

November 25, 2008

These new changes may be employed at earlier events on a test basis if approved by USA Judo.
Please read carefully the six IJF rule change documents.

Terms: **New** = Actual rule change **Adjustment** = A change in the interpretation of an existing rule.
 Partially NEW = Part of this rule has been in effect in the past, but part of this rule has been added to or changed.
Reiteration (Clarification) = This is not a change, it is a reaffirmation of how a rule is to be interpreted and applied.

These reiteration notices generally occur because of erroneous applications.

NEW

1. Landings (buttock(s) or side of the thigh) that were considered *Koka* may score *Yuko* if the throw is deliberate (skillful technique), has force and shows clear control. (IJF is working on a video.)
2. Throws where the landings (to the buttock(s) or side of the thigh) are borderline, partially lack control or are weak (soft), *Koka* should not be scored.
3. We must reiterate that landings to the front/side are not to be scored.

Partially NEW

1. This change needs no additional clarification.

Partially NEW

1. The first *shido* will be awarded and displayed on the scoreboard however, the opponent will NOT receive the score of *Koka*. Adapt for electronic boards with auto scoring for penalties.
2. During Golden Score, the first *shido* may be given by the referee without consultation with the judges.
3. The free shido should not be considered in the *hantei* decision in Golden Score unless it is absolutely the only difference between the two athletes (essentially impossible).
4. During Golden Score, the second *shido* may only be given after consultation with the judges. If 2 of the 3 officials agree to award the penalty, then the penalty is awarded and the contest is ended. The referee and judges have the option of consulting with the Jury.
5. If the team is split 2-1 against, the referee and judges just do not give the penalty and the Golden Score period continues. The referee and judges have the option of consulting with the Jury.

Partially NEW

1. The decision for *hantei* is based only on the *kinsas* that occur during the Golden Score period.

5. Dynamic Edge (IJF Wording)

“Let the fighters fight!”

Partially NEW

“All **actions** are valid and may continue (no *Mate*) **as long as either contestant has some part of his (or her) body touching the contest area**”. (Similar *Ne-waza* criterion is to be applied).

U.S. Referee Commission Commentary (Dynamic Edge)

1. Translation: “Actions” are while the competitors are gripping (*kumi kata*) each other as long as they are moving rapidly (*tsugi ashi*, etc.), no attack (entry into a throw) need take place, but could take place.
2. A competitor in “action” may play in the safety area as long as either contestant has some part of his/her body touching the contest area. Any break in or stall of the action warrants *Mate*. This is very different from what we have been doing in the past. This is a more liberal application. The referee and judges must be cognizant of the safety issues brought about by this change.
3. The cardinal principle to follow is **Continuity of the Action and Dynamic Action**.
4. After the original attack inside, award the appropriate score (if any) for any subsequent *renraku-waza* or *kaeshi-waza* whether one player is inside (contest area) or both are in the safety area (outside), as long as there is “continuity” and there is no clear break in the dynamic action.
5. If the referee calls “*Mate*” in error and the judges believe the action and attack to be valid, they may nullify the *Mate* and score the throw. The Jury may be consulted.
6. Any attack in the Dynamic Edge situation should have immediacy of result (reasonable completion time).

Interpretational Adjustments

Negative judo penalties must be more strictly enforced. However, we must be sure that a penalty is given only when it is obvious. Referees must not hunt for penalties. If infractions happen, they must be penalized. Please do not go overboard.

There had been a trend for the past two years in some parts to not give any shido penalties unless they were “extremely” obvious. This trend is NOT what the IJF or the U.S. Referee Commission wants!

Generally more than five seconds **means 6-8 seconds**, not 15-20 seconds or longer!

Repeated offenses should be penalized even faster (4-5 seconds). Non-combativity is still 20-30 sec.

6. Article 27.1 Avoid taking hold (To avoid taking hold or prevent your opponent from taking hold)**Adjustment**

This includes **blocking** to prevent *kumi-kata*. This includes covers (gripping one’s own lapel in order to prevent the opponent from gripping), hold-aways (gripping one’s lapel and pulling it away out of reach of one’s opponent) etc.

