



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

Rules presentation

Version 10 April 2017



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Duration of contest

Men and women four (4) minutes.



Evaluation of the points

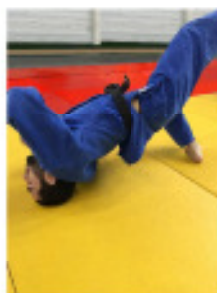
- There will now only be ippon and waza-ari.
- Ippon: strong impact on the back
- Rolling cannot be considered ippon
- The value of waza-ari includes those given for yuko in the past
- The waza-ari do not add up. Two waza-ari are no longer the equivalent of one ippon.



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Safety:

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





Waza-ari :

The value of waza-ari includes those given for yuko and waza-ari in the past.



Landing on both elbows is considered valid and should be evaluated with waza-ari.

Landing on one elbow, on the bottom or the knee with immediately continuation on the back will be waza-ari.





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Not waza-ari





Attack and counter-attack

- In a case of attack and counter-attack the first competitor landing on his side (yoko-sutemi-waza) or back (ma-sutemi-waza) cannot score unless he takes clear control of the movement in a tachi-waza position and finishes the action.
- If a score can be given, it will be assigned.
- If the two athletes land together without clear control for either one, no score will be given.
- Any action after landing will be considered as a ne-waza action.



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Immobilisations (osaekomi):

- Waza-ari: 10 seconds.
- Ippon: 20 seconds.



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Immobilisations (osaekomi):

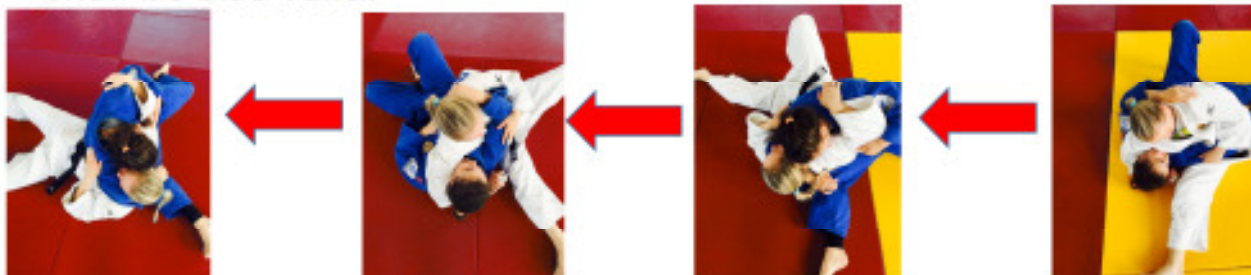
The ura position is now valid.





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- 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.





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Technical score

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



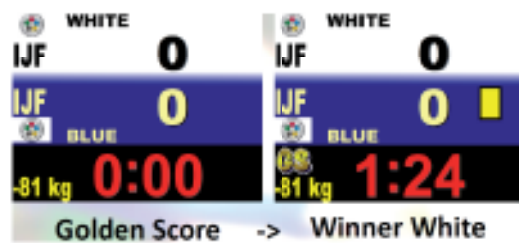
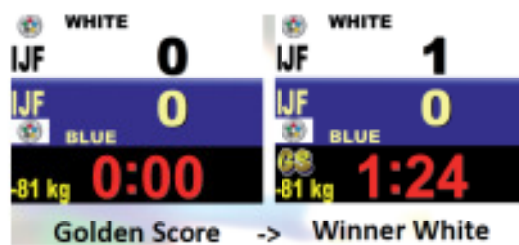
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Golden score

