

Amateur Judo Association

COMPETITION RULES AND REGULATIONS



Name:
AJA Number:
Club:
Area:

ARTICLE 1.

COMPETITION AREA

(a) The competition area should not be less than 8m x 8m inclusive of safety area and not greater than 10m x 10m inclusive of safety area; covered with tatami or suitable substitute.

(b) The competition area shall be divided into a contest area, wherein the contest shall take place, and a safety area. The contest area shall not be greater than 9m x 9m and shall be clearly indicated by a line or marking. This line or marking shall be at the inside edge of the contest area, i.e. the width of the line shall be part of the contest area. The safety area shall be that area outside the contest area and the safety area shall be not less than 1m. This same safety area may be used as the safety area of an adjoining mat.

(c) If circumstances necessitate it, the competition area may differ from the recommendations of Article 1(a), provided that at prior consultation the referees and judges are satisfied that the safety area is adequate.

ARTICLE 2.

COMPETITORS AND OFFICIALS ATTIRE

Competitors will wear a clean white judogi in good repair comprising of jacket, trousers and belt that will conform to the following specifications:

(a) The jacket shall fold left over right, the length shall cover the buttocks when the jacket be held closed by the belt. The sleeves shall be loose and shall extend more than halfway down the forearms with an opening of 5-12cms. between the cuff and the widest part of the forearms and a gap of 12cms. under the armpit.

(b) Shoulder 'flashes' and 'official back panels' are allowed.

(c) The trousers shall be loose and shall extend more than halfway down the lower leg with an opening of 5 cms. at the calf.

(d) The belt shall be approximately 4-5cms. wide and long enough to go twice round the body (waist) being tied with a reef knot, the ends being approximately 15cms. long. Only ONE belt to be worn.

(e) Officials shall wear the official blazer and trousers (or skirt, TKR's only) that are recommended by the Association.

ARTICLE 3.

COMPETITORS OTHER REQUIREMENTS

(a) The personal hygiene of all competitors must be of the highest standard. Finger and toenails must be trimmed short. The Judogi should be clean. Female players must wear a plain white T shirt under the gi.

(b) No articles likely to cause injury shall be worn, (including wire type badges) Bandages must not be worn unless absolutely necessary. Soft shin pads may be allowed but must not be seen below Judogi trousers.

(c) Zori slippers must be worn to the mat area.

(d) Foot infections must be adequately covered.

(e) Badges on Judogi: A maximum of only 3 badges may be worn on the Judogi —

1. Any 1 current coaching award badge
2. Any 1 current refereeing award badge
3. Either 1 Club or 1 Association badge

These must be on the bottom left of the jacket, below the belt line. Only 1 badge may be worn on the jacket above the belt; this being the National Squad badge, ie UNION FLAG (when awarded nationally).

(f) All jewelry must be removed. This includes all types of 'body piercing'.

ARTICLE 4.

OFFICIAL'S RESPONSIBILITIES

(a) Where possible, a contest shall be controlled by one Referee and two Judges, but in exceptional circumstances one or both Judges may be dispensed with.

(b) The Referee will, in general, remain within the competition area, and will be responsible for the running of the contest and the giving of the decision.

- (c) The function of the Judges will be to assist the referee and they will be positioned outside the contest area at two opposite corners of the mat.
- (d) If a Judge hold a difference of opinion over any announcement made by the Referee he must indicate this to the Referee, who may or may not act upon it.
- (e) The referee may control the contest by the usage of Japanese or English terminology, according to his discretion.
- (f) Where possible, the recording table shall be controlled by one Recorder and two Timekeepers, but in exceptional circumstances one Timekeeper may be dispensed with.
- (g) The Recorder will be responsible for the visible means of recording; timing the contest and osaekomi and recording the Referee's decision.
- (h) The Timekeepers' function will be to assist the Recorder.
- (i) All officials will work together as a team.

ARTICLE 5.

CONTEST TIME AND SIGNALS

- (a) The time of a contest shall not be less than 2 mins. nor longer than 20 mins. unless there are special circumstances which shall be decided beforehand.
- (b) End of contest time should be relayed, by means of a clearly audible signal, to the referee, but the contest shall not stop until terminated by the referee.

COMMENT: The referee shall stop the contest as soon as possible after hearing the signal.

