



IJF referee

Seminar Malaga 2014

Rules presentation



IJF RULES 2014 - 2016

TECHNICAL ASSESSMENT

The following are amendments of the IJF Rules
1. January 2014

2015 IJF SOR:

http://www.intjudo.eu/upload/2015_04/10/142867313633412800/2015_ijf_sor.pdf

2015 IJF Refereeing Rules:

http://www.intjudo.eu/upload/2015_04/20/142952199282442702/2015_ijf_refereeing_rules_english.pdf

**This rules must be consistent during
the whole olympic qualification period**

Referee and judges:

- Only **one** referee on the mat
- Two referees as Judges with Care-System and Radio-communication to the referee neutrality of referees and IJF-Jury
- A referee ranking list will be established and published
- Referee list in three categories will be established with up and down system to be updated every half a year



TECHNICAL ASSESSMENT

• Judo Gi control	p 4
• Ippon	p 5
• Fall is rolled	p 5
• The bridge position	p 6
• Yuko (article 23)	p 7
• Osaekomi (article 26)	p 8
• Penalties	p 9
• Golden score	p 9
• Matte - shido - hajime	p 10
• Shido	p 11
• Shido . No-classic grip	p 12
• Shido . No-classic grip	p 13
• Shido	p 13
• Shido	p 14
• Bending position	p 15
• One or two foot outside	p 15
• Shido	p 16
• Shime-waza own jacket	p 17
• Bear hug	p 18
• Leg entanglement position	p 19
• Kawazu Gake hansoku-make	p 20
• Hansoku-make	p 21
• No Hansoku-make, valid actions	p 22
• Kansetsu	p 23
• When it allowed to continue action begun in the valid area	p 24
• Kata sankaku grip	p 25
• When is ne waza?	p 26

IJF Judo Gi Control



- Detailed Pictures of Hand Position for Inspection of Judo Gi Top

For more details, please see IJF Sport Organization Rules (SOR) Appendix C Page 112.

Link 2015 IJF SOR:

http://www.intjudo.eu/upload/2015_04/10/142867313633412800/2015_ijf_sor.pdf

Ippon

- To give more value «to take into account only the techniques with real impact on the ground on the **back**».

Fall is rolled

- When the fall is rolled without real impact, it is not possible to consider it
- Ippon

The bridge position

- All situations of landing in the bridge position, will be **considered Ippon**.



2015 IJF Refereeing Rules: Article 20. Page 33.

Page 33. Article 20... All Situations in which one of the contestants deliberately makes a bridge (head and one foot or both feet in contact with the tatami) after having been thrown will be considered ippon. 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....)

Yuko (article 23)

- When a contestant throws
- His opponent, with control, and the opponent falls on the side of the upper body it should be yuko.

