



Traditional Judo Competition Rules

JFAUK – Technical Committee

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Foreword:

These contest rules are based on rules the utilised by the European division of the World Judo Federation (WJF). It follows the expectations of judo as taught by Professor Jigoro Kano. The rules represent a guide for the way we must teach, train and educate our students to reflect the aims and objectives of traditional judo.

The JFAUK competition rules apply to all regional and national competitions. These rules originate from the traditional Kodokan judo and support the philosophy of judo that we practice in our dojos. The rules correspond with the way we practice and teach our judo.

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Our Aim

- To practice traditional judo holistically with tradition and formalities for a better education.
- Allow and encourage the integration of groundwork in competitions.
- Encourage upright judo with normal traditional lapel sleeve hold and Shizen Hontai (basic natural posture)
- Encourage the use of judo skill to defeat an opponent rather than brute force.
- Simplify the contest rules of judo, helping the competitor and the referee to further understand the concept of traditional judo.
- To discourage negative, restrictive judo.
- To dissuade holding around the neck, pulling opponent onto the mat, and dropping on both knees.
- Stamp out cheating and bar side mat coaching.
- To impose order to the public from unnecessary mat-side shouting and coaching.
- To reinstate and promote judo discipline, tradition, and formalities, treating judo as a martial art rather than a sport.
- To place trust and respect back to the referee and judo organisation.
- To create a more level playing field for all judoka, to experience and enjoy all that judo has to offer.

Section 1: The arena

The judo arena must be of a secure construction inclusive of changing rooms for male and female have separate toilet facilities showers if possible, have ample parking facilities and with accessible fire exit escapes.

Section 2: Competition Area

- a. The actual contest area should be at least 10m x 10 m. In addition there will be no outlined safety area. The whole mat area will be used for contest. Matte will be called by the referee when the contestants reach the end of the mat area in due time.
- b. Mat area: The mats should be of traditional tatami vinyl or similar material and must comply with a standard thickness of 30-40mm.
- c. Where two mat areas meet, a minimum of 3 m to 4m gap should separate the two contest areas.

Section 3: Judogi

- a. The competitors shall wear an **all white** judogi that must be in clean order and in good condition for contest. The judogi must be fit for its purpose i.e. loose and allow flexibility in order to let the opponent to take a proper 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). Any contestant found to have such a jacket will not be permitted to fight unless it is replaced with an appropriate jacket.
- b. The sleeves must be long and broad enough to cover the upper wrist. There must be at least 4cm between the end of the sleeve and the wrist; and 4cm within the inside measurements to the shoulder.
- c. 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 will be disallowed. No other form of advertising, name tags or numbering will be permitted.
- d. The trousers should be long enough to reach the ankles and must be loose and not fitted as to restrict movement.
- e. The jacket should be long enough to cover the hips and wide enough to be crossed across the abdomen and held together with the belt around the waist; The belt (obi) shall be long enough to be tied with a secured knot, in order to keep the jacket in place; the belt is to be rapped round the waist twice.
- f. Only female judoka will be permitted to wear a white clean plain T-shirt or leotard under their judogi. Male judoka will be permitted to wear a plain white t-shirt, only for medical conditions (which will require authorisation prior to the competition).

Section 4: Hygiene

The competitors shall enter their competition in a clean state, short cut finger and toe nails in order to prevent injury, all white judogi, no sharp objects or body piercings, long hair to be tied up with soft hair band, and must be free of body odour.

Section 5: Referee

- a. The male and female referees' outfit, shall wear clean white shirt black suit trousers, a black belt and black socks.
- b. The referee shall stay within the contest area, conducting all contests, administer judgment and decisions on the contestants, and make sure that all the decisions are recorded correctly with the time table officials. Their role is to impose the correct contest rules set by the **JFAUK** and to make sure safety on the mat is maintained. The referee shall be qualified and meet the standards of refereeing set by **JFAUK**.

Section 6: Competition Overview

- a. A valid and up-to-date licence must be shown prior to competition. If the licence has expired the contestant will not be permitted to compete.
- b. All contests will be conducted by one referee. (There will be a second chair referee who will be seated next to the time officials who will act as an **observer** referee helping with any clarifications that may be required by the acting referee. The acting referee's decision **will be final**.)
- c. Only Waza-ari and Ippon will be scored (i.e. no Koka or yuko).
- d. Contestants shall follow a traditional Ritsurei (Standing bow) salutation, Rei, before and after their contest, followed by shizen hontai (basic natural standing posture prior to contest).
- e. Contestants must take hold of each other within three seconds from the standing bow.
- f. There will be no side mat coaching permitted at any time.
- g. We will discourage the public from coaching and shouting during contest. This behaviour serves no purpose and only causes huge distraction and difficulty for the referee and time officials in communicating during contest.
- h. The JFAUK upholds a policy of Waza-ari and Ippon for for all competitions and of grading.

Section 7: Ippon and Waza-ari

- a. Ippon score is ten (10) points
- b. Waza-ari score is seven (7) points
- c. Waza-ari Awasete Ippon - two Waza-ari scores are equal to one Ippon, ten (10) points.
- d. Ippon will be scored from any accumulation of scores either from standing or groundwork. (25 second hold down will score Waza-ari 7 points)

Section 8: Osaekomi Waza

- a. 30 second hold down will score Ippon (10 points)
- b. 25 second hold down will score Waza-ari (7points)

Section 9: Shime Waza and Kansetsu Waza

- a. Ippon shall be scored from any submission
- b. Armlocks and Strangles will not be permitted for any judoka who is under 10 years of age.