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



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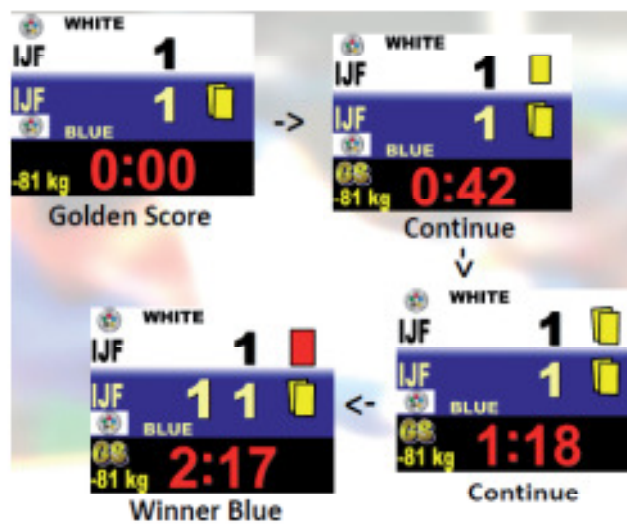
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 WHITE IJF 1 	 WHITE IJF 1 	 WHITE IJF 1 
 BLUE IJF 1	 BLUE IJF 1 	 BLUE IJF 1 
-81 kg 0:00	 -81 kg 1:24	 -81 kg 1:52

Golden Score -> Continue -> Winner White



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Applying of kumi-kata

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



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SHIDO

Breaking the grip of the opponent with two hands.





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SHIDO

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



Pull out the bottom of our or his judogi



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





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SHIDO

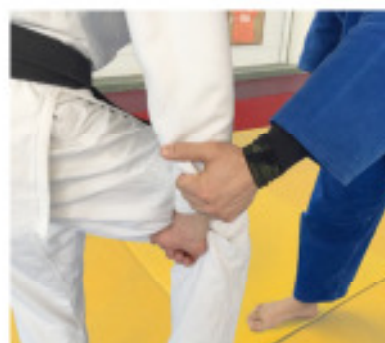


Block the opponent's hands.



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SHIDO



Help with the legs to break the grip of the opponent.



JUDO GI

- For a better efficiency and to have a good grip it is necessary for the jacket to be well fitted in the belt, with the belt tied tightly. To reinforce that, the competitor shall arrange their Judogi and belt quickly between mate and hajime announced by the referee.
- If an athlete intentionally loses time arranging his judogi and belt, he will receive shido.



Unconventional kumi-kata

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





Unconventional kumikata

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





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Unconventional kumikata

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





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Unconventional kumikata

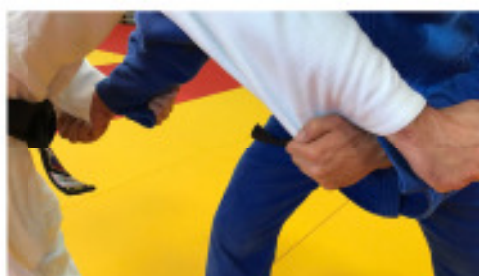
not classic grip will be penalized by **shido** if there is not immediate attack