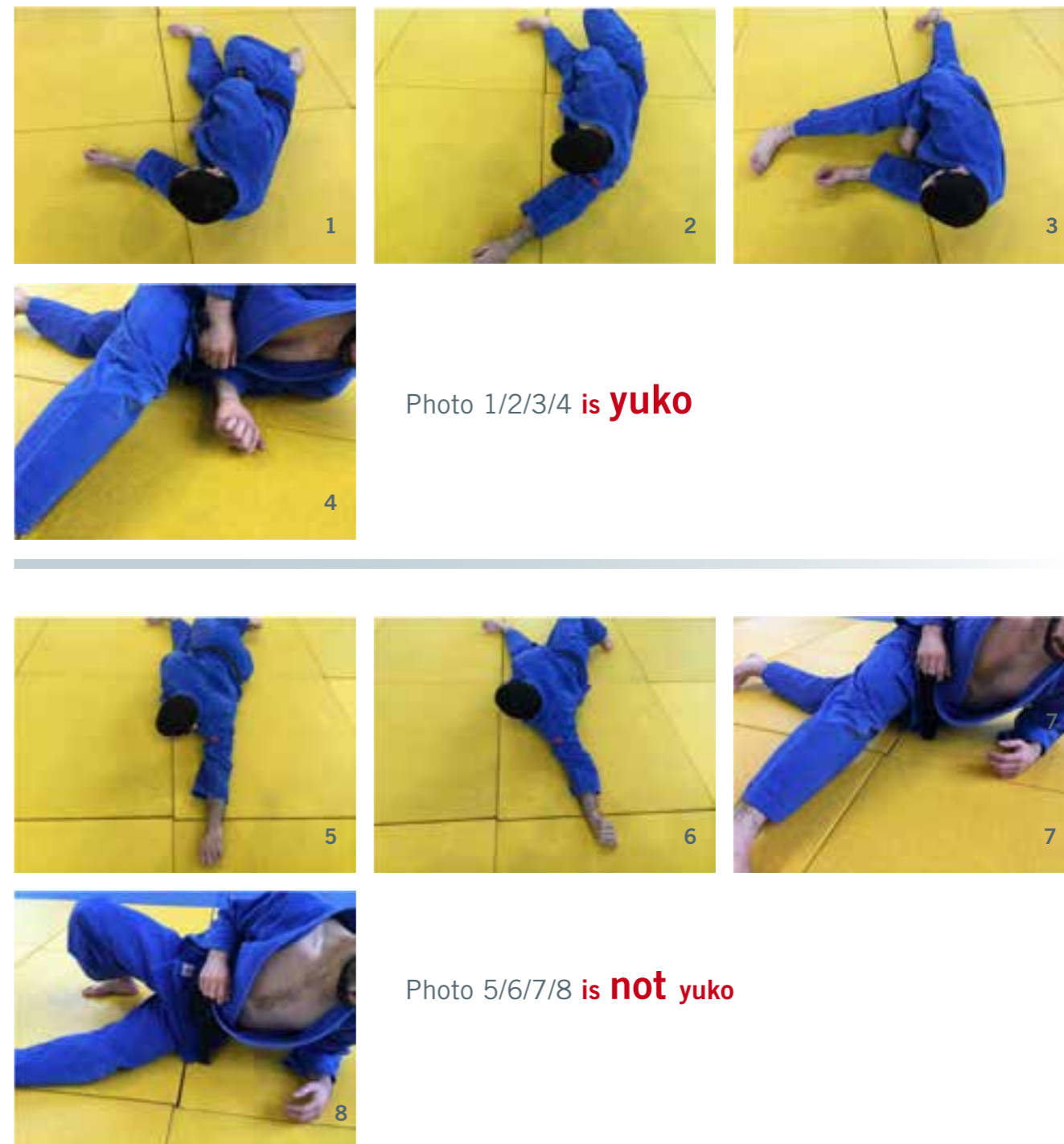


Photo 1/2/3/4 is **yuko**

Photo 5/6/7/8 is **not yuko**

For more details, please see 2015 Refereeing Rules. **Article 23 A Page 34**

Link 2015 IJF Refereeing Rules:

http://www.intjudo.eu/upload/2015_04/20/142952199282442702/2015_ijf_refereeing_rules_english.pdf

Osaekomi (article 26):

- The contestant applying Osaekomi must have his body in Kesa, shiho or ura position, i.e. similar to the techniques kesa-gatame, kami-shiho-gatame or ura-gatame.
 - The Ura position is now valid.**

- Osaekomi Timing:
 - Yuko: **10** seconds.
 - Waza-Ari: **15** seconds.
 - Ippon: **20** seconds.



