

**RULES & REGULATIONS**

**FOR JU-JITSU TOURNAMENTS**

**AND COMPETITIONS**

Regional Public Organization Development of Martial Arts

«IMAF-Eurasia»

**Developed by:**

IMAF-Eurasia Regional Public Organization for Combat Sports Promotion

Regional Public Organization for Combat Sport Tai-Jutsu

**Adopted and approved by:**

AJJIF GLOBAL — All-Japan Ju-Jitsu International Federation

on 01 November 2011

Chapter I

**CHARACTER AND METHODS OF HOLDING COMPETITION**

1. CHARACTER OF COMPETITIONS

1.1. By their character, competitions are divided into the following categories:

a) personal;

b) team;

c) personal-team.

1.2. The character of a competition is determined in the Regulations of the

Competition (hereinafter referred to as the Regulations) in each particular case.

1.3. At the personal competition, only personal results and places of

competitors in their weight categories are determined.

1.4. At the team competition, teams compete against each other, and upon

results of such meetings the places of the team are determined.

1.5. At the personal-team competition, personal places of competitors are

determined, and the place of the team is determined on the basis of personal

results of its competitors in accordance with regulations.

1.6. At the classification competition personal and team places are not

determined, and competitors’ results are registered to improve or confirm their

classification.

2. METHODS OF HOLDING COMPETITION

2.1. Depending on the system of competitor elimination, the competition is

carried out:

a) according to the Olympic system with repechage (consolation)

meetings or the semifinalists;

b) according to the Olympic system without repechage meetings;

c) according to “round robin” system;

d) according to mixed system;

2.2. The order of meeting between competitors in each weight category

(among teams) is determined by holding a draw.

Chapter II

**COMPETITION SURFACE, OUTFIT OF SPORTSMEN AND JUDGES**

1. COMPETITION SURFACE

1.1. The competition surface shall have minimum dimensions of 14 × 14

m, and maximum dimensions of 16 × 16 m. It must be with tatami or similar

appropriate flooring. usually green.

1.2. The competition surface is split into two areas with a red stripe. It

is called the dangerous area. The width of the stripe is approximately 1 m; it

belongs to the competition surface and is located along the competition surface

perimeter.

1.3. The competition surface inside the dangerous zone, including the latter,

is called the contest area. It shall have the following dimensions: minimum

8 × 8 m, maximum 10 × 10 m. The surface beyond the dangerous area is called

the safety area. It must be 3 m wide.

1.4. When two or more competition surfaces are located together, the required

safety area between them must be 3 to 4 m wide.

1.5. The must be at least 50-cm free area around the competition surface.

2. THE OUTFIT OF SPORTSMEN AND JUDGES

2.1. A referee’s uniform shall be a black kimono, a white belt; black wrestling

shoes are allowed.

2.2. A Sportsman Uniform:

The competitors shall wear judogi (kimono) conforming to the following

requirements:

a) the outfit must be made of cotton or similar material and be in good

condition (without holes and tears). The material must not be too

rigid or thick to prevent opponent’s hold;

b) the outfit must be blue for the first competitor and white or almost

blue for the second competitor.

2.3. The following marking is allowed:

a) abbreviated designation of the country (on the back of the jacket).

The size of the letters shall not exceed 11 cm;

b) state emblem (on the left side of the chest), max. size is 100 sq. cm;

c) manufacturer’s trade mark max. 20 sq. cm. (in the bottom front part

of the jacket and in the bottom front part of the trouser leg and on

one of the belt ends).

It is allowed to place manufacturer’s trade mark one of the sleeves

(25 × 5 cm), instead of bottom part of the jacket. Official IJF

suppliers can place IJF logo above their trade mark (in contact);

d) stripes on shoulder (from collar through the shoulder down the arm

on both sides of the jacket) max. 25 cm long and 5 cm wide (like

advertisement or national colors);

e) it is allowed to place 10 × 10 cm advertisement on each sleeve (various

advertisements are allowed). These 100 sq. cm of advertisement shall

be placed below or in contact with the 25 × 5 cm stripe;

f) the name of the sportsman may be written on the belt, in the bottom

left side of the jacket tail and in the top front part of trousers (max.

