



**Australian Judo Union Inc.**  
**Competition and Refereeing Rules**  
**2017**

## **Relevant Policies**

All AJU sanctioned tournaments are subject to the

- AJU Sporting Code
- AJU Grading Syllabus
- AJU Drug, Alcohol and Smoking Policy.
- Codes of Behaviour
- AJU Concussion Policy

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## ● Objectives of these rules

- To practice traditional Kodokan Judo in a safe and controlled environment.
- To adopt traditional Kodokan Judo etiquette.
- To provide a contest system which will reward the diligent practice and study of Kodokan Judo which will in turn improve a players' skill and technique and dissuade competitors who may have deficient judo skills against another player to hide their inadequate skills with undesirable and unfair practices.
- To empower referees to take appropriate action to prevent injury when the centre mat referee believes that a real and probable risk of a player being injured exists. These rules also empower the referee to take discretionary and pre-emptive action to prevent a player from being injured when the referee believes that a real and probable risk of a player being injured exists.
- From time to time the AJU will modify rules for children. It has always been the belief of the AJU, that Judo is a recreation & sporting activity that should be enjoyed by the people participating in it, especially children. The AJU will when appropriate circumstances occur will modify age/weight groups & rules to the various age and weight divisions to maintain a safe and enjoyable environment.
- To discourage and provide negative consequences for bad behaviour.

## **Section 1: The Venue**

1. The venue must be of a secure construction inclusive of an indoor sports arena, change rooms with showers for both male and females. The venue should also have a conference room, first aid/weigh in/utility room and separate eating area. It should have separate toilet facilities providing for disabled access and have ample parking facilities with accessible fire exits.
2. The venue must have an indoor sports arena which is suitable as a Competition Arena. The Competition Arena shall be of sufficient size to accommodate a minimum of one Competition Mat, Mat Officials Table, Seating for Referees and seating for the public.
3. The Competition Arena must have sufficient power points to supply power to any/all electrical and electronic devices.
4. The floor of the arena must be firm, flat and level and have impact/shock absorbing properties which will provide an appropriate support surface to a competitor being thrown.
5. All AJU members have a responsibility to ensure the safe, pleasant and comfortable amenity of the tournament venue. Any matters concerning the quality of the amenity of the venue should be reported to the appropriate tournament official or Tournament Director.

## **Section 2: Competition Arena**

### **2.1 Competition Mat**

1. The Competition Mat includes a contest area and a safety area. The mats in the safety area are a different colour to the mats in the contest area.
2. The contest area for a Junior Contest Mat (under 13 years of age) will be a minimum of 4 meters x 4meters and up to a maximum of 8 meters x 8 meters. The safety area for a Junior Contest will be a minimum of 1meter wide and up to a maximum of 3meters wide.
3. The contest area for a Senior Contest Mat (players 13 years and older) will be a minimum of 6m x 6m and up to a maximum of 8 meters x 8 meters. The safety area for a Senior Contest Mat will be a minimum of 2 meters wide and up to a maximum of 3 meters wide.

4. Where two mat areas are joined, a minimum of 3 meters to 4 meters wide safety area should separate the two contest areas.
5. When circumstances arise and two contest areas are joined and share a common safety area, the Tournament Director may approve the contest areas subject to giving appropriate instructions to the referees to keep contest activity away from the shared safety area.
6. The mats should be of a high compressed foam type material with a non slip surface.
7. Tatami mats generally measure two metres long and one metre wide and are 40mm thick. They must be firm under foot and have the property of absorbing shock during ukemi. The surface of the mats must not be slippery or too coarse to prevent foot sweeps. The mats must be aligned without space in between, and fixed in such a way that they will not move.
8. The use of interlocking jigsaw mats which are 40mm thick is permitted for competition use.
9. The AJU understands that mats do compress overtime and recommends that a mat be replaced when it has compressed below 30mm thick and/or the surface becomes uneven and may contribute towards a player being injured.

## **2.2 Tournament Table**

1. A tournament official's table will be set up for each competition mat. The table will be positioned outside the contest area and will function directly opposite the referee, and should be positioned so that it is visible to all.
2. When using a manual tournament management system, the tournament table should accommodate the roles and functions of:
  - (a) Mat Supervisor
  - (b) Bout Controller
  - (c) Scorekeeper
  - (d) Timekeeper
  - (e) Video Camera Operator

## **2.3 Conference Room**

1. A conference room should be set up prior to the commencement of the tournament to conduct the weigh in.
2. A conference room should be allocated to the Bout Controller to finalise the competition pools after the weigh in.
3. A conference room should be allocated to the Tournament Director and Referee Commissioner to attend to administrative matters such as but not limited to :
  - maintaining and updating referee roster
  - providing feedback to referees
  - viewing a video replay of a contest
  - printing of certificates and documents.

## **2.4 Video Equipment**

1. Video Equipment shall be used to record contests for review, training and other purposes the AJU may see fit to use video recordings for.
2. When there are two video cameras recording the contests on a competition mat the cameras shall be positioned as follows.
  - (a) One camera, (Camera One) shall be positioned facing the allocated competition mat from a neutral corner of a side judge with a sufficiently wide angle focus setting so that the competitors, scoreboard and mat referee are included into the recording as much as possible so that any attacks and responding hand signals from the mat referee can be recorded and compared to the scoreboard when under review. It is helpful in any review that the side judge be included into the recording.
  - (b) The other camera, (Camera Two) shall be positioned facing the allocated competition mat from the diagonally opposite corner to Camera One with a sufficiently wide angle so that a large portion of the contest area including the competitors, mat referee and opposite side judge are recorded.
3. When only one video camera is in use to record the contests on a competition mat, the mat should be positioned facing the allocated competition mat from a neutral corner of the side judge with a sufficiently wide angle so that the

scoreboard is included into the recording and that the referee is included so that hand signals can be recorded and compared to the scoreboard under review and that the side judge facing the camera can be identified.

## **Section 3: Tournament Officials**

### **3.1 Tournament Director**

1. The Executive Director- Technical Standards or his/her representative will act as the Tournament Director at all AJU Level1 tournaments.
2. The Tournament Director is responsible for the smooth running of the tournament and the amenity of the tournament venue.
3. Any complaints or queries are to be addressed to the Tournament Director in writing.
4. The Tournament Director shall receive the Weigh In Supervisor's report of registered competitors and determine the Contest Divisions for the Tournament.
5. The Tournament Director shall receive the Contest Division Reports from the Weigh In Supervisor and approve the allocation of competitors to the contest divisions.
6. The Tournament Director shall determine the contest divisions to be run on each competition mat during the tournament.
7. The Tournament Director shall inform the Mat Supervisor of the Contest Divisions to be run on the Competition Mat they are supervising throughout the tournament.
8. The Tournament Director shall handover to the Mat Supervisor the appropriate Contest Division Reports for each contest division to be run on the competition mat the Mat Supervisor will be supervising throughout the tournament.
9. The Tournament Director together with a Referee Commissioner may review a referee decision from an official AJU video recording and may overrule a referee decision including a decision made by a majority of three referees. The Tournament Director will have final say on the review if the Referee Commissioner disagrees with the Tournament Director.
10. The Tournament Director has the authority to ask a person/s to leave the venue or have them removed by police.
11. **The Tournament Director has the authority to disqualify a competitor from a contest and/ or the whole tournament when a serious breach of the rules has occurred.**

## **3.2 Referee Commissioner**

1. The Refereeing Commissioner is responsible to the Tournament Director to provide sufficient referees and to ensure that referees are being rostered appropriately so that contests can proceed without delays.
3. The Refereeing Commissioner will supervise referees during the tournament to promote a consistent and high standard of refereeing during the course of the tournament. All complaints about refereeing decisions will be directed to the Tournament Director or Refereeing Commissioner for investigation.
4. The Refereeing Commissioner and the Tournament Director with the assistance of the official AJU video recording of a contest may review a decision of a contest and over-ride the decision of a referee and side judges for the contest under review.
5. **The Referee Commissioner has the authority to disqualify a competitor from a contest and/ or the whole tournament when a serious breach of the rules has occurred.**

## **3.3 Referee and Judges**

1. The role of the referee and judges is to control contests to ensure the safety of players and to reach a fair and proper outcome by the skilful administration of the contest rules.
2. When a contest is controlled by one mat referee and two side judges (numbered one and two) under the supervision of a Refereeing Commissioner and /or Mat Supervisor. The Referee Commissioner and/or the Mat Supervisor will be supported with a video recording of the contest as a point of reference if required. (refer rules 3.9 and 12.5)
3. Side judge (number one) shall be seated on a chair facing the scorekeeper and towards the contest mat located on the far corner of the safety mat from the scorekeeper on the referee's left.
4. Side judge (number two) will be seated on a chair on the diagonally opposite corner to side judge number one and facing towards the contest mat he or she is assigned to.
5. When a contest is controlled by one centre mat referee, the referee shall be supervised by a Referee Commissioner or Mat Supervisor who is observing the contest and is supported with a video recording of the contest as a point of reference if required. (refer rule 3.9 and 12.5)

### **3.4 Weigh In Supervisor**

1. The Weigh In Supervisor works under the direct supervision of the Tournament Director
2. Before the Weigh In, the Weigh In Supervisor shall obtain any weight measuring equipment and associated weigh in equipment including computer, membership and tournament registration records of expected competitors and stationary from the Tournament Director and set up their workstation.
3. The Weigh In Supervisor shall verify that each player who presents themselves at the weigh in and ensure that:-
  - (a) That the person is a member of good standing with the AJU.
  - (b) That the player has paid the appropriate tournament registration fee.
  - (c) If payment of the registration fee is late then the Weigh In Supervisor must decline the player's registration.
  - (d) That the member has satisfactorily identified themselves by confirming with the player their gender, date of birth, contact details, the club they train at and verify other membership details with AJU records.
  - (e) That the player/s competitor is clean and in a prepared state to compete in accordance with Sections 4, 5 and 6 of these contest rules.
  - (f) That the player/competitor does not appear to be contravening the AJU's Drug, Alcohol and Smoking Policy. (see rules 12.2.6 and 13.4.4(6)).
  - (g) That a player (if required to do so) has provided appropriate medical clearances and/or medical instructions.
4. The Weigh In Supervisor shall receive letters/reports from Medical Professionals which contain medical clearances and /or instructions regarding a competitor.
5. The Weigh In Supervisor shall not complete the player's tournament registration until the player complies with the requirements of rule 3.4.3 above.
6. If the player complies with rule 3.4.3 above, the Weigh In Supervisor shall complete the registration of the player.