Osaekomi (article 26):

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



Penalties:

- There are 3 shidos in a match and
- The Fourth will be Hansokumake.
- Shidos do not give scores for the opponent.
- Only technical scores appear on the score-board
- In Case of Draw by scores / No scores at the end of the match, the competitor with **less Shidos** wins.
- If the fight continues to Golden score, the first receiving a shido loses, or the first technical score will win



Golden score:

- No time limit
- Hantei is cancelled
- First score or penalty decides the match

Matte - Shido - Hajime

- The referee should give a shido on every place of contest AreaA without returning to start position.
- **Matte - Shido - Hajime.**
- Exept when a shido is given for leaving the contest area.
- Link video ijf barcos

Shido:

- 1 The refere should penalize strictly the competitor who does not engage in a quick Kumikata or tries not to be gripped by the opponent
- 2 If one of the contestants breaks the kumikata twice in the gripping period then, the third time he will receive a shido.

3 Breaking the grip of the opponent with two hands.



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



Shido . Non-Classic Grip

- 5
- If cross gripping or taking an unorthodox grip, it must be followed by **immediate attack** or it **will be shido**.
- Same rule as for belt gripping and one side grip



Shido . Non-Classic Grip

- Grip on his judogi **immediate attack**



Shido



- block the opponent's hands



- help with the legs to break the grip of the opponent

Shido



- Evade uke grip with a blow on his arm or hand



- pocket grip, pistol grip, or lock the wrist

Pistol and pocket grip on the bottom of the sleeve without **immediate attack** should be penalized by shido.



- pull out the bottom of our or his judogi

Bending position

8

- To force the opponent with either one or both arms to take a bending position without **immediate attack** will be penalized by shido for blocking attitude.



One or two foot outside

- One foot outside of the contest area without **immediate attack** or not returning immediately inside the contest area: Shido



Shido

It is Shido, if the athlete in blue, not back in the yellow or if it does not attack immediately

Shido

12

- If the competitor pushed outside the contest area by his opponent, than the **opponent will receive the Shido**.
-

13

- 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).

False attacks are defined as:

- Tori has no intention of throwing.
 - Tori attacks without Kumikata or immediately releases the Kumikata.
 - Tori makes a single attack or a number of repeated attacks with no breaking of Uke's balance.
 - Tori put a leg in between Uke's legs to block the possibility of an attack.
-

Shime-waza with own jacket

- Shime-waza is not allowed with either your own or your opponents belt or bottom of the jacket, or using only the fingers.
- This action should be penalized by **shido**.

Article 25. Point 14 and 18 will be strictly observed.



Bear hug

- To hug the opponent for a throw **Bear hug = Shido**



To hug the opponent for a throw **Bear hug = Shido**
Who want attack in bear hug **must have** minimum **one grip**



Leg Entanglement Position

- The act of entangling the leg without making an **immediate attack** must be **penalized with Shido**.



Kawazu Gake Hansoku-make

- 1) To apply Kawazu-Kake. (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.



Hansoku-make

- All attacks or blocking with one or two hands or with one or two arms below the belt in tachi-waza will be penalized by **hansoku-make**.



No Hansoku-make, valid actions

- It is possible to grip the leg only when the two contestants are clear in Newaza and the tachi-Waza action has stopped.



- In attack, it is possible to touch the leg of Uke if Tori has both hands in a real Kumi-Kata.



Kansetsu

- Kansetsu - or Shime-Waza initiated inside and recognized as being effective to the opponent, can be maintained even if the contestants are outside.