3 × 10 cm). Sportsman’s name or an abbreviation may also be located

on the back (printed or embroidered) so that it does not prevent the

opponent from holding the jacket on the back. The inscriptions shall

be max. 7 cm high, the length of the name shall not exceed 30 cm.

This 7 × 30 cm rectangular shall be placed 3 cm below the jacket

collar; while the country designation (sportsman’s number) shall be

4 cm lower than this rectangular.

2.4. The jacket must be long enough to cover thighs and reach the hands that

are lowered along the body. The jacket must be wrapped with its left side over the

right one and must be wide enough have at least 20 cm wrapover at the level of

lower part of the chest.

The jacket sleeves must be not be longer than up to the wrist and shorter

than up to the point 5 cm higher than the wrist. Along the length of the sleeves

between the hand and the jacket sleeves there must be at least 10–15 cm space.

The edge of the jacket lapel must be max. 1 cm thick and 5 cm wide.

2.5. There must not be any marking on the trousers, they must be long enough

to cover legs max. up to the ankle joint or min. to the point 5 above it. Between

the leg and trousers there must be 10–15 cm of free space along the whole length.

2.6. A strong belt 4–5 cm wide, the color of which corresponds to the sportsman

classification, must be wrapped twice above the judogi and tied up at waist level

with a flat knot, tightly fixing the jacket, not letting it to come up from under it

freely. The belt must be long enough to have free ends 20–30 cm long.

2.7. Female competitors must wear under the jacket:

a) either strong white or almost white t-shirt with short sleeves, which is

tucked into the trousers

b) or strong white or almost white leotard with short sleeves.

*Notes:*

The competitors are fully liable for their outfit compliance with the requirements

of jiu-jitsu competition rules.

3. PROTECTION

3.1. A soft helmet is put on the head (under 18 y.o. — it is obligatory, from

18 y.o. — at will).

3.2. Gloves with open fingers are put on hands and soft protective cover

(a shin guard) is put on a shin (at will).

3.3. The use of a mouth guard and a groin protector is obligatory. Female

competitors put on a T-shirt and a breast protector under the jacket.

3.4. The fingernails and toenails of sportsmen should be cut shortly, hair

should not hinder. It is forbidden to fight in any adornments, amulets, chains,

bracelets, rings or earrings.

Chapter III

**COMPETITORS**

1. AGE CATEGORIES OF THE COMPETITORS

The competitors are divided into the following age categories:

Younger age — boys and girls below 10 y.o.

Middle age — male and female teenagers below 14 y.o.

Male and female juniors below 18 y.o.

Men and women 18+ y.o.

2. ADMISSION OF COMPETITORS TO THE COMPETITION

2.1. The conditions of admission of the competitors to the competition, their

qualification as well as a full list of documents they submit to the credentials

committee shall be specified in the Regulations.

2.2. The applications from organizations for competing of teams or sportsmen

shall be issued in due form with mandatory signatures (authenticated with the

seal) of the head of the organization, the trainer and the doctor, confirming

respective preparation of the competitors.

2.3. The deadline for preliminary application submittal is specified in

the Regulations. Final application for taking part in the competition shall be

submitted during the meeting of the credentials committee, but not later than

2 hours prior to weigh-in.

2.4. The competitors are admitted by the credentials committee consisting

of a representative of the organization that holds the competition, chief referee

or his deputy, chief secretary, doctor of the competition and members of the

committee who check the compliance of competitors’ applications and documents

with the requirements of the Regulations.

2.5. It is a responsibility of the organization that holds the competition who

bears the responsibility of the admission of competitors in controversial cases.

3. WEIGHT CATEGORIES

The competitors are divided into the following weight categories:

|  |  |  |  |
| --- | --- | --- | --- |
| Boys and girls below 10 y.o. | Male and female teenagers below 14 y.o. | Male and female juniors below 18 y.o. | Men and women |
| Boys | Girls | Male teenagers | Female teenagers | Male teenagers | Female teenagers | Men | Women |
| 22 | 20 | 38 | 32 | 46 | 40 | 60 | 48 |
| 26 | 24 | 42 | 36 | 50 | 44 | 66 | 52 |
| 30 | 28 | 46 | 40 | 55 | 48 | 73 | 57 |
| 34 | 32 | 50 | 44 | 60 | 52 | 81 | 63 |
| 38 | 36 | 55 | 48 | 66 | 57 | 90 | 70 |
| 42 | 40 | 60 | 52 | 73 | 63 | 100 | 78 |
| 46 | 44 | 66 | 57 | 81 | 70 | 100+ | 78+ |
| 46+ | 44+ | 66+ | 57+ | 90 | 70+ | Abs. weight | Abs. weight |
|  |  |  |  | 90+ |  |  |  |

4. WEIGH-IN OF THE COMPETITORS

4.1. The weigh-in procedure determines the correspondence of the competitor’s

weight to one of weight categories.