This also now includes **crushing** (excessive obi-tori gripping). That is keeping the opponent in a bent-over posture using an over-the-back “crushing” grip to prevent *kumi-kata*.

The time frame on this is generally more than five seconds.

Application of any negative judo penalties, such as refusal to grip should be made with logical (intuitive) timing and should be made in conjunction with the dynamic (spirit) of the contest.

7. Article 27 Excessively Defensive Posture (Generally more than five seconds.)**Reiteration**

This prohibited act will be penalized more quickly (6-8 seconds). The goal is to discourage wrestling and wrestling style tactics.

8. Article 27 False Attack

Reiteration

The referee will be more vigilant in the enforcement of false attacks including diving at the legs without a clear attempt at a throw, drop *seoi-nage* without a clear attempt at a throw or similar unskillful attacks. These are mitigated of course by the opponent's obvious defense. A true failed attack is not a false attack.

9. Article 27 Hikkomi (Hikikomi)

Unskillful take downs in order to enter Ne-waza

Reiteration

This includes unskillful *tomoe-nage*, unskillful *sumi-gaeshi* and similar unskillful attacks where the intent is to enter *ne-waza* and not to throw one's opponent. These types of attacks should be penalized with *shido*.

The uses of *Tomoe-nage* to enter into *Juji-gatame* or similar techniques (*Hikkomi gaeshi*) are acceptable as long as the attack is continuous and skillful.

10. Article 27 Pants Grasping

Partially NEW

A player may NOT "first" grab the trouser leg(s) then attack, but may grab the trousers to assist in finishing an attack that has already been initiated. Grabbing the trousers first, results in an immediate *Mate* and (*shido*). Grabbing the pants in the midst of an ongoing attack or even simultaneously in order to finish the attack should not be stopped or penalized.

Grabbing (Grasping) the leg (not pants) – arm-hook or hand-hook (as in *Morote-gari* and *Kibisu-gaeshi*) without grabbing the trousers/pants is still legal. These actions should not be stopped or penalized and any subsequent action should be scored.

11. Judogi Control

Article 3

NEW

There will be stricter enforcement of the *judogi* criteria. At National and International Events it is the responsibility of the coach, manager and competitor to meet the *judogi* rules.

The new *judogi* caliper (*Sokuteiki*) will be available at National Level and at Elite point events.

Before coming to a tournament, a competitor and his or her coach should be sure the competitor's *judogi* meets all the *judogi* requirements as outlined in Article 3 of the Refereeing (Contest) Rules.

Before the competitor comes onto the contest area (On-deck) a *gi* caliper (*Sokuteiki*) will be available at each contest area so the contestant and/or coach may check to see if the *judogi* meets all the requirements of the rule.

When a competitor comes to the contest area s/he has assumed responsibility that the *judogi* is legal.

This official *judogi* check will be done only if after a visual inspection, which the referee and judges do every contest when the competitors are walking up to the side edge of the mat, one of the officials on the mat believes that the *judogi* may not meet the *judogi* requirements.

If the referee and judges determine (all agree) that the *judogi* is "illegal" after measuring it with the *judogi* caliber (*Sokuteiki*), then that contestant will lose by *Hansoku Make*.

If two officials believe the *judogi* is illegal, then they will consult the Jury. If only one official believes the *judogi* is illegal, the contest will be allowed to continue.

This *Hansoku Make* will eliminate the competitor only from that contest, not from any subsequent contests.

Future discussion by the U.S. Referee Commission will be taking place with regard to the application of this rule at Local and Regional tournaments.

12. Long Landings: (It ain't over until it's over) (Continuity of the landing):

Reiteration

Judgment on how a throw should score is based on the entire landing from the initial point of contact or impact to the final part of the body or back landing on the *tatami* when all **controlled** movement ceases.