7. The Weigh In Supervisor shall maintain a Summary Listing of all competitors who have weighed in and successfully registered to enter the tournament.
8. At the end of Weigh In the Weigh In Supervisor shall confer with the Tournament Director who will peruse the Summary Listing of Competitors approve the parameters of the Contest Divisions for the tournament.
9. The Weigh In Supervisor will allocate each competitor to a Contest Division approved by the Tournament Director in rule 3.4.7 above.
10. The Weigh In Supervisor shall prepare a "Contest Division Report" for each Contest Division. A Contest Division Report is list of competitors who have been allocated to the contest division. *In a manual system each Contest Division Report shall be recorded on a separate sheet of paper.*
11. The Weigh In Supervisor shall compile and hand over to the Tournament Director all medical letters and reports.
12. The Weigh In Supervisor shall compile and handover the Contest Division Reports to the Tournament Director to check and approve.
13. After the handover of the Contest Division Reports to the Tournament Director the Weigh In Supervisor will set down their work station and return all equipment and records to the Tournament Director.

### **3.5 Mat Supervisor**

1. A Mat Supervisor shall be allocated to each Competition Mat in a tournament.
2. A Mat Supervisor is responsible to the Tournament Director to supervise all tournament table officials who work and function from a dedicated table for a competition mat and ensure that all tournament table official functions are carried out correctly.
3. Before the commencement of the tournament the Mat Supervisor shall obtain from the Tournament Director all equipment, Contest Division Reports, and stationary necessary to operate the Tournament Table.
4. The Mat Supervisor observes the refereeing standards on the allocated mat and ensures that communication is correct between the referees and table officials.
5. The Mat Supervisor monitors and reports to the Tournament Director on the performance of the Bout Controller, Timekeeper, Scorekeeper and Video Camera Operator/s on the allocated competition mat during the course of the tournament.
6. The Mat Supervisor monitors and reports to the Referee Commissioner the refereeing standards on the allocated competition mat during the course of the tournament.

7. The Mat Supervisor with the aid of the official AJU video recording of a bout may over rule a referee's decision who is refereeing without a side judge.
8. When extraordinary circumstances exist, the Mat Supervisor has the power to instruct the time keeper to suspend a contest and to instruct the Bout Controller to notify the Mat Referee to call "matte" to stop or suspend the contest so that the Mat Supervisor can confer and consult with the Mat Referee and Side Judges.
9. The Mat Supervisor may refer a video recording of a contest to the Tournament Director or Referee Commissioner to review the referee's and side judge's decision.

### **3.6 Bout Controller**

1. Works under the direct supervision of a Mat Supervisor.
2. Before the commencement of the tournament the Bout Controller/s obtains from their Mat Supervisor, the appropriate Contest Division Reports and bout control equipment and sets up their workstation.
2. The Bout Controller prepares the draws and bout sheets for the division pools from the Contest Division Reports.
3. The Bout Controller prepares the order/schedule of bouts to minimise the effect of any disruptions to the proceedings of the tournament on the allocated competition mat.
4. The Bout Controller announces up coming bouts and advises the Marshalls what competitors are required to be in the contest arena.
5. The Bout Controller records the winners and losers of each contest and allocates the appropriate contest points awarded for each contest
6. The Bout Controller tallies up the bout control sheets to determine the winners and place getters of each pool/division and prepares a report of the winners and place getters for the tournament director.
7. The Bout Controller shall ensure that competitors receive the appropriate minimum rest time between contests. (refer rule 9.3)
8. At the end of the tournament the Bout Controller shall compile and summarize all records of the contests and the results of the tournament and forward them to the Mat Supervisor.
9. At the end of the tournament the Bout Controller shall set down their workstation and return all bout control equipment to the Mat Supervisor.

### **3.7 Scorekeeper**

The Scorekeeper:-

1. Works under the direct supervision of a Mat Supervisor and
2. Obtains the scorekeeping equipment and sets up his/her workstation before the commencement of the tournament.
3. Records all scores called by the Mat Referee onto the scoreboard and
4. Confirms final score with the Bout Controller.

5. Sets down his/her workstation and returns the scorekeeping equipment to the Mat Supervisor after at the end of the tournament

### **3.8 Timekeeper**

The Timekeeper:-

1. Works under the direct supervision of a Mat Supervisor
2. Before the commencement of the tournament obtains the timekeeping equipment from the Mat Supervisor and sets up his/her workstation.
3. The Timekeeper keeps "Contest Time" for each contest. (refer rule 9.1)
4. The Timekeeper keeps "Osaekomi Time" for each hold down (refer rule 9.2)
5. The Timekeeper keeps "Sick and Injury Time" for competitors to receive medical attention (refer rule 9.4)
6. The Timekeeper keeps "Concessional Time" for competitors to change their judogi or garment (refer rule 9.5).
7. At the end of the tournament returns the timekeeping equipment to the Mat Supervisor.

### **3.9 Video Camera Operator**

The Video Camera Operator:-

1. Works under the direct supervision of a Mat Supervisor and
2. Obtains the AJU Video Camera from the Mat Supervisor before the commencement of the tournament and sets up his/her workstation and
3. Operates the AJU's Video Camera in accordance with rule 2.4
4. Ensures that each contest which takes place on the allocated competition mat is recorded and reconciles with the bout control sheets.

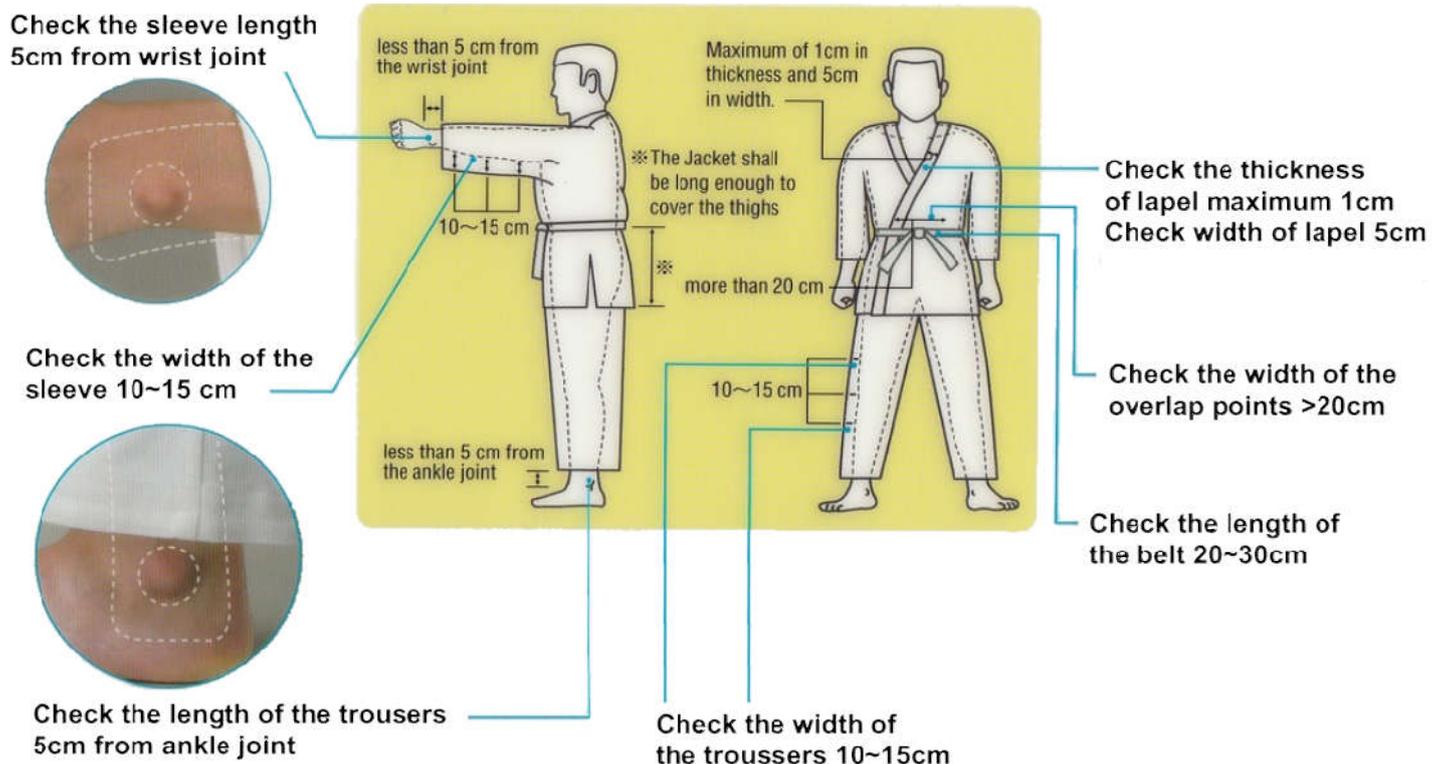
5. Ensures that all video recording/s are filed digitally and are easily accessible and retrieved either immediately for purposes of review or at any later time.
6. Sets down the video camera and his/ her workstation .at the end of the tournament.
7. Hands over all digital recordings of the contests to the Mat Supervisor at the end of the tournament.
8. Returns the AJU Video Camera to the Mat Supervisor at the end of the tournament

### **3.10 Marshall**

#### The Marshall

1. Works under the direct supervision of the Mat Supervisor and/or Tournament Director.
2. Performs a variety of tasks assigned to them by the Mat Supervisor or Tournament Director to ensure the good amenity of the competition arena and smooth running of the tournament.

## AJU Judogi Standard



## **Section 4: Judogi Standards for Competition**

1. Tournaments will be described as either “Blue and White” tournaments or “Red and White” Tournaments. At a blue and white tournament, competitors must provide themselves with a blue judogi and a white judogi so that officials can identify a player during a contest. When the competitors for a contest are being called to the contest area, the competitor whose name is called first, shall wear a white judogi. The competitor whose name is called second, shall wear a blue judogi. The competitors in a Blue and White competition shall wear a belt with appropriate stripes which indicates their rank and age division. (Refer rules 12.1.5 to 12.1.7)
2. At a Red and White tournament, competitors will wear a white judogi. When the competitors for a contest are being called to the contest area, the competitor whose name is called first shall remove their belt and wear a white belt. The competitor, whose name is called second, shall remove their belt and wear a red belt.
3. Reversible blue/white judogis are acceptable to be worn at either Red and White or Blue and White tournaments.
4. The judogi must be clean and in good condition for contest. The jacket shall be long enough to cover the thighs and shall reach to the wrists when the arms are fully extended downwards at the sides of the body. 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 200 millimetres at the level of the bottom of the rib-cage. The sleeves of the jacket must at a maximum length reach the wrist joint and at a minimum length be 50 millimetres above the wrist joint at a minimum. A space of 100 to 150 millimetres shall exist between the sleeve and the arm (inclusive of bandages), along the entire length of the sleeve.
5. The judogi must not have any rips or tears and must be fit for its purpose i.e. to be loose and allow flexibility in order to let the opponent to take a safe hold. In addition, the thickness of the jacket lapel must not be so thick to prevent or make it difficult for the opponent to take a hold preventing the function of Shime Waza (Strangulation techniques).
6. The trousers must be free of any markings, shall be long enough to cover the legs and at a maximum length, reach the ankle joint and at a minimum be no more than 50 millimetres above the ankle joint. The bottoms of trouser legs must be properly stitched and not rolled/folded up.
7. A space of 100-150 millimetres shall exist between the trouser leg and the leg (inclusive of bandages) along the whole length of the trouser leg

8. A strong belt, 40 to 50 millimetres wide, whose colour corresponds to the grade, shall be worn over the jacket at waist level and tied with a square knot tight enough to prevent the jacket from being too loose and long enough to go twice around the waist leaving 200 to 300 millimetres protruding from each side of the knot when tied.
9. In addition to these requirements, only female judoka will be permitted to wear a clean white plain crew neck T-shirt or leotard under their judogi. "Skins" or "Rashies" may be worn however, the sleeve of the garment must be short and not cover the elbow and the pant's legs must be short and not cover the knee.
10. Male competitors will be permitted to wear a plain white crew neck T shirt, only for medical conditions, which will require authorisation prior to the competition. "Skins" or "Rashies" may be worn instead of a t-shirt however, the sleeve of the garment must be short and not cover the elbow and the pant's legs must be short and not cover the knee.
11. Only two badges or logos will be permitted on the judogi for competition. Manufacturer's insignia like shoulder stripes will be permitted, although anything deemed to be excessive or interfering with the opponents' ability to take a grip will be disallowed.
12. Competitors who are not able to demonstrate that their judogi/s comply with these rules will not be permitted to compete in the tournament until they are able to demonstrate that their judogi is compliant. (see also rules 12.2.5(a), 13.2.1 and 14.1.2)

## **Section 5: Competitor's Personal Hygiene**

The competitors shall enter tournaments in a clean state and be free of any infectious sores or skin rashes. Competitors must have short finger nails and short toe nails to prevent injury.