4.2. A competitor has a right to stand on the scales officially only once.

4.3. The order and time of competitor weigh-in is specified in the Regulations.

The sportsman who is late for or fails to come to weigh-in within the defined time

frame, is barred from competing.

4.4. One hour before official weigh-in the competitors have a right for

preliminary (non-official) weigh-in.

4.5. The weigh-in shall be conducted on the same day as the competition. For

each weight category there must be two sets of identical scales. Men and women

weigh-in separately in specially allocated rooms. Competitors shall weigh-in: men

in swimming trunks, women in bikini.

4.6. The weigh-in is carried out by a group of officials appointed by the chief

referee of the competition. Women weigh-in women. The doctor must attend the

weigh-in to examine the sportsmen and to provide medical assistance if necessary.

4.7. At the weigh-in, a competitor must present his/her identification

document and other documents foreseen by the Regulations.

4.8. Weigh-in results are registered in the protocol which is signed by all the

members of the weigh-in group.

5. RIGHTS AND DUTIES OF THE COMPETITORS

5.1. A competitor is obliged to:

a) strictly respect the Regulations, Rules, Competition Program;

b) fulfill the requirements of the referee;

c) immediately come to the tatami upon request of the referee’s board;

d) show correct behavior towards all competitors and spectators.

5.2. A competitor has the right to:

a) to get all necessary information about the progress of the competition.

Competition program, changes in the competition program;

b) appeal to the referee’s board via an official representative of his/her

team.

6. REPRESENTATIVES, TRAINERS, CAPTAINS OF TEAMS

6.1. A representative (the head) of the team is the mediator between the

competition referee’s board and the team sportsmen (trainers).

6.2. If a team does not have a representative, the trainer or the captain of the

teams performs such duties.

6.3. Representatives of teams must be in places specially allocated for them.

6.4. The team representative cannot be at the same time the referee of this

competition.

6.5. The team representative carries out the following functions:

a) takes part in holding a draw;

b) takes part in joint meetings with the referees where he/she make

comments regarding the referee work on the basis of specific

provisions of the competition rules, approves the results of each day

and the competition as a whole;

c) bears the responsibility for the discipline of team members and

ensures their timely appearance to the competition.

6.6. It is forbidden for the team representative to interfere in the decision of

the referees and persons holding the competition, as well as to take any actions

insulting the referees.

6.7. For violation or non-fulfillment of his/her duties, the team representative

may be barred from execution of duties.

6.8. The trainer has the right to be sportsman’s second, staying in the place

specially allocated for it near the tatami and not interfering the work of the

referees. Only one trainer can be a sportsman’s second.

Chapter IV

**REFEREE’S BOARD**

1. MEMBERS OF THE REFEREE’S BOARD

1.1. Members of the referee’s board are approved by a respective federation or

the organization that holds the competition.

1.2. The referee’s board consist of:

Chief Referee

Chief secretary

Referee of the competition (arbiter)

Technical secretaries

Referee-timekeeper

1.3. Besides, a doctor supports the competition.

1.4. The arbiter judges sportsmen’s action during the competition. He/she

makes decision regarding the judgment of sportsmen’s actions by himself/herself

and, during controversial cases discussion, must support his/her decisions by

references to respective clause of the competition Rules.

1.5. The referee must have a referee uniform and documents confirming the

referee category. competition Rules, referee emblem of respective category.

1.6. The referee must act in accordance with these Rules.

2. CHIEF REFEREE

The chief referee manages the competition in accordance with Regulations

and the Rules. He/she is responsible for holding the competition in relation to

the organization that holds this competition.