The complete landing in *nage-waza* must be considered in total for scoring purposes, even if the action is slow, uneven (slight hesitation), or irregular (e.g. opposite side), so long as there is **no clear break** in the technique. The landing must be continuous.



INT. JUDO FEDERATION IJF Referee Commission



REFEREEING RULES ALTERATIONS **< TEST EVENT ON WC JUNIOR BANGKOK'08 >**

SCORING:

The number of scores will be reduced to: **YUKO, WAZA-ARI** and **IPPON**.

TIMING IN OSAEKOMI-WAZA:

The time for Osaekomi will be **25 seconds**.

15 sec. = Yuko.

20 sec. = Waza-ari.

25 sec. = Ippon.

SCALE OF PENALTIES:

The scale of Penalties will be as follows:

1.Shido = **Free warning!!!**

2.Shido = Yuko for the opponent.

3.Shido = Waza-ari for the opponent.

4.Shido = Ippon for the opponent.

(The fourth Shido obviously means Hansoku-make).

GOLDEN SCORE.-

The 'Golden Score' will be reduced to 3 minutes only (Juniors & Seniors).

1.Shido = **Free warning only!!! (No winning score).**

BORDER LINE-RULES:

All the actions are valid and may continue (no Mate) as long as either contestant has some part of their body touching the contest area.

(Similar criteria than in Ne-waza).

Bangkok, 26th October.2008.



Strict application of the refereeing rules in the following fields
Aplicación estricta de las reglas de arbitraje en los siguientes dominios
Application stricte des règles d'arbitrage dans les domaines suivants

► KUMI-KATA

A - refusal of Kumi-Kata grasp

A – Rechazo de toma de kumi-kata

A - refus de prise de kumi-kata



SHIDO =>

The "blue" contestant is positive, he seeks the grasp.

The "white" contestant is negative, he prevents the grasp.

El competidor "azul" es positivo, busca el bloqueo.

El competidor "blanco" es negativo, suelta o hace que suelte el bloqueo.

Le combattant "bleu" est positif, il recherche la saisie.

Le combattant "blanc" est négatif, il lâche ou fait lâcher la saisie.

B - blocking by Kumi-kata with repulsing

B –bloqueo por kumi-kata rechazándole

B - blocage par le kumi-kata en repoussant

The "blue" contestant pushes with his arms in a blocking position and prevents the "white" contestant's attack.

El competidor "azul" empuja con los brazos en posición de bloqueo e impide al competidor "blanco" que ataque.

Le combattant "bleu" pousse avec les bras en position de blocage et empêche le combattant "blanc" d'attaquer.



SHIDO =>

C - blocking by Kumi-Kata with crushing

C - bloqueo por kumi-kata apretujando

C - blocage par le kumi-kata en tassant



SHIDO =>

The "blue" contestant is negative, his grasp blocks the "white" contestant by crushing to prevent his attack

El competidor "azul" es negativo, su bloqueo para al competidor "blanco" apretujándole para impedirle que ataque.

Le combattant "bleu" est négatif, sa saisie bloque le combattant "blanc" en le tassant pour l'empêcher d'attaquer.

► EXCESSIVE DEFENSIVE POSTURE / POSICIÓN DEFENSIVA EXTREMA POSITION DEFENSIVE EXTREME



SHIDO => 

The "blue" contestant has an excessive defensive posture. The "white" contestant can't make an attack.

El competidor "azul" lleva una postura defensiva extrema lo que impide un ataque de parte del competidor "blanco".

Le combattant "bleu" a une position défensive extrême rendant impossible une attaque du combattant "blanc".

► GRASP OF TROUSER / AGARRO DEL PANTALÓN SAISIE DU PANTALON

The "white" contestant takes hold of the trouser leg with a hand to block or attack.

El competidor "blanco" agarra el pantalón con una mano para bloquear o para atacar.


Le combattant "blanc" saisie le pantalon à une main pour bloquer ou pour attaquer.