During the tournament competitors have a responsibility to keep their feet clean and hygienic and shall wear appropriate foot wear so that their feet are not in direct contact with the floor when they are not competing.

Competitors must be free of body odour or strong perfumes. (refer to rule 9.5)

## **Section 6: Sharp and Metallic Objects**

1. Competitors are not permitted to wear sharp objects, jewellery, hair clips or body piercings. Any hair clips and body piercings are to be removed prior to weigh in. Long hair is to be tied up with a soft hair band so that hair cannot be flicked into their own or another player's eyes. (refer to rule 9.5)
2. Competitors are not permitted to wear a mouth guard unless they are fitted by a dental professional. ( A letter from a dental professional must be provided at weigh in).
3. Competitors are not permitted to wear dental braces without a mouth guard which was fitted by a dental professional. )see rule 6.2 above)

## **Section 7: Objectives of Contest**

### **7.1 The Objectives**

- 1 The objective of a judo contest is to defeat an opponent by demonstrating superior judo skills over an opponent by:-
  - (a) throwing the opponent (refer to rule 7.2)
  - (b) holding the opponent down (refer to rules 7.3 and 7.4)
  - (c) if tori and uke are 16 years or older tori is permitted to apply a lock onto uke's elbow joint of the opponent and cause uke to submit.
  - (d) if tori and uke are 16 years or older tori is permitted to apply a strangle onto the carotid artery of the opponent's neck and cause uke to submit.
2. All valid techniques are evaluated and scored by the referee. (refer to Section 11)
3. Upon the first player of a contest to be awarded the score ippon the referee shall call "sore-made" (end of contest) to stop the contest (refer rule 12.3.9) and declare the player who was awarded ippon the winner of the contest.
4. The player with the highest score at the end of the contest shall be the winner
5. If at the end of the contest the scores for each player are equal and the number of shido penalties to each player are equal, the contest will be decided by hantai (viz. a decision by the majority of the three referees judging the contest). (refer to rule 10.2).

### **7.2 Determination of a throw**

The referee shall determine if a player has executed a valid throw by assessing whether:

1. The throw was executed in a safe manner and that the throw is not in violation of any rules or is not prohibited in Section 13 of these rules.
2. The technique employed by the player uses a minimum of physical force.
3. That the outcome of the technique was largely influenced by the following elements
  - (a) the player demonstrated appropriate kuzushi (breaking opponent's balance/posture) and
  - (b) the player demonstrated appropriate tai-sabaki (turning into the throw) and
  - (c) the player demonstrated appropriate kake (execution of planned/intended attack)

*If a technique is assessed that it was not influenced significantly by the above elements then it was largely influenced by excessive physical force and will not be awarded a score.*

*If a player stumbles or falls over from a circumstance not related to a valid attack no score shall be awarded.*

### **7.3 Determination of a hold down (Osaekomi)**

The referee shall announce “osaekomi” when:

1. The contestant being held must be controlled by their opponent and must have their back, both shoulders or one shoulder in contact with the tatami.
2. Osaekomi shall be called when tori applies the hold down when any part of either uke or tori are in contact with the contest mat. The hold down may continue outside the contest area providing that no player is in danger.
3. Osaekomi shall be called if a hold down is applied outside the contest area if the hold down occurred from a continuous movement flowing on from a valid tachi waza technique which commenced inside the contest area.
4. The contestant applying the hold must not have their leg(s) or body controlled by their opponent's legs.
5. When applying hold down, tori must have their body in the tori position to apply either Kesa Gatame, Kata Gatame, Ura Gatame, Ushiro Kesa Gatame, Kami Shiho Gatame, Yoko Shiho Gatame or Tate Shiho Gatame.
6. Upon the referee calling osaekomi, the Timekeeper shall commence a 20 second count-down of the hold down.

### **7.4 Practical Application of Hold Downs (Osaekomi Waza)**

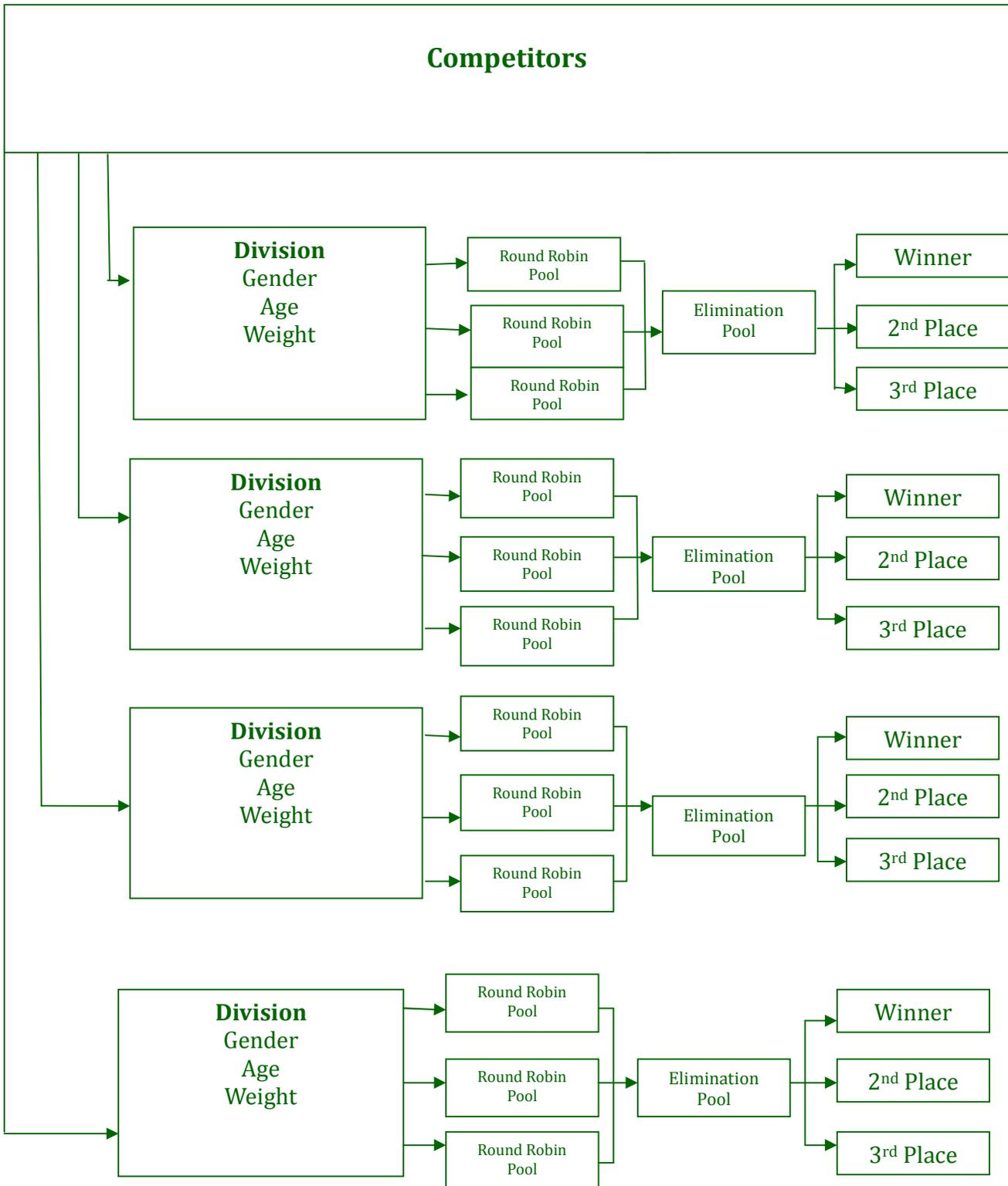
1. Should a contestant who is continuously controlling their opponent with an osaekomi-waza, change the hold down technique without losing control, into another osaekomi-waza, the osaekomi time shall continue.
2. Should uke escape tori's osaekomi-waza so that tori no longer maintains sufficient control to continuously hold uke on his/her back, the referee shall call “toketa” (hold down broken) and the time keeper shall stop time on the hold down, the time-keeper shall inform the referee how long tori held uke in the hold down and the referee shall award the appropriate score if any.

3. Toketa should be announced if, during osaekomi, the contestant being held succeeds in "scissoring" tori's leg.
4. If the contestant who is in an advantageous position commits an infringement deserving a penalty, the referee shall announce matte, return the contestants to their starting positions, award the penalty (and any score from the osaekomi), then recommence the contest by announcing hajime.
5. If the contestant who is being held down commits an infringement and deserves a penalty, the referee shall award the penalty whilst the hold down continues. However, should the penalty to be awarded be hansoku-make, the referee shall, after announcing sono-mama, consult with the Judges. If it is decided to disqualify the offending contestant the referee shall announce "matte" to return the contestants to their starting positions, then award hansoku-make and end the contest by announcing sore-made.
6. If both judges agree that a competitor has an effective hold down on their opponent, 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 Timekeeper shall commence a 20 second count-down upon the referee's call of osaekomi.
7. If during the course of a hold down, the competitors move off the contest mat and onto the safety mat, providing there is no risk of danger to either competitor the referee shall allow the hold down to continue.
8. If a player is in danger the referee shall call matte, instruct the competitors to stand and return to their start positions, award any appropriate score or penalty, and recommence the contest in tachi waza from the competitor's start positions. (Refer rule 12.4.7)
9. 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 hold down shall continue.