ARTICLE 6.

GESTURES USED BY THE REFEREES AND JUDGES

- (a) **Ippon:** Hand raised straight up above the head, fingers and thumb extended close together, palm facing inwards thumb to the rear.
- (b) **Waza-ari:** One arm extended out sideways at slightly above shoulder height, fingers and thumb extended close together with palm downwards.
- (c) **Waza-Ari Awazete Ippon:** Repeat the action as for Waza-ari then immediately bring the hand to the chest and raise above the head as in the signal for Ippon.
- (d) **Yuko:** One arm extended out sideways and downwards at an angle of 45° from the shoulder, fingers and thumb extended close together, palm facing downward.
- (e) **Koka:** One arm raised, bent from the elbow, with the back of the hand held close to the shoulder, fingers and thumb extended close together, palm facing forward.
- (f) **Osaekomi:** One arm pointed forward away from the body in a downward angle of 45°. Fingers and thumb extended close together, palm downwards, in the direction of, or over, the two contestants.
- (g) **Osaekomi-Toketa:** The arm which is signalling the hold-down as in (f) above, should be waved from side to side several times whilst calling loud and clear "Toketa". NOTE: The hand position shall change by 90° so that the thumb is now uppermost.
- (h) **Hikiwake:** One arm is raised high in the air above the head then brought down fingers extended thumb uppermost, and held in front of the body at waist level for several seconds.
- (i) **Non-valid Techniques:** One arm raised above the head and waved from side to side several times bending the elbow.
- (j) **Hantei:** One arm raised straight above the head with palm facing to the front.
- (k) **Matte:** One arm extended forward away from the body at shoulder level, palm facing forward, fingers and thumb close together pointing upwards.

COMMENT: All the above gestures used by the referee should be held a reasonable amount of time and directed towards the TKR's table.

ARTICLE 7.

THE FOLLOWING GESTURES WILL BE USED BY THE JUDGES

(a) To show a contestant has remained inside the contest area one arm is raised above the head, and then brought down to shoulder height with the thumb uppermost and fingers extended. Direct this action along the boundary line and hold there for a few seconds.

(b) To show that a contestant was outside the contest area one arm is raised to shoulder height with the thumb uppermost and the fingers extended. Direct this action along the boundary line and wave from side to side several times.

(c) The Judges will also acknowledge any score signaled by the referee by also giving the appropriate signal, with the hand.

(d) A Judge who holds a difference of opinion about a call or signal made by the referee must indicate his opinion to the other judge by demonstrating the signal which he thinks the technique merits, i.e. if the referee calls and signals "Waza-ari" and the judge thinks it was worth "Yuko" he will raise his hand in the appropriate signal, should the other judge make no response and the one judge is sure that the other judge saw his signal, then the decision of the referee prevails. But if the other judge holds the same opinion as the one judge he should also make the appropriate signal.

If the Referee has not observed the signal both corner judges should stand holding the appropriate signal.

It is at the discretion of the Referee that he stops the contest to adjust the score.

If the score has been awarded to the wrong contestant (in the opinion of the judges) the appropriate bat must be shown whilst in the standing position indicating also the score awarded.

ARTICLE 8.

ETIQUETTE AT START AND END OF CONTEST

(a) Contestants, at a signal from the Referee will walk down the side of the mat, will rei onto the mat, walk forward and rei to the opponent and take one step forward (approx. 2m apart). On the command 'Hajime' they shall start the contest in the standing position. No signal is required. This procedure will be reversed at the end of the contest.

Each contestant shall wear either a red or white belt, (or ribbon or sash over their belts) to differentiate between them.

(b) In team events, both teams will first make a standing bow to Joseki, they will then kneel, each team facing the other and perform a kneeling bow. Before each individual contest contestants will make a standing bow to each other.

After the last contest the referee shall instruct the two teams to take up a kneeling position facing each other and after checking with the Recorder and/or scoreboards, he will then indicate the overall result and direct the teams to perform a kneeling bow to each other. Following this, both teams will stand, the Judges will also rise, face Joseki and perform a standing bow.

The end of a contest shall be indicated by the referee announcing "Sore-made" (that is all) whereupon the contestants shall return to their initial starting positions facing each other, they shall rapidly adjust their judogi, the referee will then indicate the result of the contest.