3. CHIEF SECRETARY

3.1. The chief secretary manages the work of the competition secretariat:

a) is a member of the credentials committee and appoints the secretaries

for weigh-in;

b) takes part in holding a draw;

c) prepares the Program and the schedule of the competition;

d) keeps competition records;

e) works out the order of meeting in case of competition held as per the

“round robin” system;

f) controls competition record keeping;

g) registers instructions and decisions of the chief referee;

h) submits competition result to the chief referee for approval as well

the data for the summary report;

i) distributes necessary information materials among all the referees of

the competition, team representatives and journalists.

3.2. To assist the chief secretary, an aid is appointed from one of the

secretaries.

4. ARBITER

4.1. The arbiter is usually in the contest area and manages the fight. He/she

must make sure that the decisions of the referee are displayed right at the board.

4.2. Before the beginning of the fight, the arbiter must make sure that the

competition surface and the equipment is in good order, and medics, technical

personnel etc are ready for work.

4.3. While announcing the decision and making respective gesture, the arbiter

must not lose sight of the competitors who continue their actions meanwhile.

4.4. Before the beginning of the competition, the arbiter must listen to the

sound of the gong or other signal designating the end of fight at the tatami.

While monitoring the competition surface, the referee must make sure that the

tatami is flat and clean, without any openings between the mats, that the chairs

for the side referees are in their places, the outfit of the competitors complies

with the requirements of these Rules.

4.5. The arbiter must see to it that the spectators or the photographers do not

create danger for the competitors.

5. TECHNICAL SECRETARY, REFEREE-TIMEKEEPER

5.1. Technical secretary sits at the referee table, he/she calls sportsmen to the

tatami, introduces the pairs of the competitors, announces the results and fills

in, in the course of each fight, the necessary fields of the record sheet (judgings,

time of the fight, quality of wins etc.). Upon completion of each fight the record

sheet is passed over to the secretariat.

5.2. The Referee-timekeeper seats at the referee’s desk and keeps the time

of the fight and of the holding using an electronic board, and in case electronic

board is broken or missing — using a mechanical chronometer.

6. DOCTOR OF THE COMPETITION

6.1. Doctor of the competition attends the weigh-in, examines the sportsmen.

6.2. Carries out medical examination in the course of the competition and

provides medical assistance in accordance with the Rules.

6.3. Makes sure sanitary and hygienic requirements are fulfilled in the places

where competition is held.

6.4. Upon completion of the competition, submits to the chief referee of

the competition the report on medical and sanitary support of the competition,

comprising the list of traumas and diseases.

Chapter V

**JUDJING RULES**

1. THE PLACE FOR COMPETITION HOLDING (ACTION AREA)

1.1. Fighting takes place within the contest area.

*Notes:*

Main criteria while performing technical actions in standing fighting position

are continuity and activity. Any pause or suspension during the technical

action performing in the ground for “MATE” command.

1.2. In lying position, action may last as long as at least one of the sportsmen

touches contest area with any part of his/her body.

1.3. If holding is registered at the boundary of the contest area and

competitor’s bodypart that touches it breaks away from the surface (losses the

contract with the tatami), the arbiter must announce “MATE” command.

1.4. After the beginning of the fight, the competitors are allowed to leave the

place of competition only with the arbiter’s permission. The permission may be

given in exceptional cases. For example, it is necessary to change the jacket, if it

does not comply with the requirements of the Rules or gets out of order or gets

dirty.

2. DURATION OF THE FIGHT

Junior age Middle age

Male and female juniors

below 18 y.o.

Adults

2 minutes 2 minutes 3 minutes 3 minutes

2.1. The duration of additional “GOLDEN SCORE” fight for juniors and adults

is 1 minute.

2.2. The time intervals between arbiter’s commands “MATE” and “HAJIME” are

not included into the duration of the fight.

2.3. Holding time:

“IPPON” — full 20 seconds.

“WAZA-ARI” — 15 seconds and more but not less than 20 seconds

“YUKO” — 10 seconds and more, but not less than 15 seconds.

2.4. To give a signal that the time of the fight ended, a gong or other sound

signal is used.

2.5. The fight and the procedure of the competition must be determined in

the Competition rules or Regulations. The arbiter must know the duration of the

fight before go goes to the tatami.