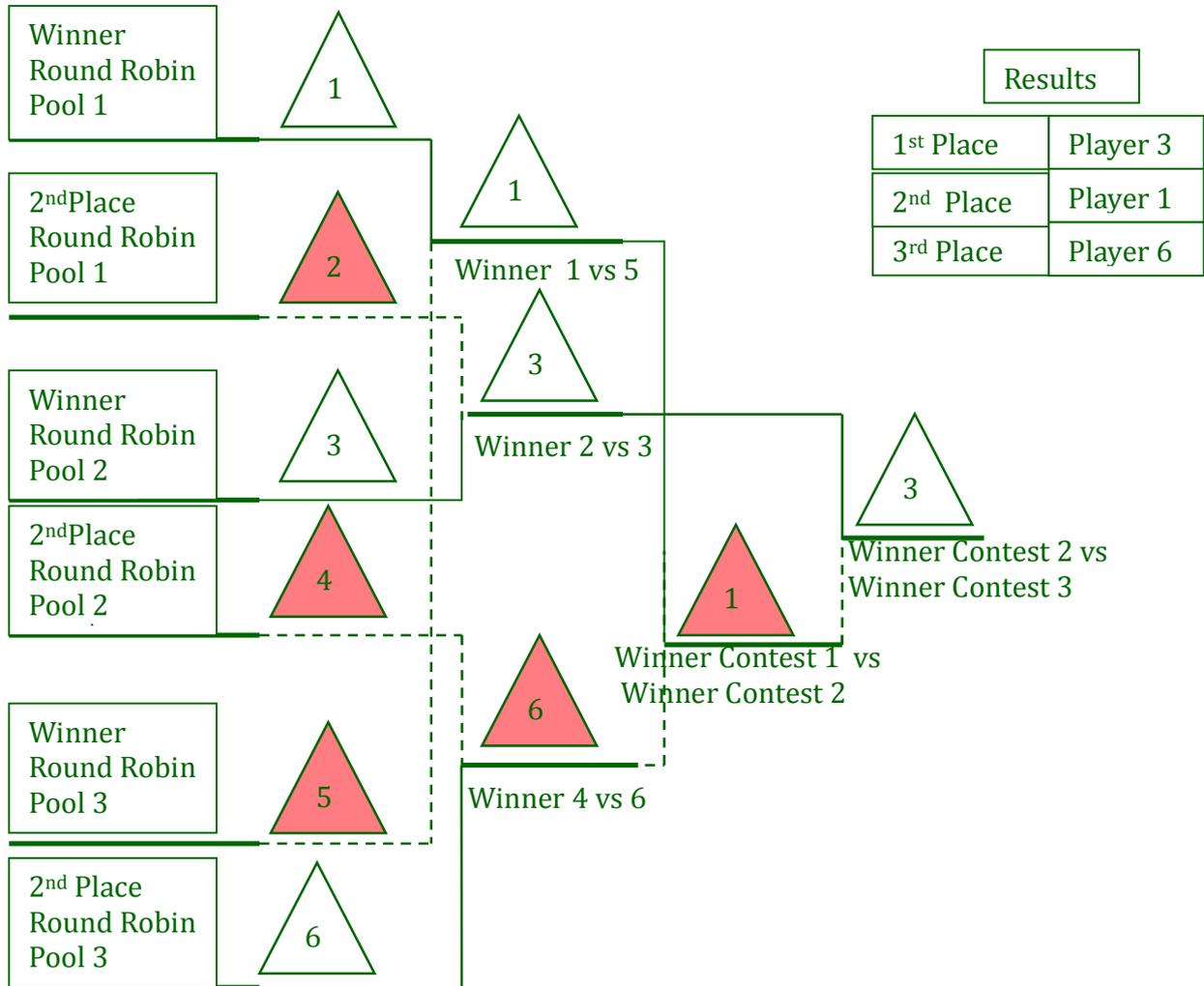
## **7.5 Strangles (Shime Waza) and Armbars (Kansetsu Waza)**

1. The referee shall call ippon upon any submission.
2. A player submits when he or she taps their opponent twice or more times or taps the tatami twice or more with their hand or foot, or calls out " maitta maitta".
3. When the referee forms an opinion that tori has applied an effective arm bar or strangle and gained a superior advantage over uke regardless that uke does not submit, the referee shall call matte to stop the contest and award ippon to tori and avoid the risk of uke being injured. (See rule 12.4.7)
4. Strangles and arm bars are not permitted in any under 16 years contest. (refer to rule 17.1)

## Competitor Organisation Model



### Elimination Pool Model From 3 Round Robin Pools

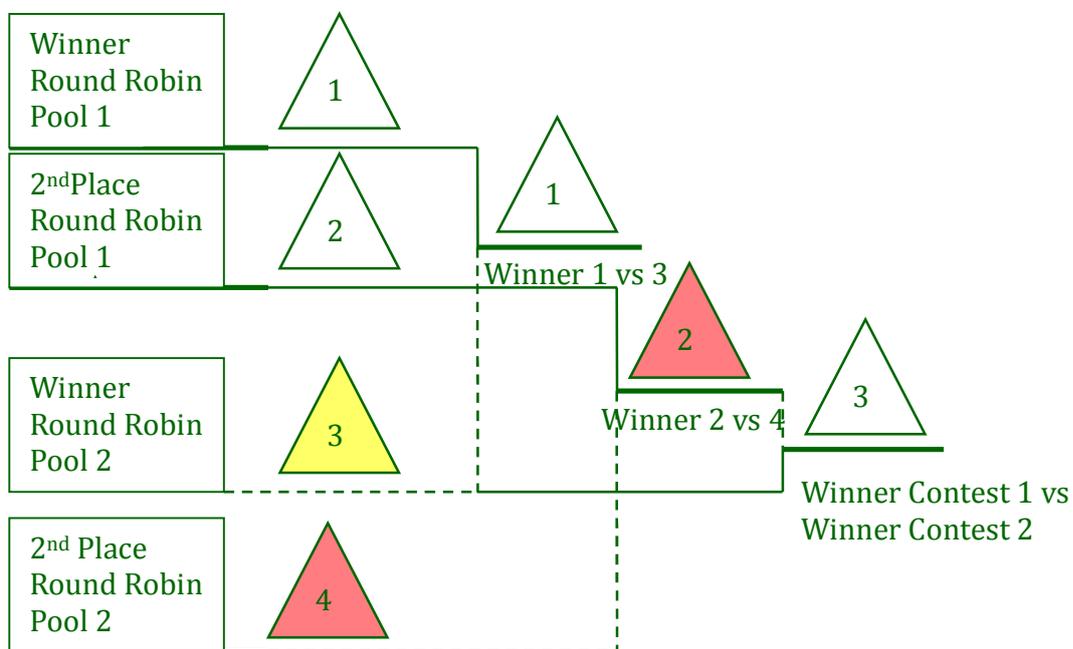


Bout No.	Competitors
1	1 v 5
2	4 v 6
3	2 v 3
4	W1 v W2
5	W2 v W3

## Elimination Pool Model From 2 Round Robin Pools

Results

1 <sup>st</sup> Place	Player 1
2 <sup>nd</sup> Place	Player 3
3 <sup>rd</sup> Place	Player 2



Bout No.	Competitors
1	1 vs 3
2	2 vs 4
3	W1 vs W2

## **Section 8 Competitor Organisation**

*(See Competitor Organisation Model)*

### **8.1 Divisions**

1. The Bout Controller will divide the overall competitor pool of a tournament into divisions according to gender, age and weight and will apply risk management strategies and best practice in the pursuit of fairness for its competitors.
2. The Tournament Director reserves the right in every tournament to alter, amalgamate or delete any age group and or weight division due to too many numbers or lack thereof. Should there be further weight categories required due to excessive weight differences, further categories may be added.

### **8.2 Contest Pools**

1. The Bout Controller will further subdivide the divisions into Pools of up to 6 competitors. In some cases a division may have several pools.
2. When there are more the 6 competitors in a contest division:-
  - (a) The bout controller will create pools which consist of 3 up to 5 players.
  - (b) The above pools will be conducted according to a "Round Robin" system (all competitors will compete against each competitor in the pool.
  - (c) The first and second place getters of the Round Robin Pools will be entered into an repechage/elimination pool (the winner of each contest eliminates their opponent until the first second and third place getters are determined by their wins.
3. When there is only one pool in a division the pool shall be run on a "Round Robin" system described in rule 8.2.2 above.

## Section 9 Time

### 9.1 Contest time

The following are recommended contest times but may be subject to change.

**Seniors (16 years and over):** 4 minutes (same duration for men and women)

**Intermediates (13,14 and 15 years old):** 4 minutes

**Masters (30 /Years to under 50 Years):** 4 minutes for under 50's,

**Masters over 50 years** 3 minutes

**Special Needs:** 3 minutes (full 3 minutes – see special needs shiai)

**Under 13's** (all ages under 13 years) : 3 minutes

Unless directed otherwise, the times of each contest excludes any stoppage time.

When Matte is called, the clock will be stopped.

### 9.2 Osaekomi Time

A competitor shall be awarded the following scores for holding down their opponent for the following time. (refer to rule 9.2)

- |    |            |          |
|----|------------|----------|
| 1. | 20 seconds | Ippon    |
| 2. | 15 seconds | Waza-Ari |
| 3. | 10 seconds | Yuko     |

### 9.3 Recovery time

Each competitor is entitled to 4 minutes recovery time between contests.

### 9.4 Sick and Injury Time

Each competitor is entitled to an aggregate total of 4 minutes sick or injury time on or off the contest mat per contest.

### 9.5 Concessional Time

1. When a competitor steps onto the contest mat and the referee rules that the competitor is in breach of either Section 4, 5 or 6 of the rules *before the contest commences* the referee shall allow the competitor up to and not more than two minutes concessional time to render themselves compliant with Section 4 , 5 and 6 of these contest rules.
2. A competitor is entitled up to 4 minutes concessional time to replace their judogi if their judogi is ripped *during the contest* or rendered "non compliant to Section 4 " *during the course of a contest*. If however, the jacket of the judogi is ripped the competitor is entitled to 2 minutes concessional time and shall change the jacket at the edge of the competition mat.