On the command "Rei" they shall perform a standing bow to each other to conclude their event (in individual contests as in (a)). At the end of the contest the corner judges will then stand and with the contestants will turn and face Joseki). They will all perform a standing bow to Joseki on the Referees command of "Rei" before leaving the mat.

COMMENT: If Joseki is not present, contestants will start and finish the contest with a "Rei" to each other.

ARTICLE 9.

BASIS OF RESULT.

The result of a contest shall be decided on the basis of Tachi-waza, Ne-waza, infringements of the rules or injuries.

ARTICLE 10.

VALIDITY OF TECHNIQUES TERMINATING OUTSIDE THE CONTEST AREA

Techniques will be valid only when commenced **INSIDE** the contest area.

A throw executed from inside the contest area will be valid also if the thrower leaves the contest area, provided that the body of the contestant thrown touches the mat first and has at least half of his or her body inside the contest area and provided also that it is not contrary to Article 23 (26).

ARTICLE 11:

VALIDITY OF TECHNIQUES COINCIDING WITH 'TIME' SIGNAL.

- (a) A throwing technique initiated simultaneously with the signal indicating the end of 'time' arranged for the contest shall be valid and judged according to its result.
- (b) A Kansetsu Waza or Shime Waza applied simultaneously with the signal shall not be valid unless the contestant submits simultaneously with the time signal.
- (c) Where Osaekomi is announced before or simultaneously with the time signal, the time of the contest will be extended to allow the termination of the technique.

ARTICLE 12.

ENTRY INTO NE-WAZA

The contestant may proceed from Tachi-Waza into Ne-Waza in the following cases, provided that in the opinion of the referee continuity is maintained, failing which, at his discretion, he may order the contestants to stand up:

- (a) When a contestant, after obtaining some effect by throwing technique moves without interruption into Ne-Waza taking the offensive.
- (b) When a contestant loses his balance or falls his opponent may take advantage and proceed into Ne-Waza.

(c) When a contestant obtains some effect from a standing Kansetsu Waza or Shime Waza he may proceed with this into Ne-Waza position.

COMMENT: If Kansetsu Waza or a cross armed Shime Waza is applied no attempt to throw should be allowed whilst the Kansetsu Waza or cross armed Shime Waza is maintained.

(d) When as a result of a skilful attempted technique not classifiable as a throw, the opponent is brought down, the contestant may proceed continuously into Ne-Waza.

ARTICLE 13.

APPLICATION OF "OSA EKOMI"

(a) The referee shall call "Osaekomi" and signal accordingly when in his opinion one contestant has successfully applied a recognisable holding technique, which must control ONE OR MORE LIMBS, and keep his opponent mainly on his shoulders or back.

(b) When, in his opinion, the holding technique is broken the referee will immediately call "Toketa" and signal accordingly. At this point the Osaekomi clock is stopped and reset immediately.

(c) The timekeeper calls out the respective times at: 15, 20, 25 & 30 seconds, unless Article 16(b) applies.

If Osaekomi is called while both contestants are within the contest area ie neither of the contestants must have more than half of their body outside the contest area when a holding is secured, the Osaekomi will be allowed to continue into the competition area until neither of the contestants has any visible contact with the border line of the contest area, provided that either contestant has at least one toe or finger continually in contact with the said border line of the contest area or any other part of the contest area — the Osaekomi will be allowed to continue. The moment neither contestant has any contact with the contest area or the said border line the referee must call "Matte" immediately.

For example, it will not be possible for 'Uke' to reverse Kami-shiho-gatame and commence holding 'Tori' because the moment the holding is broken as the contestants are outside the contest area, the Referee must call 'Toketa' and 'Matte'. Contestants will not be allowed to start any technique whilst either contestant is outside the contest area.

The Referee may still call "Sono-Mama" to stop in Ne-Waza, to award a penalty or to make adjustments to clothing, and also in 'Tachi-Waza' to inspect handgrips suspected of being illegal, or, if it is considered necessary, for safety or any other valid reason. If 'Sono-Mama' is called the clock will stop and recommence on the command 'Yoshi'.

ARTICLE 14.