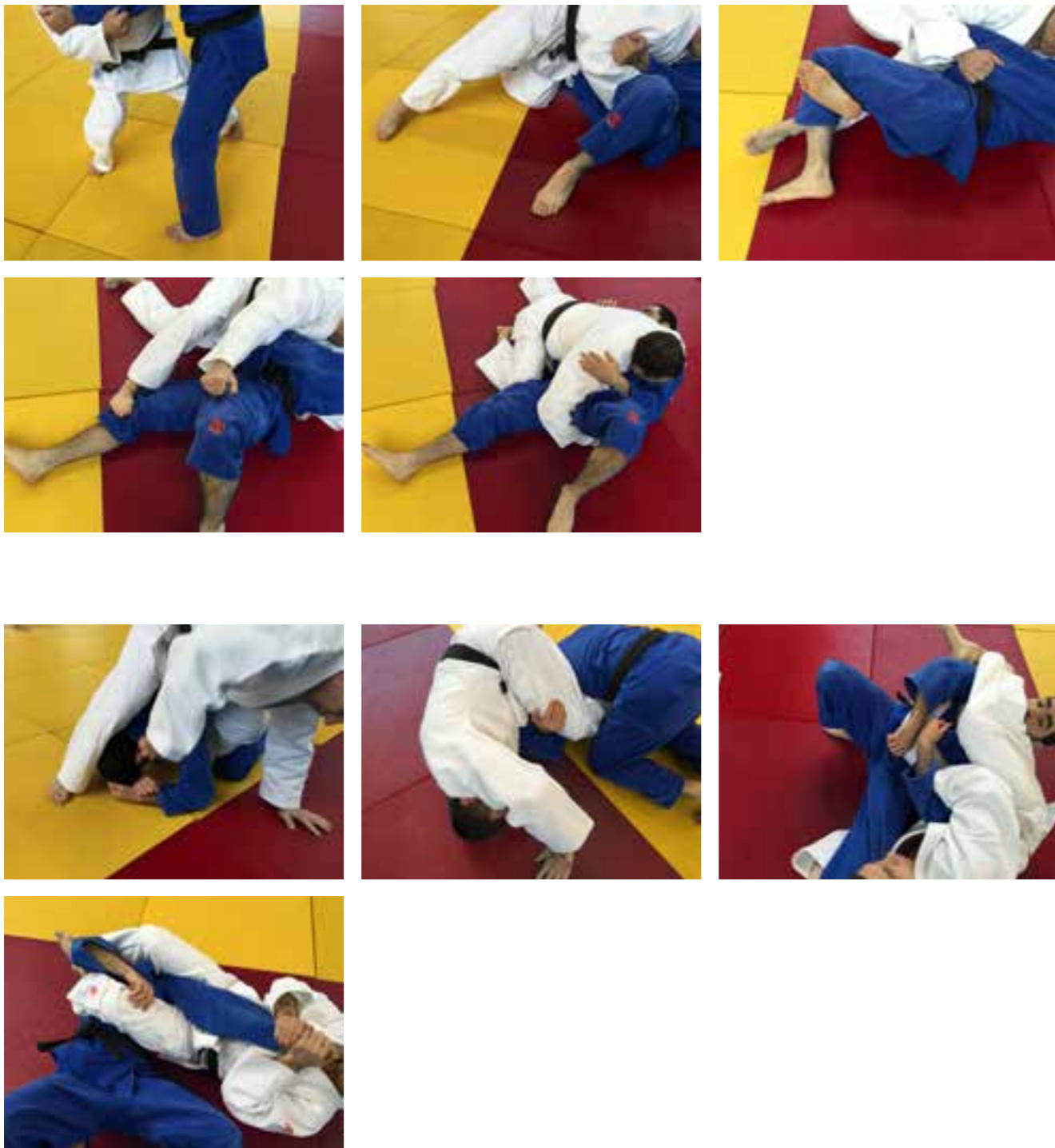


Shime - Waza



When it allowed to continue action begun in the valid area

- If a throwing action is finished outside and immediately one of the players applies **Osaekomi, Kansetsu - or Shime-waza**, this technique shall be valid.



these are the two situation allowed to continue

Kata Sankaku Grip



It is allow to do kata sankaku grip in **ne waza action**.



Kata sankaku grip must be penalize **buy shido**.



Kata sankaku grip with **throw intention**, must be **hansoku-make**.



It is **proibitid** to block with the leg in kata sankaku grip in ne waza for **the safety of the spine**.



When is ne waza?



Both athletes have two knee on the floor, we consider ne waza.



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



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



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