

***REFEREEING* JUDO**

2/1/2022

**Calvert Kitaura, IJF-B Referee
Maximillian Rayner, National Referee**

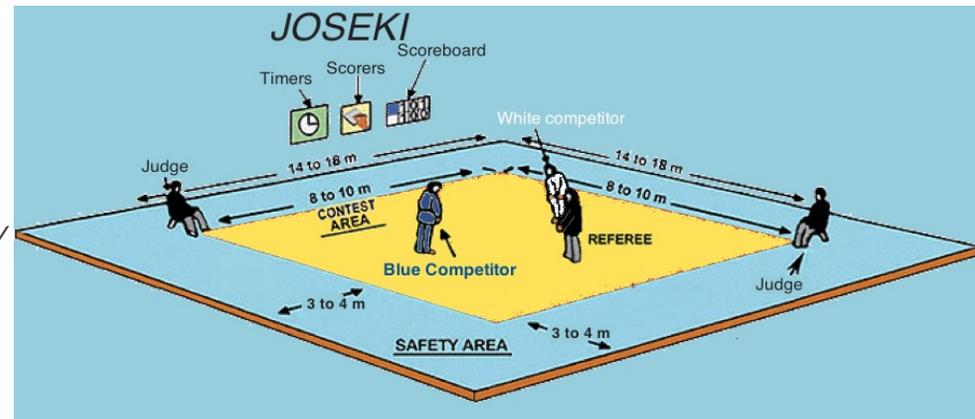
HOW TO OPEN & CLOSE A CONTEST MAT

You should have a checklist for how to take over a mat. Usually senior referees do lead this, but soon that may be you!

PREPARATORY STEPS

- Walk your mat's competition area (the central contest area and the safety area) to check for evenness, cracks and any potentially dangerous situation.
- Verify the Care System is in working order or that chairs with flags are ready to be brought on to the mat if needed.
- Check all the table's tools are in working order (score boards, clocks, flags).
- Introduce yourself to the technical officials at the table (timekeepers, Osaekomi timekeepers, scoreboard operators, pool managers).
- Verify their understanding of rules matches yours and what those imply: for example how will they signal whether Shime-waza or Kansetsu-waza are permitted and how will the table ensure that any competitors "playing up" either have an appropriate release according to the tournament's rules or that their pool plays under appropriately restrictive rules.
- If there are any problems you cannot solve and you are the senior Referee on your mat, the tournament director and Chief Referee should be consulted.

If you forget everything else think of SLR: Safety. Logistics, Readiness



SCORING IN JUDO

- *Ippon criteria*

- *A contestant who throws with "control", "force" and "speed" resulting in an impact "largely on the back" should awarded an Ippon. The acronym COFOSOB may help: COntrol, FOrces, Speed, (largely) On the Back.*
- *Ippon in Osaekomi-waza: Ippon is awarded when a contestant is able to hold the other for 20 seconds in Osaekomi, or when Uke taps out.*

A complete roll across the back is considered an Ippon:



If the roll occurs with mat contact and then Uke over-rotates and ends on his or her belly, it's still a score. Uke must flip completely in the air to avoid a score.

SCORING IN JUDO

- *Waza-ari criteria*

- *A contestant who throws with Control but partially lacks one or two of the other three elements for Ippon should awarded a Waza-ari. Note that this new definition includes what would have previously been assessed as Yuko.*
- *Waza-ari in Osaekomi-waza: Waza-ari is awarded when a contestant is able to hold the other for 10 seconds or more but less than 20 seconds in Osaekomi.*

Rolls on the sides or lower back are considered Waza-ari, as is a buttock landing with immediate continuation to the back, **and also a landing on either shoulder & upper back:**



If the roll occurs with mat contact and then Uke over-rotates and ends on his or her belly, it's still a score. Uke must flip completely in the air to avoid a score.