APPLICATION OF COMMAND "MATTE"

In the following cases the referee may temporarily stop the contest by the command "MATTE"

- (a) When a contestant goes outside or is about to go outside the contest area.
- (b) When a contestant commits or is about to commit a prohibited act.
- (c) When a contestant is injured, taken ill or some accident or difficulty takes place.

- (d) When a contestant is required to adjust his judogi.
- (e) When in Ne-waza the contest comes to a standstill with the contestants legs entangled together as in ashi-garami or other entangled positions.
- (f) When a contestant lifts his opponent who is lying on his back, face upwards, clear from the mat.
- (g) In any other cases where deemed necessary by the referee.
- (h) On the command “Matte” the clock will stop and recommence by calling “Hajime”.

ARTICLE 15.

APPLICATION AND ASSESSMENT OF IPPON

- (a) The referee shall end the contest if and when **Ippon** is scored either directly or as a summation of **Waza-ari**'s.
- (b) However, where deemed advisable, a contest can be decided on the basis of two full points or more, provided that adequate prior notice is given to this effect to contestants and officials.
- (c) When a technique is executed which in the opinion of the referee merits the award of Ippon, the referee shall call Ippon and signal, stop the contest, return the contestants to their respective starting positions and indicate the winner by raising his hand towards him.

Where both contestants simultaneously apply techniques meriting Ippon, as in the case of Shime-Waza the referee must award hikiwake and the contest should be re—fought.

If one contestant declines to fight again, Article 26 will apply and ‘Kiken Gachi’ will be awarded to his opponent.

- (d) IPPON — Points value 10, will be awarded when:

- 1: A contestant skillfully and intentionally throws his opponent onto his back with sufficient degree of force.
- 2: A contestant says ‘Maitta’ or taps the mat, or taps his own or his opponents body twice or more with hand or foot.
- 3: In the case of ‘Osaekomi’ control of the opponent is maintained with skill continuously for 30 seconds after the announcement of ‘Osaekomi’.
- 4: In the case of Shime Waza or Kansetsu Waza, submission is again given by the tapping method already mentioned in (2). The referee may award **IPPON** if he considers the result of one of these last two methods is sufficiently effective, or the possibility of injury or unconsciousness may result because the opponent refuses to submit, or if the opponent cannot tap because his limbs are pinned in some way or another.

ARTICLE 16.

APPLICATION AND ASSESSMENT OF WAZA-ARI

- (a) When a technique is executed which, in the opinion of the referee, merits Waza—ari he shall call “Waza—ari” and indicate the contestant who has scored by calling out the colour of his belt identifying ribbon or sash (red or white) whilst signaling. Waza—ari (points value 7) will be awarded when:
 - 1: A contestant throws his opponent in good form which closely merits Ippon but not to the extent of scoring a complete Ippon.
 - 2: In the case of Osaekomi, control of the opponent is maintained continuously for 25 seconds or more, but less than 30 seconds.
- (b) When the same contestant scores a second Waza-ari the referee shall call out and signal “Waza—ari Awasete Ippon” (full point scored by two techniques), stop the contest, return the contestants to their respective starting positions and indicate the winner by raising his arm towards him.

ARTICLE 17.

ASSESSMENT OF YUKO.

- (Point value 5) Yuko will be awarded when:
 - (a) A contestant throws his opponent in a good form which closely merits Waza—ari but not to the extent of scoring Waza—ari.
 - (b) In the case of Osaekomi, control of the opponent is maintained continuously for a period of 20 seconds or more but less than 25 seconds.

ARTICLE 18.

ASSESSMENT OF KOKA

(Points value 3) Koka will be awarded when:

- (a) A Koka will be awarded when a contestant deliberately executes a throwing technique. The opponent must land on at least one of his buttocks, thighs or stomach providing it is not contrary to Article 23 (26).
- (b) In the case of **Osaekomi** control of the opponent is maintained continuously for a period of 15 seconds or more, but less than 20 seconds.

COMMENT: The rule states that **no amount** of ‘**Kokas**’ equal 1 ‘**Yuko**’ and likewise **no amount** of ‘**Yukos**’ will equal or surpass 1 ‘**Waza-ari**’, this must be clearly understood.

ARTICLE 19.