## **Section 10 Scores**

### **10.1 Contest Scores**

1. The referee evaluates and awards the scores to all valid techniques which occur during a contest. In ascending order of value, the scores are:- yuko, waza-ari and ippon. When the referee awards a score the scorekeeper immediately records the score on the scoreboard.
2. The contest will continue until a player is awarded ippon (see rules 7.1.3 and 11.2 ) or a score which attracts 10 points as listed in rule 10.3. or when the contest time expires (see rule 9.1). and the player with the highest score when contest time is expired is the winner.
3. The score of yuko is not accumulative and a player with one wazari shall have a higher score than a player who has several yukos.
4. The score of wazari however, is accumulative so that when a player accumulates 2 wazaris in the same contest the wazaris shall accumulate and tori will be awarded ippon. (refer 11.4)

Upon the second wazari the referee shall announce waza-ari awasete - ippon and 10 points shall be awarded to the winner on the bout control sheet. (refer rule 10.3 and 11.4)

### **10.2 Equal Contest Scores (Hantai)**

1. If at the end of a contest the scores on the scoreboard for each player are equal, the number of shido penalties will be used to determine the winner. For example if a competitor has a shido penalty and the other competitor does not have a shido penalty, then the player with the shido penalty loses the contest.
2. If at the end of the contest the scores for each player are equal and the number of shido penalties to each player are equal , the referee and the side judges shall each hold a white flag in the hand nearest to white competitor and red flag in the hand nearest to the red competitor. In a blue and white competition the referee shall hold a white flag in the hand nearest to white competitor and blue flag in the hand nearest to the blue competitor. The referee shall call "hantei" and the referee and the side judges will simultaneously indicate who the judge to be the winner of the bout by raising either a white flag or red flag in a red and white competition or a white or blue flag in a blue and white competition. The winner is decided by the majority of

three judges. The referee shall announce the winner and award the score yusei-gachi (winner by superiority)

### **10.3 Contest Pool Points**

1. For the purposes of determining the winner and place-getters of a contest pool/division, the Bout Controller will record the following points on the pool/division bout control sheets when contests are awarded.

<u>Win by:</u>	<u>Points</u>
Ippon	10
Sogo-Gachi	10
Fusen-Gachi	10
Kiken-Gachi	10
Waz-ari-awasete ippon	10
Wazari	7
Yuko	5
Yusei-gachi	1

The player who accumulates the most wins recorded on the contest pool bout sheet for their respective division wins the division. Where two players in the same pool have the same number of wins, the player with the most points shall be the winner. When both players have equal wins and equal points the player who defeated the other player during their contest shall be the winner.

- 2 The only penalties utilised in AJU competitions are Shido ( Slight Infringements) and Hansokumake (Grave Infringements). A contestant may accumulate 3 shidos (warnings) however , upon the 4<sup>th</sup> shido (warning) in the same contest the offending player must be penalised hansokumake (disqualification).
- 3 As shidos are warnings, they carry no technical value towards skill and therefore points are not allocated.
- 4 If a player is disqualified (hansokumake) from a contest and is not disqualified from the remainder of the tournament

- (a) The opponent of the disqualified player will be recorded as the winner and allocated 10 points on the contest pool bout control sheet.
  - (b) All points awarded to the disqualified player prior to the player being disqualified shall be preserved.
  - (c) All points awarded to other competitors who have defeated the disqualified player prior to the player being disqualified are also preserved.
  - (d) All future contests in the pool which scheduled were to include the disqualified player after the player was disqualified shall be run in accordance with the schedule.
- 5 If a player is disqualified hansokumake for performing an intentional dangerous act or breach of a code of conduct as described in rule 13.4 and is also disqualified from the remainder of the tournament
- (a) The opponent of the disqualified player will be recorded as the winner and allocated 10 points on the contest pool bout control sheet
  - (b) All points awarded to the disqualified player prior to the player being disqualified shall be preserved.
  - (c) All points awarded to other competitors who have defeated the disqualified player prior to the player being disqualified are also preserved.
  - (d) In any future contest scheduled to include the disqualified player in the tournament, the Bout Controller will record the opponent of the disqualified player as the winner and award 10 points (ippon) to the disqualified player's opponent.

## Section 11 Assessment of a Contest Score

### 11.1 Assessment of Tachi Waza (Throws)

The referee must consider the following four elements of a throw when determining the value of a score to a valid throw.

1. Uke must be thrown largely *on his/her back on the **first impact** on the mat.*
2. Uke must be thrown with *speed*
3. Uke must be thrown with *force*
4. Uke must be thrown with *control*

### 11.2 Ippon

- 1 Ippon: is awarded to tori when uke is clearly thrown and the throw has all four elements referred to in rule 11.1 above. All situations where uke arches their back in the bridge position will be considered Ippon.
- 2 Ippon is awarded to tori when uke has been controlled in an osaekomi technique in accordance with rules 7.3 and 7.4 for the period of 20 seconds.
- 3 Ippon is awarded to tori when uke has submitted to any shime or kansetsu waza technique (refer to rule 7.5)
- 4 After ippon is awarded the referee shall call soramade to end the contest.

### 11.3 Waza-Ari

- 1 Waza-ari is awarded to tori when uke is clearly thrown with control onto uke's back and the throw has reduced influence from one of the elements referred to in rule 11.1 above.
- 2 Waza-ari is awarded to tori when uke has been controlled in an osaekomi technique in accordance with rules 7.3 and 7.4 for the period of between 15 seconds and less than 20 seconds.

### 11.4 Waza-ari –Awaseti -Ippon

When tori has been awarded a second Waza-ari in the same contest, the referee shall call Waza-ari Awasete Ippon. In accordance with rule 10.3 the Bout Controller will record only 10 points on the bout sheet. (Waza-ari is the only score that is allowed to be accumulated).

### **11.5 Yuko:**

When tori throws uke onto their side with control and the throw has reduced influence from the elements referred to in rule 11.1 above, the referee shall award yuko.

Yukoi is awarded to tori when uke has been controlled in an osaekomi technique in accordance with rules 7.3 and 7.4 for the period of between 10 seconds and less than 15 seconds.

### **11.6 Yusei-gachi (Win by superiority)**

When no score has been awarded to either of the contestants and the contest is decided by hantei, the referee will then award Yusei-gachi to the winning candidate. Equal to 1 point score.

### **11.7 Doji Ippon (Simultaneous Ippon)**

When opponents score Ippon by throwing each other simultaneous, no score will be awarded and the contest will continue.

## **Section 12 Contest Procedures**

### **12.1 Conditions of entry into an AJU Tournament**

1. To compete in an AJU tournament a player must
  - (a) be a member in good standing (financial and not subject to any disciplinary action) with the AJU or if not a member of the AJU is
  - (b) an invited player being a visitor from a foreign country and has appropriate insurance protection.
2. A competitor who is required to be a member of the AJU to compete in an AJU sanctioned tournament must have maintained AJU membership throughout the 90 days prior to the tournament.
3. A competitor who does not qualify under rule 12.2 may apply for special consideration and if approved may be required to pay a waiver fee in addition to the normal tournament registration fee and any other conditions of approval which may be applied.
4. A competitor must register as a competitor and pay any registration fees within the prescribed registration times.
5. If a “Red and White” tournament a competitor must have at least one compliant white judogi. (Refer Section 4 )
6. If a “Blue and White” tournament a competitor must have at least one compliant blue judogi and a one compliant white judogi. (refer Section 4)
7. If a blue and white tournament competitors must wear belts indicating their rank and age in accordance with the AJU Grading Syllabus
8. A competitor must attend the official weigh in and register their attendance at the tournament during the prescribed weigh in times.
9. A competitor must attend official weigh in and be compliant with Sections 4, 5 and 6 of these contest rules.
10. A competitor must attend official weigh in and not be under the influence of alcohol or prohibited drugs.

## **12.2 Weigh In Procedures**

1. That the weigh in for a level one tournament shall be conducted in a separate room from the competition arena.
2. Players registered to enter the tournament shall present themselves to the weigh in during the prescribed times.
3. The weigh In Supervisor shall ensure that each player registering to enter the tournament is compliant
4. At weigh in, competitors should wear their Judogi trousers. The jacket of the judo suit may be removed during weigh in. Female players must wear a t-shirt or leotard during weigh in.
5. After a player has weighed in, an official will check that the player compliant with :
  - (a) Section 4 of these rules – Judogi
  - (b) Section 5 of these rules – Hygiene
  - (c) Section 6 of these rules - Sharp and Metallic Objects
6. If the Weigh In Supervisor has reasonable grounds to believe that a competitor is under the influence of alcohol or a prohibited drug or is unfit to compete for any other reasonable ground the Weigh In Supervisor shall refer the matter to the Tournament Director for their decision. (see rule 13.4.4 (6))
7. A competitor who fails to present themselves to the weigh in supervisor within the prescribed weigh in times shall not be permitted to compete and shall forfeit any prepaid tournament registration fees.

## **12.3 Start and finish a contest**

1. Competitors will be called to present themselves to the competition arena. Competitors shall be wearing their judogi. On entering the competition arena the competitors will be requested to wait in a designated waiting area near the edge of the competition mat. The competitors will wait in their allocated position until they are called for their contest.
2. The referee positions himself/herself in the middle of the contest area facing the time table officials who will then call for the two competitors to come forward for contest.
3. The competitor whose is name which is called out will wear a white sash/belt and will enter the contest mat from the referee's right. The competitor whose

name is called out second will wear a red sash/belt and will enter the contest mat from the referee's left

- 4 The name of competitors will be announced for each contest. The competitors must be prepared and ready/available for their contest. When called the competitors will step onto the outside perimeter of the safety area stopping opposite each other in a shizen hontai (natural standing posture). They wait once again until the referee instructs them to meet in the centre contest starting position once again in a Shizen hontai posture
- 5 **Hajime:** The referee shall call Rei to both contestants. Both contestants will then make a formal ritsurei standing bow and will then, take one small step forward, leading with their left foot to stand in a shizentai hontai posture. The referee will then step forward with his right foot and will call "*Hajime*" to start the contest.
- 6 **Matte:** (Stop play) is called to halt the contest. Matte can be called at any time during the contest at the discretion of the referee, for safety or for the awarding of decisions. At that precise time that the referee calls "matte" the Timekeeper will immediately stop the clock to halt the time of the contest. To stop play the referee will raise their right arm, palm of hand forward towards the Timekeeper and call "matte". The amount of time that the contest is halted shall not count as part of the contest time.  
  
"matte" is called when:
  - a. For safety reasons on the mat
  - b. A contestant commits a prohibited act
  - c. A contestant is required to adjust their Judogi
  - d. The contestants have stepped out of the contest area
  - e. Injury, accident or difficulty occurs
  - f. When groundwork becomes inactive
  - g. When from groundwork one contestant manages to stand up
  - h. When addressing the time table officials
  - i. Non activity
  - j. Awarding of scores or penalties
- 7 **Sonomama (freeze)** The referee shall call Sonomama when the contestants are engaged in groundwork & or standing where judgment is required to reposition or make an adjustment of a Judogi or a relevant situation.
- 8 **Jikan (full contest time)** When full contest time is expired the Timekeeper will sound a loud audible signal to indicate that full contest time has been expired and the referee will call "jikan" to indicate the expiration of time.

- 9 **Soremade** (end of contest) The referee will call “soremade” to announce the end of the contest. Upon the call “soremade” the competitors will stop competing and retire to their original starting position.
- 10 **Announcing the winner and finishing a contest.** The referee from the contest starting position will observe the final scores on the scoreboard then stand between the competitors by stepping forward with the same side foot as the victor, and the referee shall raise his own arm (which shall be the same side as the winner) with the blade of the hand forward in the direction of the winner to announce and indicate the winner of the contest. The referee will then step back to the start position. The referee shall then call rei to finish. The referee and the competitors upon the call “rei” shall take one step backward and bow to each from a ritsurei (formal standing bow) (the competitors are permitted to shake hands) and then retreat (in reverse order to entering the contest area and then walk off the competition mat from the edge of the contest mat and safety area.