EFFECT OF TECHNIQUES

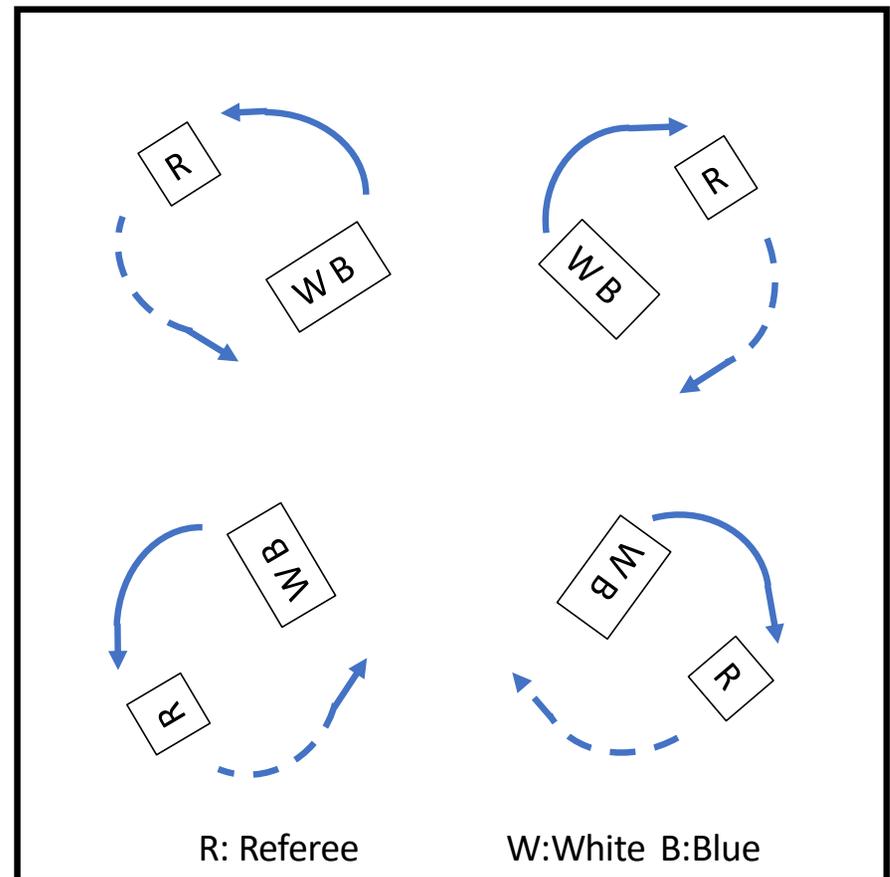
The immediate, uninterrupted effect of a technique started simultaneously with the time signal shall be valid. This includes Kaeshi-waza if applied without a break. For example:

- At the time signal one contestant tries Ouchi-Gari.*
- Without any break the other executes Ouchi-gaeshi with success.*
- The result of the Ouchi-gaeshi is valid.*

- When the start of Osaekomi is simultaneous with the time signal, it will be allowed to proceed until it leads to Ippon, either by Osaekomi or by Shime-waza or Kansetsu-waza or until there is a break. The contestant under Osaekomi must be allowed to counter. If control switches the results of that Osaekomi shall also count so long as there's no break in the action such as both contestants pausing while on their knees after the initial hold is broken.*
- In Golden Score the hold should also be allowed to go to Ippon. However, if Uke just breaks the hold and does not immediately counter after Tori holds for 10+ seconds then the Referee should call Matte, then Sore-made and award the match to Tori for achieving the first technical score.*

POSITIONING MOVEMENT

- *Maintain correct distance*
 - *Tachi-waza \approx 3 meters (adjusted for size and speed of competitors)*
 - *Ne-waza \approx 1.5 meters*
- *How to avoid getting cornered*
 - *You avoid getting cornered by turning in the same clockwise direction as the suspected throw or direction of movement, so that you keep going back to inner half of the contest area and away from corners and edges*
 - *Competitor direction: *
 - *Referee direction: *



NE-WAZA vs. **TACHI-WAZA**

When is it Ne-waza ?