2.6. When competitions are held at the same time at several tatamis there

must be different gongs or other sound signals for these tatamis.

2.7. The signal of the end of the fight must be louder than the noise of the

spectators.

3. START OF THE FIGHT

3.1. The arbiter must be in initial position before the competitors enter the

tatami. He/she must be in the center, 2 meters away from an imaginary line

connecting the competitors in initial positions. The arbiter must be located with

his/her face towards the place where the referee-timekeeper is located.

3.2. The competitors go to their initial places in accordance with established

procedure: The sportsman who was announced first goes to the right side from the

arbiter (this competitor puts on a red belt), the one who was announced second

goes to the left side from the arbiter. The competitors stop and bow to each other

then make a step forward and stop. When the fight ends and the arbiter announces

the result, the competitors must make a step back and bow to each other.

If the competitors do not bow, the arbiter must demand that they do it.

Competitors must bow at the stance, bowing 30 degrees ahead from the waist.

3.3. The fight always starts in the standing position upon command the

arbiter’s “HAJIME” command.

3.4. Only members of the referee’s board have the right to stop the fight.

4. “MATE” COMMAND

4.1. The arbiter must immediately stop the fight by announcing “MATE” command,

and then resumes by announcing “HAJIME” command, in the following cases:

a) when one or both fighters stepped out beyond the contest area;

b) when one or both fighters took forbidden actions;

c) when one or both fighters are injured or get ill;

d) when it is necessary to put in order the judogi of one or both fighters;

e) when the fight in a lying position does not have a visible progress of

actions;

f) when one of the fighters carries out or tries to carry out a painful

or submission hold from the standing or lying position and does not

achieve an immediate result;

g) in any other case, when the arbiter considers it necessary.

4.2. When it is necessary for the arbiter to consult with the referee’s board

after announcing of the “MATE” command, the arbiter must see the competitors

in case they did not hear the command and continues fighting.

4.3. The arbiter should not announce “MATE” command to stopping a

competitor (competitors) getting out beyond the contest area, if the situation

does not constitute a danger.

4.4. After a “MATE” announcement the competitors should take primary

positions, from which they started the fight.

4.5. When the arbiter has announced “MATE,” the competitors have to take

their places, if it is suggested to put right their uniform or take a seat, if a long

pose is expected. A competitor may take a different position only in the process

of medical aid.

4.6. The arbiter may announce “MATE,” when he invites a doctor at a

participant’s or a doctor’s request, or in cases when the arbiter considers it

necessary.

5. END OF FIGHT

5.1. The arbiter must announce “SORE-MADE” and end the fight;

a) in case of disqualification — “HANSOKU-MAKE”;

b) when one of the competitors cannot continue fighting due to trauma;

c) when the time allowed for the fight is over.

5.2. When points are the same (“IPPON,” “WAZA-ARI,” “YUKO,” “KOKO”), results

of the fights shall be determined in a “GOLDEN SCORE” contest.

5.3. If necessary, the arbiter must ask the competitors to put their outfit in

order before announcing the result.

5.4. If only one of the competitors who gets the right to continue the “GOLDEN

SCORE” fight, expresses the willingness to do it, while the other refuses, then the

competitor who wants to fight is announced the winner (“KIKEN-GACHI”).

5.5. If both competitors get “HANSOKU-MAKE” punishment (as a result of

successive “SHIDO” punishments), then the result of the meeting in determined

in the “GOLDEN SCORE” fight.

5.6. After the arbiter announces the result of the fight, the competitors

must make a step back to the blue or white line respectively, bow and leave the

tatami.

5.7. If the arbiter announces the winner mistakenly, then the referee’s board

must make him change erroneous decision before they leave the tatami.

6. “GOLDEN SCORE” FIGHT

6.1. When the determined time of the fight ends, and both competitors’

judgings and punishments are equal, then an additional “GOLDEN SCORE” fight

is appointed immediately. There must not be a period for rest between the end of

the main fight and the beginning of the “GOLDEN SCORE” fight.

6.2. In case of “GOLDEN SCORE” situation, all judgings and punishments,

announced the referees during the regular time of the meeting and shown at the

board, are kept.

6.3. If a “HANSOKU-MAKE” punishment is announced during the “GOLDEN

SCORE” fight then the competitor must be punished the same way as in the

regular fight.