Unconventional kumikata

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

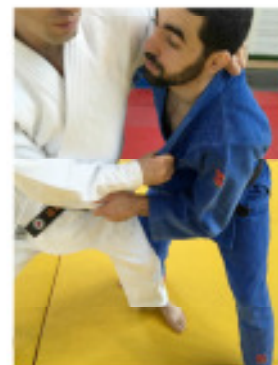




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Bending position

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

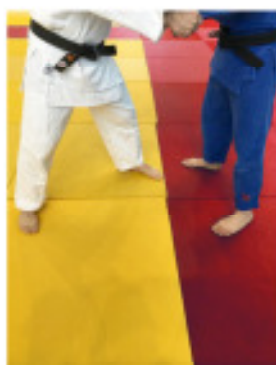




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One or two feet outside

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



Shido

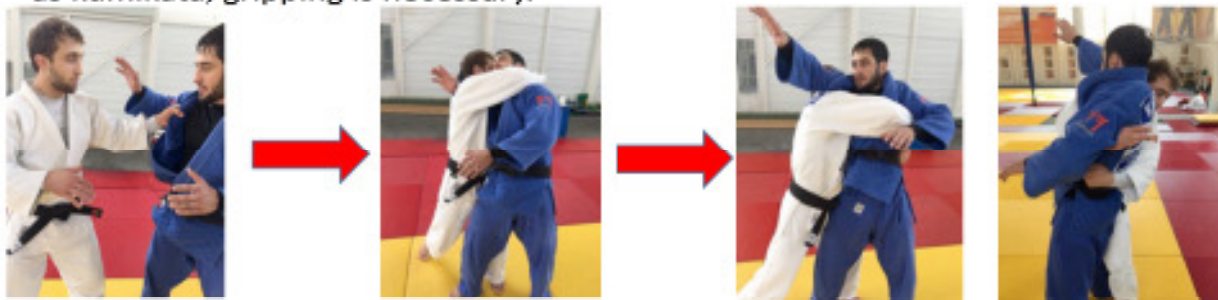


It is **shido** if the athlete in blue, does not go back in the yellow area or they do not attack immediately.



Bear hug:

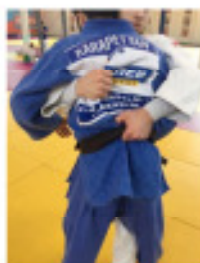
- Who wants to attack with bear hug must have a minimum one grip. It is not valid to make a second grip simultaneously. Only touching the judogi is not considered as kumikata, gripping is necessary.





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Bear hug:
Valid grip





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Bear hug: Double points

If after a blue bear hug or blue touching the leg for the first time, white throws blue for a waza-ari; the score (white waza-ari) and the penalty (blue shido) will be given.



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Leg entanglement position

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





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Kawazu-Gake: hansokumake





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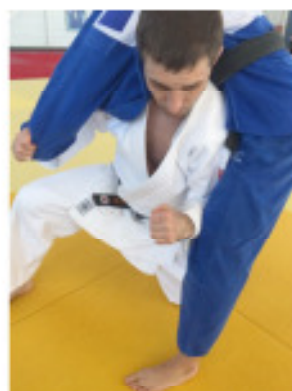
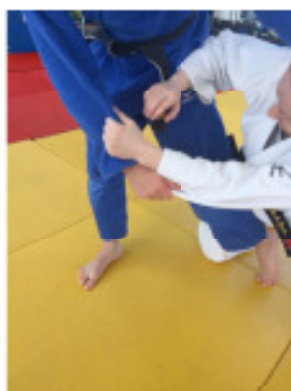
Leg grabbing
Or grabbing
trousers, shall
be penalised
by **shido**, secondly
by **hansokumake**.





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





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Valid actions, no hansokumake





Shime-waza with own jacket

Shime-waza is not allowed with either your own or your opponents belt or bottom of the jacket, or using only the fingers.

This action should be penalized by **shido**.





Valid actions, no hansokumake

It is possible to grip the leg only when the two contestants are clearly in ne-waza and the tachi-waza action has stopped.





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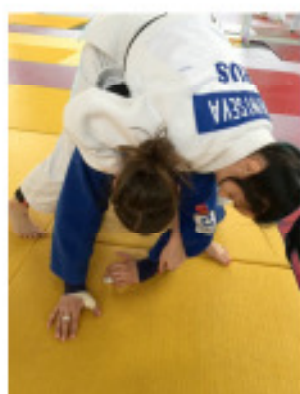
Valid actions, no mate – kansetsu-waza





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Valid actions, no mate – shime-waza