Both athletes must have two knees on the floor, for it to be considered Ne-waza.



No contact between the opponents must be Mate!



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



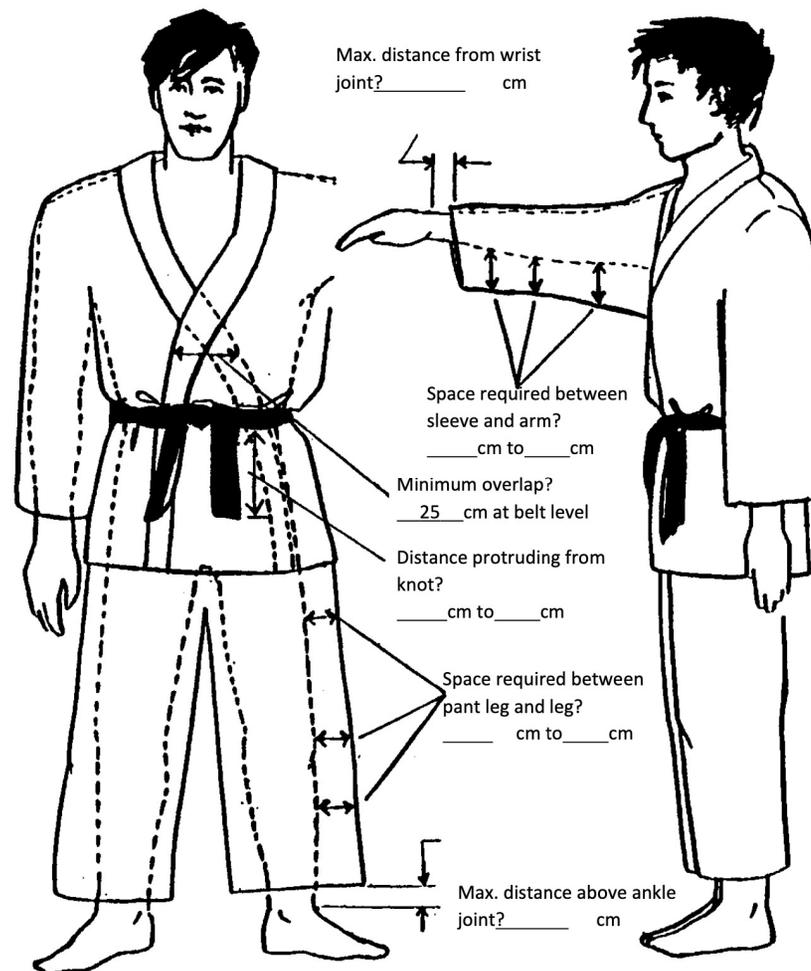
Grip control from standing athlete (white): we still consider athlete on the knees (blue) in Tachi-waza and consequently Tachi-waza regulation would be applied.

However, if white does not attack immediately, then the referee must call Mate! Athlete on the knees (blue) cannot grab the legs to defend the throw with his arms, if this happens, Shido will be given.



JUDOGI CONTROL

New requirement on arranging Gi: competitors are now required to arrange their Judogi between Matte and Hajime without being instructed to. Failure to do so, or excessive slowness in complying can be penalized with Shido, **as will arranging the Judogi or hair more than once per contest.**



THREE STRIKES

When a contestant has two slight infringements and is to be penalized for a third Slight infraction, after consultation and with the unanimous agreement of the Judges, the Referee shall give the contestant "*Hansoku-make*", that is to say that the 3rd *infraction* is not announced as "*Shido*", but directly as "*Hansoku-make*". The contest ends.

ALLOW TIME

If there is PROGRESS in Ne-Waza, however slow, referees should not call matte.

REFEREE GESTURES



REFEREE GESTURES

