards

BLUE		**WHITE**	
Waza Ari	Yuko	Waza Ari	Yuko
0	**3**	**1**	**0**

There should be one or two scoreboards to show the state of play. Because in Judo it is always

the highest quality score that wins, the score-board is laid out left to right to show the scores like a number.

Looked at in this way, the score is 10 to 3: white's single waza-ari beats the lesser quality of blue's 3 yuko. The Ippon score is not shown on the scoreboard because there can only be 1 Ippon and scoring it ends the match.

Basic Judo Referee Signals (more)

Ippon (full point): Opponent is thrown on the back with force, or held under control on the mat for 25 seconds.

Waza-ari (near *ippon*): Throw is not completely successful, or opponent is held under control for at least 20 seconds.

Yuko (almost *waza-ari*): Throw is partially successful, or opponent is held under control for 15 to 20 seconds.

Osaekomi (mat hold begins): Opponent is held under control on his or her back and the time starts.

Matte (stop): Match is stopped temporarily and the time clock pauses.

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