APPLICATION AND ASSESSMENT OF YUSEI-GASHI

Yusei-Gachi will be awarded:

- (a) Where no score has been made and one of the contestants can be regarded as being noticeably better than his opponent (by majority decision). In this case, only one point will be awarded.

ARTICLE 20.

APPLICATION AND ASSESSMENT OF HIKE-WAKE

(Points value nil) Hiki-wake will be awarded when:

- (a) There is no other score or where both contestants have obtained similar scores and neither contestant can be assessed as superior to the other.
- (b) Both contestants simultaneously apply techniques meriting Ippon (see Article 15 (c)).

COMMENT: When Hiki-wake is called extra time has to be applied in the form of ‘Golden Score’. The first score or penalty ends the contest. Maximum time: Juniors 2 mins. Seniors 3 mins. All scores and penalties are cleared from the score boards before starting golden score.

If golden score is completed with no outcome a Hiki-wake decision CANNOT then be given by any of the officials. **Golden Score does not apply in Team Events.**

ARTICLE 21.

APPLICATION OF HANTEI (Judgement)

When the time allowed for contest has expired the referee shall be notified by an audible signal, whereupon he shall call “Sore-Made” (that is all), stop the contestants, return then to their respective starting positions. From this position the referee will indicate the winner.

A visible means of recording must now be used to record the current state of scoring between contestants and it will be the duty of the Referee and

Judges to check regularly that the correct scores are recorded for each contestant.

The scoring system will require a score board for both contestants, one red and one white, and must clearly illustrate the individual scores or penalties awarded to each player, i.e. all scores for and penalties against red, must be recorded on the red board and likewise for white.

Where the visible scoreboards are in operation it will not be necessary for the referee to call for “Hantei” at the end of a contest, unless the scores shown for each contestant are equal, in which case the normal procedures of judgement by the Referee and Judges on each competitor’s performance, i.e. number of attacks made, style, etc., will be made and the majority decision will decide as in Article 23. When the scoreboards show that one of the contestants definitely has a majority score the referee will automatically award the decision accordingly.

ARTICLE 22.

MAJORITY OPINION

The decision of ‘Hiki-wake’ or ‘Yusei-Gachi’ announced by the referee on the basis of the majority opinion of the Judges and Referee. Where the opinion of the 3 officials all differ, the judgement of the Referee shall prevail.

Where there is only one Judge, his opinion will be taken into consideration by the Referee, who will then make his decision.

ARTICLE 23.

PROHIBITED ACTS

The following acts are prohibited and disqualification or other penalties may be incurred for infringement, actual or intended.

Note: Suggested penalties are shown alongside each prohibited act.

1: Knocking off the opponent's hand or hands which are holding your Judogi by the use of your hand(s), knee(s), feet, elbows or head.

PENALTY — Shido.

2: Deliberately avoiding contacting or holding the opponent in order to prevent action in the contest.

PENALTY - Shido.

3: Using an excessively defensive posture in order to prevent the opponent scoring.

PENALTY — Shido.

4: Continually holding the opponent's Judogi on the same side with both hands, or continually holding the opponent's belt or bottom of the jacket below the belt with either or both hands in Tachi- Waza.

PENALTY — Shido.

Throwing whilst holding the bottom of the jacket below the waistline is not allowed.

5: Holding inside the opponent's sleeve or trousers or holding the sleeve by screwing it up. The Referee will decide if a hold has a screwing—up effect.

PENALTY — Shido.

6: The interlocking of fingers with those of one's opponent.

PENALTY — Shido.

7: Intentionally disarranging the Judogi or that of one's opponent, or making any unnecessary adjustment without permission.

PENALTY — Shido.

8: Binding any part of the opponents body with the belt or jacket.

PENALTY — Shido.

9: In **Ne—waza**, inserting a toe, foot or knee into any part of the Judogi or belt of the opponent or to bend back his fingers or wrists in order to effect a release.

PENALTY — Shido.

10: Holding any part of the opponent's Judogi in the mouth, or putting any part of an arm, hand or leg deliberately on the opponent's face.

PENALTY — Shido.

11: Deliberately pulling the opponent down towards the mat in order to enter into groundwork.

PENALTY — Shido.

12: Going outside the contest area for any other reason except as the result of an action or technique of the opponent.

PENALTY — Shido.