## **12.4 Contest Parameters**

1. Contestants must take hold of each other within three – five seconds from the time when the referee calls hajime.
2. A competitor must make progress to defeat their opponent and attack their opponent or genuinely seek to attack their opponent within 20 seconds of taking a hold (kumi-kata).
3. When a player steps unintentionally outside the contest area with one foot and is not avoiding an attack and immediately moves the foot back inside the contest area the referee will allow play to continue
4. When a player commences an attack from inside the contest mat and the attack continues moves outside of the contest area where uke is subsequently thrown, then the throw shall be valid and an appropriate score shall be awarded.
5. When a player commences an attack from inside the contest mat and the attack continues moves outside of the contest area and does not progress to a throw, the referee shall call “matte” when progression to a throw ceases.
6. If a player commences an attack action outside the contest mat and throws their opponent, the referee shall call matte and no score given.

7. A referee may call matte (stop the contest) at any time if he believes that one or more of the contestants are at risk of being injured or may gain an unfair advantage from circumstances arising from the play of the contest which may or may not be addressed by these rules or from other circumstances which may improperly impact of the proceedings of the contest. The referee when satisfied that the conditions of risk or interference have been appropriately dealt with will restart the contest from the contestant's starting positions.
8. When a contest has entered into groundwork and a contestant has returned to a standing posture, the referee shall call "matte "and allow the other player to return to a standing position without being disadvantaged and then instruct both competitors to return to their start positions. The referee shall call hajime to recommence the contest. Any unfair advantage from an attack by a standing player over a player returning to a standing position shall not be scored.
9. The referee may stop and award a contest to an avoid injury to uke, when tori applies a technique with affect eg. strangle or arm bar and uke has not tapped off (surrendered)(Maitta)
10. The dropping on both knees at the same time prior to the execution of a throw is permitted however  
  
A false attack occurs when an attack lacks kuzushi viz, the attack does not cause uke to lose balance (Refer to Section 13.2.16)
11. The dropping on one knee in the execution of any throwing technique will be permitted.
12. The action of grabbing a single leg (single leg take down) as a counter attack or as a secondary attack in a combination attack where the primary attack is a valid throwing technique and is not a leg grab) is permitted.
13. The action of touching an opponent below the belt during either an attack or a defence movement is valid.
14. If a side judge has a contrary opinion to a mat referee's decision the side judge shall indicate their opinion by the appropriate hand signal.
15. Where both side judges indicate a contrary opinion the decision of the majority of the three judges (mat referee and 2 side judges) shall prevail.
16. Where all three judges hold a different opinion of a score the score in the middle shall prevail.

17. When a mat referee fails to respond to communications from the side judges one or both of the side judges shall stand in front of their chair to gain the mat referee's attention.
18. When extraordinary circumstances arise the mat referee shall call "matte" to confer with the side judges in a neutral corner of the contest mat.
19. The referees' commission or mat supervisor may intervene and/or over-rule a referee's decision.
20. Subject to rule 19 of this sub-section, the referee's decision will be final.

## **12.5 Review of refereeing decisions**

- 1 There will be no protest procedure however, the Mat Supervisor or Referee Commissioner may review of a refereeing decision if a video recording of a contest is available from the official AJU video recorder.
- 2 The review will be conducted by the Tournament Director, the Referee Commissioner and/or a person nominated/appointed by the Tournament Director. The review should be arranged so that it has minimal impact on the proceedings of the tournament.
- 3 If the referee's decision is over ruled, both competitors will be returned to the same contest mat with the same referee and side judge/s. An announcement over the public address system will be made informing the public that a decision has been overruled. The scorekeeper will show the corrected final scores of the contest which has been reviewed on the scoreboard. The centre referee will then award the contest to the winner of the contest.
- 4 The Bout Controller will amend the bout control sheets accordingly.

## Section 13 Prohibited Acts and Penalties

### 13.1 Types of Prohibited Acts

The Prohibited Acts are divided into 'Slight' infringements (*Shido*), 'Grave' infringements (*Hansoku-make*) and **Code of Behavior Violations** (*Hansokumake*).

**These rules empower the referee to take pre-emptive action to avoid injury to a player, and empowers the referee to call matte (stop play) if they believe a player is at an unacceptable risk of being injured and avoid the player being injured. (See rule 12.4.7). The referee may at his/her discretion return the players to the starting positions on the mat, caution the players allow a short cooling period, or any other appropriate action before recommencing the contest.**

**These rules penalise competitors who do not compete in the spirit of judo competition. Referees are required to assess the spirit of competitors by their readiness to engage (take grip and attack)(negative judo and non combativity) and to consider the quality of an attack (false attack) when considering the spirit of a competitor.**

### 13.2 Slight Infringements

1. A player steps onto the contest mat and is not in a prepared state for competition and does not comply with Sections 4 – Judogi Standards for Competition, Section 5-Competitor's Personal Hygiene and Sections 6-Sharp and Metallic Object of these rules.
2. Intentionally disarrange his/her own judogi or to untie or retie the belt or the trousers without the referee's permission.
3. To intentionally avoid kumi kata (taking a grip) within 15 seconds of the referee calling hajime (negative judo)
4. To not make an effective attack (within 10 seconds of taking a grip of an opponent.(non-combativity) (An effective attack is when uke must make a responsive action to tori's attack to regain balance). (Refer rule 12.4.2)
5. To repeatedly prevent an opponent from kumi kata.(negative judo)
6. To repeatedly and deliberately break an opponent's grip (negative judo)
7. To adopt a nonstandard grip which promotes negative judo and/or non combativity
8. To break an opponent's grip by foot or leg .

9. To break opponents grip by means of kicking or by using the knee or leg or using two hands or to bend back the opponent's finger(s) in order to break their grip.
10. 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
11. To hold on with outstretched arms, or stiff arms in order to prevent the opponent from attacking and engaging in judo (negative judo)
12. To intentionally go outside the contest area or intentionally force the opponent outside the contest area either in standing position or in newaza.(negative judo)
13. To hold the opponents leg or pants or belt for 5 seconds or more without making an effective attack (negative judo).
14. To take a bear hug grip around uke's waste or torso.
15. To insert a finger/fingers inside the opponent's sleeve or bottom of their trousers. To encircle the end of the belt or jacket around any part of the opponent's body.
16. To attack uke without sufficient kuzushi (unbalancing) to force uke to make a responsive action to regain their balance. (False Attack)  
  
Examples of false attacks are, but not limited to:-
  - (a) Unsuccessful attacks actions which forces an opponent to bend without losing balance
  - (b) Unsuccessful foot sweeps, which results in kicking. (false attack)
17. To deliberately place a hand, arm, leg or foot directly onto an opponent's face.
18. To pull the opponent down in order to start newaza without applying any throwing technique.
19. During tachi waza , a competitor is not permitted to hold his/her opponent around their head or neck in a headlock fashion. To avoid a serious injury the referee shall call "matte" award "shido" and restart the contest from the competitors starting position. (See rule 12.4.7)
20. To take the judogi in the mouth. (either his/her own or his/her opponent's judogi).

21. The grabbing of a single leg (single leg take down) as a primary attack is not permitted .

Comment

To grab a single leg to apply a counter attack or to apply a secondary attack in combination with another throwing technique is permitted

22. To apply shime waza using the bottom of the jacket or belt, or using only the fingers
23. To put a foot or a leg in the opponent's belt, collar or lapel.

### **13.3 Grave Infringements**

**A competitor shall be disqualified (Hansokumake) for committing a grave infringement. The competitor shall be disqualified from the contest and not from the tournament.**

**Referees are encouraged to call matte (stop play) if they believe a player is at risk of being injured and avoid the player being injured. (See rule 12.4.7)**

**Actions which are grave infringements are:-**

1. To accumulate three shido penalties and commit one further breach of these contest rules in the same contest.
2. To dive head first onto the mat by bending forwards and downwards while attempting a technique such as uchi-mata or to fall backwards while attempting to perform a technique such as kata guruma is prohibited and will be penalised hansokumake.
3. To throw uke with a bear hug grip around uke's waist or torso will be penalised hansokumake.
4. To simultaneously trap uke's arms during tachi waza will be penalised hansokumake.
5. To place a hand on your opponent's face and successfully escape from a hold down, strangle or arm bar.
6. Tori throws uke so that uke's head or the back of uke's neck makes contact with the mat before any other part of uke's body.
7. Uke deliberately avoids a breakfall and lands in a dangerous manner (putting themselves at risk of injury) so that tori is not awarded a score after throwing uke
8. To grab or to take a grip of an opponent on their groin is not permitted
9. Children under the age of 16 years are not permitted to apply armlocks and strangles (refer to rule 17.1)

10. Children under the age of 13 years are not permitted to apply the following throws. (refer to rule 17.2)
  - (a) Koshi Garuma
  - (b) Drop Seonage
  - (c) Tomonage
  - (d) Makikomi

## **13.4 Intentional Dangerous Acts and Breaches of Codes of Conduct**

### **1. Overview and Purpose of this Rule.**

The Australian Judo Union Inc. strives to maintain a safe, friendly and inclusive environment so that all participants at an AJU sanctioned tournament can enjoy competition judo.

The AJU takes a serious view on intentional acts by people to harm the well being of others and to disrupt the harmony of a judo event. Accordingly, the AJU has adopted a policy to discourage intentional dangerous acts and breaches of the codes of conduct at AJU sanctioned tournaments and may disqualify and remove offenders from a tournament or any AJU sanctioned event.

### **2. Consequences of Disqualification from a Tournament**

- 1 The bout controller shall record a disqualification in accordance with rule 10.3.5.
- 2 Any medals or awards won by a player disqualified for unsportsmanlike behaviour or breaching a code of behaviour shall be forfeited and awarded to the next most eligible player.
- 3 When a player is disqualified for committing a dangerous act or committing offensive behaviour as described in this section, the matter will be reported to the board who will determine if any further disciplinary action will be taken.

### **3. Dangerous Acts Subject to Immediate Disqualification from Tournament**

Actions which are subject to immediate disqualification from an event and be subject further disciplinary action may include:-

1. To apply any other action which is deemed as dangerous and can possibly cause a serious injury.
2. Kani basami (sissor throw) is not permitted and will be penalised hansokumake. Kani Basami is performed when tori traps uke's lower abdomen and/or legs by placing one of his/her legs behind uke's lower legs and placing the his other leg across the front of uke's abdomen or across the front of uke's upper legs. Tori drops

onto hi/her own back and with a scissor and twisting movement of his legs brings uke down to the mat.