6.4. If a “GOLDEN SCORE” fight ends without superiority of any of the

competitors, then the result of the fight is determined by the decision of referees,

“HANTEI,” upon results of the regular time of the fight and “GOLDEN SCORE” time.

7. PERMITTED ACTIONS AND THEIR JUDGING

Punches and kicks are allowed directly to the body and into the head (the

helmet) of the opponent. Carrying out painful and submission holds from a

kneeling position, as well as from a stance are allowed.

“IPPON” — a flawless victory (the fight is stopped) — 10 points.

“WAZA-ARI” — 7 points.

“YUKO” — 5 points.

“KOKA” — 3 points.

Two “WAZA-ARIS” = “IPPON”

Three “YUKOS” = “WAZA-ARI” Two “YUKOS” = 5 points (not summed up)

Three “КОКАS” = “YUKO” Two “КОКАS” = 3 points (not summed up)

7.1. “IPPON” — a flawless victory.

The arbiter declares “IPPON” when, in his/her opinion, the performed technical

action meets the following criteria:

a) carrying out a painful or submission hold at the stance or from a lying

position led to the submission of the opponent;

b) carrying out a throw or an undercut with a high technical skill and with

sufficient power and quickness, with opponent’s falling exactly on the

back, succeeded by a fix punch with a hand or a foot into the one of

assailable body’s areas (into the head there should be only an indication);

c) holding for 20 seconds;

d) an effective punch or punch and a series of kick into the body, the

head (a knockout);

e) carrying out a painful or submission hold or holding with the

submission of the opponent (an outcry, knocking the tatami or the

opponent);

f) two knockdowns;

g) if within 6 seconds one of the opponents is lying on the stomach, and

the other is on top, controlling the opponent, strike him/her blows,

then the win is awarded to the fighter who is on top;

h) disqualification of the opponent;

i) it is not possible for an opponent to continue the fight due to medical

conditions.

*Note:*

In case one fighter gets “HANSOKU-MAKE” punishment, his opponent is

declared to be the winner.

7.2. “WAZA-ARI” judging.

The arbiter declares “WAZA-ARI” judging when, in his/her opinion, the

performed technical action meets the following criteria:

a) a pure throw to the back (with a big amplitude and rending legs off

from the floor) without a fix punch into the one of assailable body’s

areas (into the head there should be only an indication);

b) a decisive superiority (series of strikes without responses during

6–10 seconds);

c) any strike (throw) leading to the loss of the orientation for more than

3 seconds (a knockdown);

d) holding (15–19 seconds).

7.3. “YUKO” judging.

The arbiter declares “YUKO” judging when, in his/her opinion, the performed

technical action meets the following criteria:

a) a pure throw with a fall to the lateral position, succeeded by the

control of the opponent;

b) a passing punch or a kick into the head or the body (or strikes’ series)

not leading to a knockdown.

7.4. “KOKO.”

The arbiter declares “KOKO” judging when, in his/her opinion, the performed

technical action meets the following criteria:

a) a hold carried out not purely that leads to the fall into the lateral

position by accompanying the opponent (not taking off one or two

hands from the opponent);

b) all kinds of undercuts, leading to the fall of the opponent without

accompanying him (without a hold).

7.5. “OSAEKOMI” holding.

The arbiter declares “OSAEKOMI” judging when, in his/her opinion, the

performed technical action meets the following criteria:

a) the held fighter is controlled by the opponent and touches the tatami

with his/her back (with one or two shoulder blades);

b) the control can be carried out from the side, for the head or from top;

c) a leg (legs) and the torso of the fighter who is carrying out a holding

must not be controlled with the opponent’s legs;

d) a bodypart of one of the fighters must touch the contest area.

If the fighter who is carrying out a holding changes his position without

losing the control over the opponent, then holding time is extended until

announ cement of “IPPON” (or equivalent), “TOKETA” or “MATE.”

If the fighter who is in an advantageous position makes a punishable action

during the holding, the arbiter declares “MATE,” asks both fighters to get up to the

stance and announces the punishment, then resumes the fight.

If the fighter who is in a losing situation makes a punishable action during

the holding, the arbiter asks both fighters to get up to the stance and announces

the punishment, then resumes the fight.