13: Deliberately leaving the contest area.

PENALTY — Shido

14: When a contestant is lying on his back and his opponent is in a position to be able to lift him, for the lying contestant to scissor, or continue to scissor the neck or the neck and armpit of the standing opponent. Or to apply or continue to apply any Shime Waza or Kansetsu Waza.

This is used in conjunction with: Article 14 (f).

PENALTY — Shido.

15: Attempting to continue the contest OUTSIDE the contest area.

PENALTY — Shido.

16: Taking hold of the leg below the knee in Tachi-Waza is a prohibited act unless the leg is offered or is fed from a leg technique.

PENALTY — Shido.

17: Making meaningless cries or remarks or gestures derogatory to the opponent or referee.

PENALTY - Hansoku-make.

18: Disregarding any instruction given by the referee.

PENALTY- Hansoku-make

19: Applying any action which might injure the opponent's vertebrae or neck.

PENALTY – Hansoku-make.

20: When the opponent is lying on his back on the mat, to lift him bodily and throw or drop him down.

PENALTY – Hansoku-make.

21: Throwing oneself backwards onto an opponent who is holding from the rear.

PENALTY – Hansoku-make.

22: Sweeping the opponents leg from the inside with the heel when he is applying a technique such as Harai-Goshi. However, Kusabi-Dome (wedge stop) is permitted, that is when the top of the toes are placed against the shin of the supporting leg from the inside.

PENALTY – Hansoku-make.

23: Attempting to throw the opponent with one leg entwined around his leg (Kawazu Gake), e.g. when attempting Osoto—gari.

PENALTY – Hansoku-make.

24: Squeezing the opponents head, neck or trunk with the action of Dojime (scissors grip). However, the act of crossing the legs is not in itself prohibited.

PENALTY — Hansoku-make.

25: Applying Kansetsu Waza's to any joint other than the elbow.

PENALTY – Hansoku-make.

26: Making, or attempting to make, any act which might be injurious to the opponent or which is contrary to the spirit of judo as interpreted by the referee and judges.

PENALTY – Hansoku-make.

ARTICLE 24. PENALTIES AND ACTION TO BE TAKEN

When there is an infringement under **Article 23 (1-26)** the referee will, in the first instance, award the prescribed penalty.

The penalties against a player will be a score to his opponent, i.e.

1st **SHIDO** against RED is equivalent to 3 points to WHITE

2nd **SHIDO** against RED is equivalent to 5 points to WHITE

3rd **SHIDO** against RED is equivalent to 7 points to WHITE

4th **SHIDO – HANSOKU-MAKE** against RED is equivalent to 10 points to WHITE

The score will be recorded on the opponents scoreboard and will be shown as a penalty under the offenders score board.

SHIDO (Note). Awarded against a contestant who commits or is about to commit a very slight infringement under Article 23 (1-16). In all cases of SHIDO the referee will stop the contest and return the contestants to the original starting position where they will stand while the referee raises their hand towards the contestant who committed the infringement and call out "shido". They will also call out the colour worn by the contestant who is penalized. He then orders the contest to continue.

1st SHIDO – 3 points awarded to the opponent.

2nd SHIDO. A contestant who commits an infringement meriting SHIDO and who already has a penalty of SHIDO will receive a penalty of a second SHIDO.

5 points awarded to the opponent

3rd SHIDO. A contestant who commits an infringement meriting SHIDO and who already has a penalty of a second SHIDO will receive a penalty of a third SHIDO.

7 points awarded to the opponent.

4th SHIDO. A contestant who commits an infringement meriting SHIDO and who already has a penalty of a third SHIDO will receive a penalty of HANSOKU-MAKE.
10 points awarded to the opponent

HANSOKU-MAKE (Disqualification). Awarded against a contestant who commits a serious infringement of Article 23 (17-26), or one who having already received a penalty of 3 SHIDO'S receives a further penalty specified as worthy of a SHIDO under Article 23.

To award "Hansoku-Make", the Referee will stop the contest, return the two contestants to their starting positions, and have them take up a kneeling position on both knees. After consultation with the Judges, the referee will return to his original position and raise his hand towards the contestant who has committed the infringement and announce "Hansoku-Make". He will then instruct the contestants to stand and announce "Hansoku-Gachi", raising his hand towards the winner, after which the normal formality of bowing to finish the contest will be carried out.