SHIDO => 

► FALSE ATTACK / FALSO ATAQUE / FAUSSE ATTAQUE



SHIDO => 

A - sutemi

A - sutemi

A - sutemi

The "white" contestant is negative, he falls on the back without unbalancing the "blue" contestant. There is no action or intention of projection.

El competidor "blanco" es negativo, se echa de espaldas sin desequilibrar al competidor "azul", no hay acción o intención técnica de proyección.

Le combattant "blanc" est négatif, il se jette sur le dos sans déséquilibrer le combattant "bleu", il n'y a pas d'action ou intention technique de projection.

B - with the knee

B - de rodillas

B - à genoux

The "blue" contestant is negative, he falls to knees, without unbalancing or technical intention of projection of the "white" contestant.

El competidor "azul" es negativo, se echa de rodillas, sin desequilibrio o intención técnica de proyección del competidor "blanco".

Le combattant "bleu" est négatif, il se jette à genoux, sans déséquilibrer ou intention technique de projection du combattant "blanc".



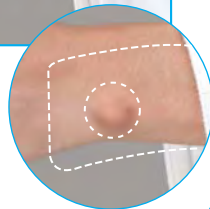
SHIDO => 



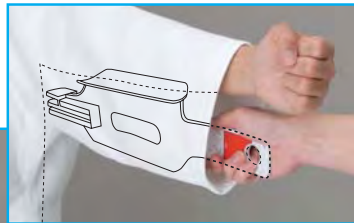


JUDO SOKUTEIKI

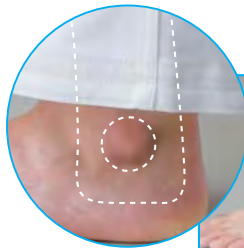
SOKUTEIKI for the Judogi control



To check the length of sleeve



To check the width of sleeve (10~15cm)



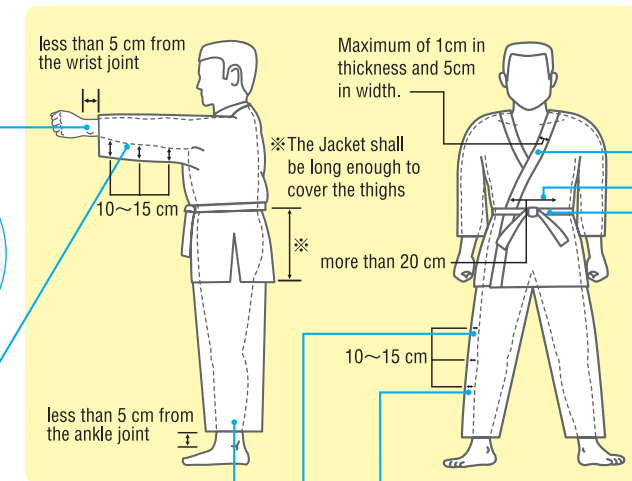
To check the length of trousers



To check the width of trousers (10~15cm)



To check the length of belt (20~30cm)



To check the width of lapel and its thickness



To check the width of the overlap points (more than 20cm)



Official IJF JUDO GI SOKUTEIKI

11/4/08

Mizuno—contact Hatashita Sports
212 769-1823 or Lia@HatashitaSports.com



Bottom / Stand

Instructions will be included





SOKUTEIKI

Judogi measurement device

In order to enforce the proper size and measurements of Judogi as defined by the Competition Rules and fair conditions for athletes, the IJF has approved the special measuring device SOKUTEIKI and a new procedure of Judogi control, starting from 1st January 2009. All the NFs are requested to carefully inform their athletes and coaches.

1. In all IJF events there will be a sufficient number of Sokuteiki devices available in warming-up zones for competitors to check their own Judogi before entering the contest area prior their fights.

Upon entering the contest area, each competitor will be regarded as having assumed full responsibility that his / her Judogi complies fully with the Competition Rules.

2. If in doubt, a referee on the mat can check the competitors' Judogi using the Sokuteiki device. Should the Judogi not comply with the Rules, the referee, after consulting with the judges, shall penalize the competitor by Hansokumake and declare the opponent winner.