The arbiter declares “MATE” in case “OSAEKOMI” is made on the edge of the

contest area, when sportsmen lose contact with the contest area.

“TOKETA” is announced if, during the holding, the attacked sportsman succeeds

to get out of the holding position or the attacking fighter loses control over the

attacked sportsman.

In the situation when the attacked sportsman rises to a bridge (crab) posture

but the attacking fighter retains the control “OSAEKOMI” continues.

7.6. Painful Holds.

Carrying out painful holds from a kneeling position, as well as from a stance

is allowed.

The painful hold is considered to be successful when the attacked sportsman

says “MAITA” or repeatedly claps the opponent’s torso or tatami with his/her

hand(-s) or foot (feet).

7.7. Submission Holds.

Submission holds are made by squeezing opponent’s neck blood vessels or

trachea with a hand.

It is forbidden to make submission holds with fingers.

The submission hold is considered to be successful when the attacked

sportsman says “MAITA” or repeatedly claps the opponent’s torso or tatami with

his/her hand (-s) or foot (feet) or loses consciousness. In such case the arbiter

announces “IPPON” command and calls the doctor, if necessary.

7.8. Forbidden Actions and their Punishment.

Forbidden actions lead to minor “SHIDO” and serious “HANSOKU-MAKE”

punishments.

The arbiter must announce “SHIDO” or “HANSOKU-MAKE” punishment

depending on the seriousness of the violation.

In case “HANSOKU-MAKE” punishment is announced, the competitor is

disqualified and the fight ends.

Whatever punishment the arbiter announces he/she must explain the reason

of the punishment with a simple gesture. A punishment can be announced after

the “SORE-MADE” command for the violation that was done during the fight or, in

exceptional cases, for serious violations, made after the signal of the end of fight,

if the result of the fight has not been announced.

The “SHIDO” is given to the competitor who commits the following

violations:

1. Forethought punches and kicks into the groin, the neck, joints, and any

finger attacks in the face.

2. Strikes with elbow into the head or the back from the standing position;

3. Strikes with elbows and a knee into the head or the back.

4. A direct traumatic kick into a knee joint.

5. Kicks with legs at the lying opponent;

6. Strikes into the head, the body of a lying opponent without his defensive

or attacking actions;

7. Forethought painful holds on fingers and toes, bites, scratching;

8. Incorrect behavior and tacks on a tatami;

9. Punches and kicks into the nape;

10. Plucked holds into the area of the face, the neck, the groin;

11. Holds: painful holds on 1–3 fingers; a stranglehold with fingers;

12. Striking, carrying out holds after “MATE” (stop) command;

13. A rude taking off the opponent’s face at the stance or during the fight in

a lying position;

14. A forethought hold with fingers for a helmet;

15. A forethought throwing away, knocking an opponent out beyond the

fighting area without a hold — “SHIDO”; a repeated forethought

knocking an opponent out beyond the fighting area without a hold —

second “SHIDO”; a third forethought knocking an opponent out beyond

the fighting area without a hold — third “SHIDO,” “HANSOKU-MAKE.”

But if knocking an opponent out beyond the fighting area is carrying

out with a hold, then “SHIDO” gets the one who goes out of the fighting

area.

16. If an opponent leaves the fighting area during holding or a painful lock —

the fight is stopped, opponents return to the stance in the middle of the

fighting area.

17. An undeniable passivity, avoiding the fight.

*Notes:*

“SHIDO” — a note, that does not lead to the loss of points;

— second time – minus 3 points;

— third time — “HANSOKU-MAKE” — the win goes to the opponent,

10 points to the opponent.

“HANSOKU-MAKE” (disqualification) is announced to the competitor who

made a major violation:

1. Does not follow the arbiter’s directions;

2. Breaks the etiquette, argues with the referee, issues threats to the referee,

makes unnecessary cries, comments or gestures that are offensive for the

opponent of the referees during the fight, as well as inflicts bodily harm to

the referee.

3. Comes fighting with hard or metal objects;

4. Forethought action leading to opponent’s trauma, in particular, holds on

neck bones and a spinal column.