If a person is disqualified it is the decision of the Senior Referee if they are disqualified for the whole tournament.

E. When consecutive penalties are awarded all previous penalties shall remain displayed until that contest ends. (Only the highest penalty is awarded).

ARTICLE 25. KIKEN-GACHI (WIN BY WITHDRAWAL)

Kiken Gachi will be awarded to a contestant whose opponent withdraws before the end of the contest, it carries a point value of 10, awarded to the contestant who does not withdraw, and the referee will announce this at the same time, raising his hand towards the winner.

ARTICLE 26.

FUSEN-GACHI (WIN BY DEFAULT)

Fusen Gachi will be awarded to a contestant whose opponent does not appear for the contest.

A contestant who is not present when his name is called will be allowed three calls in the period of one minute after which time the decision above will be given to his opponent. The referee will announce this at the same time raising his hand towards the winner. The prescribed formal salutation will be made by the officials and the contestant before and after the announcement.

ARTICLE 27.

COACHING OF CONTESTANTS

The coaching of contestants is allowed during the contest **but only when Matte is called** and will NOT be allowed at any other time. It will be considered offensive to the other contestant. If anyone is considered or heard to be coaching 'out of time'. The referee will act as follows:

(a) Without interfering with the contest taking place the referee will, where possible, make his way towards the offender(s) and caution him/her with the announcement "STOP COACHING" but will not enter into conversation with the offender/s nor will he at any time become distracted from the actions of the contestants, having made the announcement he will immediately move back into a controlling position for the contest.

(b) If the offender(s) continues the referee will, at their discretion, issue a 'final warning' saying "I can award the decision against the contestant you are coaching as it is considered unfair to his opponent".

The referee will then add "this is the final warning". Having issued this warning the referee will then return to his original position and re—start the contest.

Should the offender so commit a further offence then the referee will act as announced and he will stop the contest, etc., and where necessary, will award Fusen-Gachi (win by default) to the contestant not being coached.

Comment:

It is intended that this action will make any offenders realise that they are not helping their own competitor and that the onus will be on them

NOTE: The referee should check to make sure that the offenders are not DELIBERATELY trying to cause a contestant to lose his contest. This he can do by, after issuing the final warning to the offenders asking then to which club they belong and confirm this by asking both contestants should they belong to a club from which neither of the two contestants are members, and they continue to coach after the final warning, the referee should approach the organiser and senior officials who should then take any necessary action to have the offenders leave the competition arena. In the latter case, neither of the contestants are penalised.

No contest will be conducted on any mat when the officials are being harassed or abused.

ARTICLE 28. JUDGEMENT OF A CONTEST STOPPED THROUGH INJURY OR SICKNESS

In the event where a contestant cannot continue the contest because of injury or sickness, the result of the contest shall be judged on the basis of the following conditions:

(a) When the cause of the contestant's injury is through his or her own carelessness then the injured contestant shall be the loser. The referee will follow the normal procedure of awarding to the winner, the announcement in this case will be 'Itami Gachi', points value 10.

(b) When the cause of the contestant's injury is through his opponent's carelessness, the opponent shall be the loser. The referee will again award 'Itami Gachi'. In the case of this nature where the injured player is unable to take his place to receive the award the referee will announce 'Itami Make' (loss) and raise his hand towards the losing contestant. If the action that has caused the injury was deliberate or intentional and considered dangerous by the referee then he may apply procedure for Hansoku Make (Article 24).

(c) When a contestant becomes sick or injured during his contest and cannot continue, he shall be the loser and the referee will award 'Kiken Gachi' (win by withdrawal).

ARTICLE 29.

When the officials or First Aid advise that a contestant withdraws from a contest or from the competition because of injury, sickness, or any other reason, the contestant will not be allowed to continue.

ARTICLE 30.

A contestant will be allowed a maximum of 2 visits by the First Aid. The total time of the visits must not exceed 5 minutes. If it does or a player needs a third visit, they are withdrawn.

ARTICLE 31.

Any situation arising, which is not covered by these rules, shall be decided by the Referee, Judges and Officials in charge of the competition in consultation.

Their decision will be final.