3. Kawazu-gake i (One leg entanglement) not permitted and will be penalised hansokumake. (Kawazu-gake is 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).
4. To apply leg scissors (dojime) to the opponent's trunk neck or head. (Scissor with crossed feet, while stretching out the legs)
5. To apply any leg lock.
6. Morote-gari (double leg take down) is not permitted and will be penalised hansokumake. Morote-Gari is performed when tori uses both of his own arms and/or hands to lift both of uke's legs off the mat surface or to block both of uke's legs.
7. Throwing uke onto their back with tori's arm placed behind uke's neck when uke lands onto the tatami.
8. Throwing uke without any rotation so that uke's face or the front of uke's body takes the force of tori's throw upon first impact occurs with the mat.
9. Throwing uke so that uke's head or the back of uke's neck takes the force of tori's throw on first impact with the mat.
10. To apply kansetsu waza anywhere other than the elbow joint.
11. To ri takes uke directly to the mat while attempting or applying a kansetsu waza technique (arm bar).
12. To apply a head lock (as described in rule 13.2.19) and twist uke's neck in a manner to strain or apply pressure onto uke's neck or spine or create a risk of a potential injury while attempting a throw or to take uke into ne-waza.
13. To intentionally punch, kick, head butt or strike an opponent or any participant at the tournament
14. To deliberately lift an opponent off the mat whilst they are lying flat on the mat, and then drop or drive them back onto the mat. (not accidental).

15. To deliberately apply any pressure to the neck, spine or lower spine.
16. Biting an opponent.
17. Any dangerous act not covered by Section 13 of these contest rules

#### **4. Bad Behaviour and Breaches of Codes of Conduct**

1. Violence, harassment, abuse and threatening behaviour toward any official or any behaviour which adversely affects the harmony and amenity of the tournament will not be tolerated. Any person including competitors, parents, coaches, officials, members of the public or any club that exhibits such conduct may cause the tournament director to immediately disqualify a competitor or several competitors and remove the offending persons from the venue. The offending persons may be subject to being banned from future competitions or may also forfeit their membership.
2. To deliberately disregard the instructions and the rulings of the referee.
3. A judoka who performs an unsportsmanlike act or breaches a Code of Conduct may not be permitted to continue competing in the tournament.
4. The consumption of alcohol and prohibited drugs by any tournament participant is not permitted in the tournament arena during the course of the tournament viz. (from set up to set down).
5. Smoking is not permitted by any tournament participant inside the tournament arena at any time.
6. When the Tournament Director has reasonable grounds to believe that a judoka is under the influence of alcohol or any prohibited drug during the course of the tournament from the time they attend official weigh in, the judoka shall be disqualified from the tournament and subject to a future ban or disciplinary action.
7. Members of the public who abuse the referees, AJU officials or players or make it uncomfortable for other people inside the tournament will be asked to cease their bad behaviour by the Tournament Director or be asked to leave or be removed by police.

8. A member including a competitor, coach, official or member of the public found littering or causing untidiness or causing an uncomfortable amenity shall be instructed to cease and remedy their actions and may be subject to further disciplinary action.

## **Section 14      Default and Withdrawal**

### **14.1    Win by Forfeit or Default (Fusen Gachi)**

A competitor shall forfeit a contest when:-

1.    When a competitor fails to present to the starting position of the competition mat and the other competitor is ready on time the mat referee shall invite the prepared competitor to wait at the edge of the competition mat and request that a “last call for the missing competitor” be announced. The Timekeeper shall commence a 30 second count down. If after 30 seconds the missing competitor is still not present at the competition mat the referee shall invite the prepared competitor onto the competition mat and declare the prepared competitor the winner by forfeit. (Fusen Gachi)
  
2.    When a competitor steps onto the competition mat and is wearing a non compliant judogi (refer Section 4 of these Contest Rules) or is not prepared for competition in accordance with Section 5 and/or Section 6 of these Contest Rules the referee shall:-
  - (a)    advise the non compliant competitor that they are not prepared for competition in accordance with either Section 4 or Section 5 Section 6 of these rules and will be penalised shido.(refer rule 13.2.1) and will have two minutes Concessional Time to prepare themselves (including time to walk to and from the change room) from the time shido is awarded. The referee shall also instruct the unprepared competitor to stand at the edge of the contest mat where the competitor’s coach or competitor’s aid can assist the unprepared competitor.
  - (b)    The referee will inform the compliant/prepared competitor of his opponent’s offence and instruct the compliant/prepared competitor to remain at the start position of the contest mat.
  - (c)    The referee shall inform the Timekeeper and the Scorekeeper that a competitor will be penalised “shido” and to commence a 2 minute Concessional Time countdown from the time the referee announces” shido”. (refer rule 9.5.1)
  - (d)    The referee also instructs the Timekeeper to announce a “Two Minute Concession of time will now commence to allow a competitor complete their preparation for competition ” over the public address system and that the announcement be made when the referee returns to his/position on the competition mat. The

- announcement should alert the competitor's coach or aid to go to the edge of the competition mat to confer with the unprepared competitor and commence to provide assistance to the competitor.
- (e) The referee shall return to the contest mat and award shido to the offending player and the two minute countdown will commence.
  - (f) If the unprepared/non compliant player is able to prepare themselves and comply with Sections 4, 5 and 6 of these rules within the two minute Concessional time frame allowed, the referee shall commence the contest in the normal manner (refer rule 12.3.5)
  - (g) If the non compliant competitor fails to prepare themselves and comply with Sections 4, 5 and 6 of these rules within the two minute Concessional time frame allowed, the referee shall declare the compliant competitor winner by forfeit . (Fusen Gachi)
3. When a competitor's judogi *becomes non-compliant during a contest* ( refer to Section 4), the referee shall call "matte" and instruct the competitors to return to their starting positions
- (a) The referee shall advise competitor who is wearing a non conforming judogi that he/she is wearing a non compliant judogi and instruct him/her that the non compliant item/s must be replaced. The referee will then inform the competitor that the Time keeper will make an announcement that a replacement judogi/part judogi is required and that the concession of time to replace the non conforming item of clothing is subject to time limits shown below. The referee will instruct the competitor to stand at the edge of the contest mat where the competitor's coach or competitor's aid can deliver the replacement garment to them.
  - (b) The referee shall then request the other competitor and instruct them to remain at the starting position of the contest mat.
  - (c) The referee shall request the Timekeeper to make an announcement that the blue/red/white competitor requires a replacement judogi/part judogi within the time limit referred to in rules 14.1.3(d) and 14.1.3 (e) below. The Timekeeper shall commence the countdown of concessional time from the completion of the announcement.

- (d) if the jacket only is non-compliant the competitor must replace and change into a compliant jacket at the edge of the contest mat within two minutes from the completion of the Timekeeper's announcement. (refer rule 9.5.2)
  - (e) if the competitor requires the privacy of a change room to change the judogi/part judogi the competitor shall be permitted 4 minutes from the timekeeper's announcement to replace the judogi. (refer rule 9.5.2).
  - (h) If the competitor requires the use of the change room in accordance with rule 14.1.3 (e) above a tournament official of the same sex as the competitor shall accompany the competitor to the change room to ensure that the competitor does not gain an unfair advantage or disadvantage over his/her opponent. The tournament official will also ensure that the competitor aware of the time countdown and will act to prevent any delays The tournament official will also ensure that the competitor wears appropriate footwear off the competition mat at all possible times and maintains compliance with Section 5 and 6 or these rules.
  - (i) If the competitor fails to return to the competition mat within 4 minutes the referee shall award the contest to the competitor's opponent Fusen Gachi.
  - (j) Upon returning to the competition mat within the allocated time the referee shall inspect the replacement judogi and if the judogi is compliant with Section 4 of these rules the referee shall recommence the contest.
  - (k) If the replacement judogi does not comply with Section 4 the referee shall award the competitor's opponent the winner – Fusen Gachi.
4. When a competitor leaves the competition mat without permission to seek medical attention the referee shall declare the competitor who remains on the contest mat the winner (Fusen gachi)

## **14.2 Kiken Gachi (Withdrawal)**

The decision of Kiken-gachi shall be given to any contestant whose opponent withdraws from the competition for any reason, during the contest. If a competitor is unable to continue because of injury, illness or accident and withdraws from the contest, the referee shall consider the following criteria to determine the winner.

### **1. Injury**

- (a) If the cause of the injury is attributed to the injured competitor then the injured competitor shall lose the contest
- (b) If the cause of the injury is attributed to the uninjured competitor then the uninjured competitor shall lose the contest
- (c) If it is impossible to determine who was the cause of the injury, the competitor who is unable to continue shall lose the contest.

### **2. Sickness**

Generally, where one contestant is taken sick during a contest and is unable to continue, he/she shall lose the contest.

### **3. Accident**

If a competitor is injured at the tournament and the cause of the accident/injury is attributed to an outside influence (force majeure) the contest will be cancelled.

### **4. Contact Lenses**

If a competitor loses their contact lense/s and cannot immediately recover the missing contact lense/s and the competitor is unable to continue, the referee shall declare his/her opponent the winner (Kiken-Gachi).

## **Section 15: First Aid Treatment**

1. When the referee believes that a competitor requires first aid treatment the referee shall call matte and beckon the First Aid Officer officer onto the contest mat with one hand and point to the competitor requiring first aid treatment with the other hand.
2. When the referee has called for the first aid officer to attend to a sick/injured player the side judge seated closest to the first aid officer's work station shall be permitted to leave his/her chair to ensure that the first aid officer attends to the injured player at the earliest possible time.
3. When a competitor is required to leave the competition mat to receive further first aid treatment, the competitor must obtain the permission from the referee and leave the competition mat with the First Aid Officer and a side judge or, if necessary a tournament official of the same sex. The side judge/tournament official will ensure that the competitor does not gain an unfair advantage or disadvantage. The competitor shall be allowed 4 minutes to return to the starting position on the contest mat. The referee shall request the time keeper to start a 4 minute countdown and to arrange for an announcement that the player will be permitted 4 minutes to receive first aid treatment. If the competitor fails to return to the contest mat within 4 minutes the referee shall declare the winner of the contest in accordance with the Kiken Gachi rule 14.2.
4. On the return of injured contestant the remainder time of the contest will be fought. The time away will be treated as injury time. A contestant is permitted a maximum of 4 minutes accumulated injury time per contest. Upon the expiration of injury time and the contestant is unable to continue the referee shall award the contest to the uninjured contestant - Kicken gachi - win by withdrawal.(refer rule 14.2).
5. If the contestant fails to return to the contest mat, or if the first aid officer informs the referee that the contestant is not able to continue, the referee shall make call kiken gachi - win by withdrawal. (refer rule 14.2)
6. The First Aid Officer may recommend to the Referee Commission that a competitor be excluded from further tournament participation if they have received or are suffering from concussion or injury where the First Aid Officer's opinion is that the injury could be detrimental to the competitor's health if the competitor is allowed to continue competing.
7. Where any player is rendered unconscious, they will not be allowed to continue in the tournament. All players rendered unconscious should be conveyed to a hospital or medical centre as soon as possible after the incident. Eg: Player blacks out as a result of a choke/strangle technique. The player's club or coach should be informed of the incident so that they can seek medical clearance when the player can

recommence judo training.

8. When a competitor loses control over their normal bodily functions such as vomits, needs to go to the toilet, commences to cry the competitor or is impaired by some other way the impaired competitor will not be permitted to continue and the referee shall award the contest to the unimpaired competitor - Kiken-gachi.