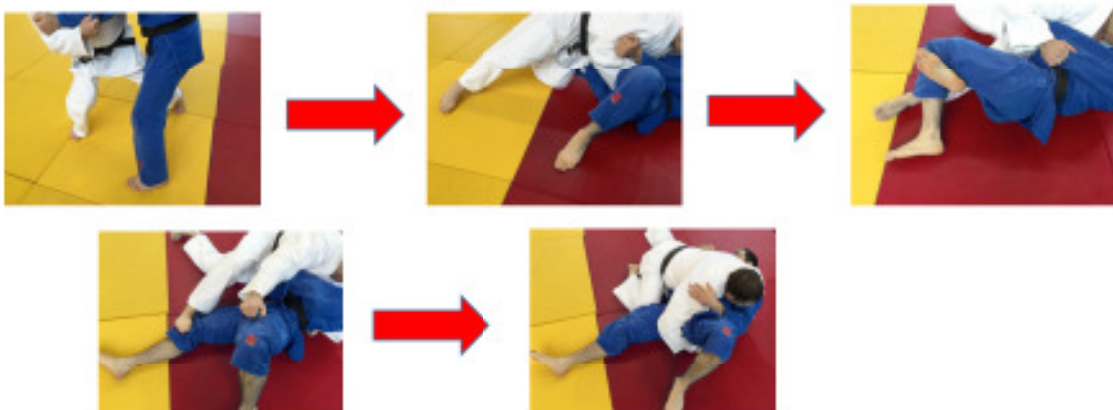




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Valid actions, no mate

When it allowed to continue action begun in the valid area





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Valid actions, no mate

When it allowed to continue action begun in the valid area





Kata-sankaku grip



It is allowed to use kata-sankaku grip in ne-waza action.



Kata-sankaku in ne-waza is prohibited to block the opponents body with the legs and must be mate



Kata-sankaku grip in tachi-waza must be mate



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When is it ne-waza ?



Both athletes must have to knees on the floor, for it to be consider ne-waza.



No contact between the opponents must be mate



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



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



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IJF RANKING EVENTS

	Continental Open <small>open entry</small>	Cont. Ch./ N. Ch./ <small>cont. entry / open entry</small>	GRAND PRIX <small>open entry</small>	GRAND SLAM <small>open entry</small>	GRAND PRIX <small>TOP 16</small>	WORLD CHAMP. <small>open entry</small>
Ranking	WJF IJF ranking Res. Nation distribution	WJF IJF ranking Res. Nation distribution	WJF IJF ranking Res. Nation distribution	WJF IJF ranking Res. Nation distribution	WJF IJF ranking Res. Nation distribution	WJF IJF ranking Res. Nation distribution
System Rankings Events	Quarter Final Roundings 1st Roundings 2 Bronze	Quarter Final Roundings 1st Roundings 2 Bronze	Quarter Final Roundings 1st Roundings 2 Bronze	Quarter Final Roundings 1st Roundings 2 Bronze	Quarter Final Roundings 1st Roundings 2 Bronze	Quarter Final Roundings 1st Roundings 2 Bronze
Number of athletes per country per country	no limit	max. 2 per country (not exceeding the total number of 3 men/3 women) (20x & 30 in case of WJF)	max. 2 per country max. 4 domestic (not 1 for women/1st)	max. 2 per country max. 4 domestic (not 1 for women/1st)	no limit	max. 2 per country (not exceeding the total number of 4 men and 4 women per country)
Participants	300	700	700	1000	1800	2000
Participants	30	490	490	700	1100	1400
Participants	30	390	390	600	900	1000
Participants	36	212	212	360	648	700
Participants	36	282	212	360	648	620
Participants	36	112	112	180	320	520
Participants	12	84	84	120	240	240
Participants	30	70	70	100	200	200
Participants		6	1	10	100	20
Total			100,000 USD	100,000 USD	100,000 USD	1,000,000 USD
1st			1,000 USD	1,000 USD	1,000 USD	USD
2nd			1,000 USD	1,000 USD	1,000 USD	USD
3rd			1,000 USD	1,000 USD	1,000 USD	USD
4th			1,000 USD	1,000 USD	1,000 USD	USD



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Teams World Ranking List

The Teams World Ranking List will consist of points from Continental Championships and World Championships.

Placing	Continental Championship points	World Championship points
1st place	700	2000
2nd place	490	1400
3rd place	350	1000
5th place	252	720
7th place	182	520
1/16th	112	320
1/32nd	84	240