*Notes:*

If a competitor injures the opponent with forethought actions, he/she gets

a direct “HANSOKU-MAKE” punishment, apart from any other disciplinary

punishments that may be determined by the sport director, sport commission

and/or the jury.

If it is not possible to determine the cause of the trauma and no one is

guilty, the competitor who can continue the fight is considered to be the

winner.

Before announcing the “HANSOKU-MAKE,” an arbiter must consult with

other members of the referee’s board and to make a decision on the basis of

majority rule. When both competitors break the rules simultaneously, each

of them must be punished in accordance with the degree of the punishment.

7.9. Traumas, sicknesses, accidents, providing medical assistance.

While accrediting team doctors, national federations are liable for their

actions.

The result of the fight, when one of the competitors cannot continue fighting

due to trauma, sickness or an accident, during the fight, must be announced by

the arbiter upon consultation with the referee’s board, doctor, in line with the

following.

*Trauma:*

a) if the trauma is got though the fault of the traumatized competitor, he/

she is considered to be a loser;

b) if the trauma is got though the fault of the opponent, the winner is the

traumatized competitor;

c) if it is not possible to determine the cause of the trauma, the competitor

who cannot continue the fight is considered to be a loser.

*Accident.* When an accident is due to external influence then the fight may be

canceled or postponed, upon consultation with the referee’s board.

*Medical assistance.* In case the competitor is injured or gets sick, he/she

can ask the arbiter to call a doctor, but in this case the fight is stopped and the

opponent is declared to be the winner (“KIKEN-GACHI”).

A doctor can also ask permission to provide medical assistance to his/her

competitor, but in this case the fight is stopped and the opponent is declared to

be the winner (“KIKEN-GACHI”).

Only one doctor for each competitor is allowed to enter the tatami. If doctor

needs help from an assistant, he/she informs the arbiter about it. A trainer is

never admitted to the competition surface.

Medical assistance is allowed in the following cases:

a) minor trauma;

b) trauma with bleeding: in case of bleeding, for safety reasons, the trauma

must always be isolated by a doctor using plaster, bandage, nasal tampons

(it is allowed to use hemostatics);

c) bleeding traumas: in case of a bleeding trauma the arbiter asks the doctor

to provide medical в assistance, i.e. to stop bleeding. The arbiter does not

permit to continue the fight until the bleeding is stopped.

In case of such bleeding traumas, the doctor can provide assistance two times.

Should such bleeding trauma appear the third time the arbiter, upon consultation

with the side referees, for the sake of competitor’s health, stops the fight and the

opponent is declared to be the winner (“KIKEN-GACHI”).

In any cases when sportsman’s bleeding cannot be stopped the opponent is

declared to be the winner (“KIKEN-GACHI”).

When the doctor is called for in order to provide assistance for a competitor,

such medical assistance must be provided as soon as possible.

*Vomiting.* All types of competitor’s vomiting lead to the result “KIKEN-GACHI”

in favor of the opponent.

7.10. Technical Loss.

*Nonappearance*. The “FUSEN-GACHI” decision (a win through nonappearance

of an opponent) is awarded to the competitor whose opponent has not appeared

to the meeting. The competitor who has not come up to the starting position

after three calls in one minute loses his/her right for the fight.

*Refusal*. The “KIKEN-GACHI” decision is awarded to competitor if:

a) his/her opponent refused to fight during the meeting for any reason;

b) the doctor of the competition decides to eliminate a sportsman because of

getting traumas, that is considered to be the “capitulation” with 10 points

to the opponent.

*Note:*

But if the trauma is got as the result of forethought breaking rules by

the opponent, and a sportsman cannot continue to take part in the

competition, both sportsmen are eliminated and the breaker gets 0 points;

c) if during the fight a sportsman asks for a doctor himself, he is eliminated.

A trainer or an assistant may be moved away beyond the officials area for a

disgraceful behavior against the referees or the opponents.

The fighters may receive punishment for a disgraceful (offensive, hindering

referees) behavior from the members of the team and fans. The team may be

eliminated with annulling the results.

7.11. Situations not foreseen by these Rules.

In case of situations not foreseen by these Rules, the decision is made by the

arbiter after consultation with other members of the referee’s board.

**www.imaf-eurasia.ru**

**www.taijutsu.ru**

Printed in Russia

www.renomespb.ru