## **Section 16      Blood Rule**

- 1     A competitor who is bleeding or has blood on their judogi must immediately leave the competition mat with the medical attendant to stop the bleeding in the designated first aid room.
- 2     The referee shall apply rules 9.4 (Sick and Injury Time) and rule 9.5 Concessional Time) to allow a player to leave the contest mat to receive medical attention to stop bleeding and to clean any blood from their judogi. The Sick and Injury Time and Concessional Time shall be permitted and taken concurrently.
- 3     The competitor will not be permitted to return to the competition mat until the bleeding is stopped. The wound must be dressed and any blood on the competitor's body must be cleaned off.
- 4     If a medical officer is unable to stop a wound from bleeding after three attempts the referee shall terminate the contest and determine the contest in accordance with rule 15.3.
5.    If the competitor is unable to stop the bleeding within 4 minutes accumulated injury time the referee shall determine the contest in accordance with rule 15.3.
6.    The competitor will not be permitted to return to the competition mat if there is any blood on their judogi. The referee will apply rule 14.1.3 which applies to judogis which become not compliant during the course of a contest.
7.    Competition on the competition mat must cease until all blood on the mat is cleaned up.

## **Section 17      Children**

The AJU conducts modified rules for children. It is the belief of the AJU, that as a recreational sporting activity, judo should be enjoyed by the people participating in it, especially children. The AJU aims to promote Judo in a safe environment by applying modified age/weight groups & rules to the junior under 16 years age divisions.

At all times, safety will always take precedence in all decision making. Therefore, in the interest of player safety, referees with discretion will consider the physical development of the child and their knowledge and experience and apply a stronger use of the rule 12.4.7 with a lower acceptance of risk of injury and call matte more frequently if the referee has a concern that a player a risk of being injured.

1. Children under **16** years are prohibited from applying armlocks or strangles/chokes see (rule 13.3.9)
2. Children under the age of 13 years are prohibited from applying the following throws: (Refer rule 13.3.10)
  - (a) Koshi Guruma
  - (b) Drop Seonage
  - (c) Tomonage
  - (d) Makikomi
  - (e) any throw which involves tori placing their arm around uke's neck (as performed in Koshi Guruma)

## Section 18 Kosen Judo Contest

### 18.1 Overview of a Kosen Contest

1. A kosen contest is a ground work/grappling contest where throws are not permitted.
2. They are generally intended for masters (players over 30 years) or for players when safety is a concern.
3. For example, the tournament director may make a discretionary decision to allow a kosen contest between two players who may normally be a mis-match in a tachi waza contest, however in a kosen contest where high risks are reduced it is considered safe to permit the kosen contest.
4. ***As safety is a primary concern the tournament director has the right to disallow strangles or arm bars in any kosen contest or to make amend or modify the rules to ensure the safety of the competitors.***

### 18.2 Starting a Kosen Contest

1. Contestants will stand at normal starting position for a taichi waza contest.
2. Both contestants will do a standing bow to the referee and to each other.
3. Both contestants will then take two steps forward towards each other and face each other momentarily and then lower their left knee and assume a formal kyoshi (high kneeling) posture as demonstrated in Katame no Kata.
4. The contestants will move towards each other so that they are approximately 1 meter apart and again assume a high Kyoshi posture.
5. When the contestants have settled and are still, the referee shall call hajime to start the contest.

### 18.3 End of a Kosen Contest

1. At the end of a contest the referee shall call sore-made and each contestant will return to the centre of the mat and assume a formal kyoshi posture 1 meter apart. The referee will award the contest to the winner in the usual manner.
2. After the winner of the contest is awarded by the referee, each contestant will then return to the standing position by taking the reverse movements of starting a contest. Upon returning to the normal standing position the contestants will bow to each other and to the referee.

## **18.4 General Rules of a Kosen Contest**

The general rules of contest during groundwork as described previously in these rules will be applied unless altered at the discretion of the tournament director.

## Section 19 Hand Signals

### 1. Ippon

Where Ippon is scored in groundwork or standing, the referee shall raise one hand straight, directly upwards with the palm of the hand facing forward with the fingers closed together and shall call Ippon. If white is awarded ippon the referee will raise his/her right hand and point to white's standing position marker with his/her left hand. If red/blue is awarded ippon the referee will raise his/her right hand and point to red/blue's standing position marker with his/her left hand.



### 2. Waza-Ari

Where Waza-ari is scored the referee will signal waza-ari by



extending his/her arm directly sideways at shoulder level with palm down. This action should commence with the arm bent across the chest and then extend outwards at shoulder height to the side of the body.

With his other hand he will point to the starting position marker of the competitor being awarded the waza-ari.

If ,awarding the waza-ari to white the referee will signal with his left hand and point to white's standing position marker with his right hand. Alternatively, if awarding the waza-ari to red/blue the referee will signal with his/her right hand and point to

red/blue's standing position marker with his left hand

### 3. Waza-ari- Awasete-Ippon

Where two Waza-ari are scored;

The referee shall extend one hand directly sideways at shoulder level signalling waza-ari, and then raise the same hand directly upwards indicating an ippon gesture and announcing Waza-ari-Awasete-Ippon. The referee shall signal who is being awarded the wazari as described above.



#### **4. Yuko**

The referee shall raise one of his arms, with palm of hand facing downwards, 45 degrees from his body. The movement should commence at chest level and then wipe down to the side at 45 degrees.

If awarding the yuko to white the referee will signal with his left hand and point to white's standing position marker with his right hand. Alternatively, if awarding the yuko to red/blue the referee will signal with his/her right hand and point to red/blue's standing position marker with his left hand



#### **5. Yusei gachi**

Win by one point by superiority;

The referee will raise his/her hand on the side of the winning contestant upwards with the blade of the hand facing towards the scorekeeper indicating the winner.



#### **6. Hansoku make: - Disqualification**

Upon the occasion when a breach has occurred where Hansoku-make is the prescribed penalty the referee will call "matte" and instruct the contestants to return to their starting position. The referee will signal to the side judges to meet at the neutral corner of the contest mat on the opposite side to the official's table to confirm the breach. Upon the confirmation or dismissal of the breach the side judges will return to their chairs and the referee will return to the referee's starting position. If the majority of the three judges determine that a breach occurred and the prescribed penalty is hansokumake the referee will wait until both side judges have become seated in their chairs and will then step in front of the offending player and



facing the offending player point at them with three fingers and thumb closed and call “Hansoku make”. The referee then steps back into the normal starting position and awards Ippon to the winning contestant. If however, the majority of three rule that a breach which attracts a hansokumake penalty did not occur, then the centre referee will return to the normal starting position and when the side judges become seated in their chairs make any appropriate announcement and recommence the contest.

## **7. Shido: - Minor Infraction**



The referee will call “Matte”, return the contestants to the starting position then point to the accused contestant with the index finger extended and remaining fingers & thumb closed indicate to the player receiving the penalty and call “Shido”.

## **8. Matte**

The referee will stand upright and facing towards the time-keeper with his arm stretched towards the time-keeper with the hand of the same outstretched arm palm upwards like a “stop” signal.



## **9. Osaekomi (Hold down in progress)**

The referee will stand above the contestants with one hand extended above the contestants; palm downwards to indicate hold down is in progress. If white is applying the osae-komi the referee shall extend their right arm, if however red/blue is applying the osae-komi the referee shall extend their left arm.



## **10. Tokita – (Hold down broken)**

The referee will indicate that the hold down has been broken by announcing “toketa” and at the same time will extend one hands forward elbows bent and will wave left and right.



## **11. Sonomama (Freeze)**

The referee will extend both hands forward palms facing down then bend to touch both contestants commanding that they should freeze and not move.



## **12. False Attack**



The referee will raise both hands straight forward with fists closed and with both hands make a alternate up and down motion to indicate that the technique was not valid.

## **13. Non Combativity**

The referee will bring both hands at chest height rotating the hands in a forward motion elbows bent and the palm of the hands facing the body and in doing so will point at the accused contestant for non combativity.



## **14. Yoshi (Continue)**

In case of groundwork or Sonomama, the referee will call “yoshi” after touching both contestants with the palm of the hand and then withdrawing on the call of” yoshi”.



## **15. Judogi Adjustment**

The referee will instruct the contestants to adjust their Judogi by crossing both hands, left over right at hip or belt level with the palms facing inwards.



## **16. Cancel Expressed Opinion**

The referee gives the hand signal to be cancelled and waves his other hand (outstretched and finger straight and together) across the top of his head.



## **17. Not Valid**

The referee waves his hand (outstretched and finger straight and together) across the top of his head.



## **18. Calling the First Aid /Medical Officer**



The referee points to the sick/injured player with one hand and beckons the First Aid Attendant/Medical Officer with the other hand.

## **Section 20 Issuance of Awards**

The AJU will recognise first, second and third place getters and will issue awards in accordance with the AJU Sporting Code.

On the occasion when a competitor is placed second or third and that competitor does not win a contest in their age/weight category, that competitor shall not receive an award.

Where an age/weight category only has one competitor, that age/weight category will be voided for the tournament and no award will be issued for that age/weight category.

## **Section 21 Situations not covered by the contest rules**

Where a situation may arise which may not be covered by the rules, a decision will be announced following a consultation with the Tournament Director or Referee Commission or their representative.

## Section 22 Terminology

<i>Rei</i>	<i>Bow</i>
<i>Hajime</i>	<i>Begin</i>
<i>Sore-made</i>	<i>Finish (End of contest)</i>
<i>Matte</i>	<i>Stop</i>
<i>Osaekomi</i>	<i>Hold down in progress</i>
<i>Sonomama</i>	<i>Freeze</i>
<i>Toketa</i>	<i>Hold down broken</i>
<i>Yuko</i>	<i>5 Points</i>
<i>Waza-ari</i>	<i>7 Points</i>
<i>Ippon</i>	<i>10 points</i>
<i>Waza-ari-Awasete-Ippon</i>	<i>Accumulation of two Wazari equals Ippon</i>
<i>Hantai</i>	<i>Decision</i>
<i>Yusei gachi</i>	<i>Win by decision (1 point)</i>
<i>Sogo-gachi</i>	<i>Compound win</i>
<i>Hansoku make</i>	<i>Disqualification</i>
<i>Hiki Wake</i>	<i>Draw (no score)</i>
<i>Fusen-Gachi</i>	<i>Win by forfeit or default</i>
<i>Kiken-Gachi</i>	<i>(Withdrawal) win when contestant withdraws</i>
<i>Maitta</i>	<i>Give up, Submission</i>
<i>Yoshi</i>	<i>Continue</i>
<i>Jikan</i>	<i>Contest time has expired</i>
<i>Shido</i>	<i>Penalty</i>
<i>Doji Ippon</i>	<i>Simultaneous Ippon</i>
<i>Ritsurei</i>	<i>Standing Bow</i>
<i>Tori</i>	<i>Player executing the technique</i>
<i>Uke</i>	<i>Player receiving the opponent's attack</i>