Section 10: Penalties (The use of Shido)

- The referee will announce Shido as a first penalty points against any infringements in contest.
- Shido will be scored as **three (3)** points against. Normally for a **first** minor infringement of the rules.
- Chui will be scored as **five (5)** points against. (Normally for a **second** infringement of the rules or can be also *instantly* awarded for a slightly more than minor infringements of the rules.)
- Keikoku will be scored as **seven (7)** points against. Normally used on a third infringement of the rules (Any two infringements of Keikoku will result to Hansoku make (disqualification) A Keikoku can be instantly awarded for a more serious infringement of the rules.)
- Hansoku make disqualification **ten (10)** points against. (Hansoku make can instantly be awarded for any serious infringements during the contest which may put a contestant in danger, threatened or may cause serious injury.)
- If no Ippon or Wazari has been awarded during the contest, the Shido penalty awards will be used to determine the winner
- In circumstances where a contestant has acquired a Shido but then the same contestant performs outstanding superior judo skill he /she may be awarded Yushei Gachi win by three points ,even though they may have a Shido against them .This decision may only happen with a Shido score

Section 11: Scoring

- a. **Yusei-gachi**; (Win by superiority) where no score has been awarded to either of the contestants, the referee will then award **Yusei-gachi** to the winning candidate. - Equal to **3 point score**
- b. **No Added extra time**: The referee will make a decision to the contestants as there will be no extra time allocated, no golden score will be used
- c. **Ippon**: is scored when uke is clearly thrown onto their back, the throw shall consist of speed and control. Ippon may also be scored when uke has been held down onto their back for the period of 30 seconds or has submitted to any shime or Kansetsu Waza techniques.
- d. **Waza-ari-Awasete-Ippon**: Where the referee has scored two Waza-ari shall call **Waza-ari Awasete Ippon 10** point win by accumulation of two 7 score wins. (Waza-ari is the only score that is allowed to be accumulated).
- e. **Sogo-gachi**: Where a contestant has been penalised with Keikoku and further violates the rules, the referee will retire the contestants to the centre of the mat and award **Hansoku Make** (Ippon to the winning contestant who has not incurred any or lower penalties). **Sogo –Gachi win by Disqualification**
- f. **Osaekomi**: Shall be called when in ground work when a contestant is securely holding and controlling the opponent on their back and shoulders.
- g. **Toketa**: Hold down Broken is called when the contestant manages to escape from the hold down by either turning off their shoulders or engage in the entanglement of tori's legs.
- h. **Fusen-gachi**: (Win by default) If a contestant fails to appear for their contest when called, for any reason then the referee shall award the opponent in waiting **Fusen-gachi**. Fusen-gachi may also be awarded to a contestant that injures his opponent and is found to be at fault.
- i. **Kiken-gachi**: (Win by withdrawal) should a contestant decline to compete for any reason and withdraws during the contest, the opponent will be declared the winner by **Kiken-gachi** win by withdrawal.
- j. **Doji Ippon**: (Simultaneous Ippon) in unusual cases when opponents score Ippon by throwing each other simultaneously, **no score** will be awarded, and the contest will continue. If no further score is achieved and the contestants obtain the same result then Yusei-Gachi (win by superiority) will be called. In cases of team competition only, Hikiwake (Draw) may be used.
- k. **Maitta**: (verbal submission - give up) when Maitta is called by the contestant, Ippon will be awarded to the opponent.

Section 12: Children

- a. **JFAUK's child protection policy** will be applied at all times and safety will always take precedence in all decision making.
- b. To further clarify, armlocks and strangles will **not** be permitted for any judoka under 10 years of age.

Section 13: Competition Procedure

- a. Only the removal of the judo jacket will be permitted during weigh in.
- b. Competitors will present themselves on the mat area to register and for inspection. On entering the contest area you will be requested to wait in line on the edge of the mat. You will be identified, and whilst there the contest regulation will be summarised. All competitors will then be allowed to warm up before competing.
- c. The referee will stand opposite the competitors who will line up. After the call of Shimban Ni Rei, all competitors shall perform a standing bow to the referee who at the same time returns the salutation. The competitors will then retire to their allocated position where they will wait to be called for their contests.
- d. The referee will then position himself in the middle of the contest area facing the time table officials who will then call for the first two competitors to come forward for contest.
- e. The first name which is called out will be of red corner, and the second name being called out will be of white corner. The scoring board will indicate the score of the red and the white corner competitor.
- f. **The commencement of the contest**: When the two contestants are called they will both stand at each corner of the contest area on either side of the table officials. The referee will signal them to walk on the outside perimeter of the safety area stopping opposite each other by their respective starting position 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. The contestant wearing the red belt will enter the designated red side which will be visibly marked. This procedure shall be reversed when the contest is over.

- g. **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 for the start of the contest.
- h. **Contest finish (Soremade):** at the end of the contest the contestants will retire to their original starting position. The referee will then stand between the competitors by stepping forward with the right foot, and raising either arm upward in the direction of the victor to announce and indicate the result of the contest. The referee will then return to their original position by stepping back on with the left foot calling Rei to finish. The competitors will be expected to Rei to each from a ritsurei formal standing bow, and then retreat by walking backwards out of the contest area in a slow controlled manor.

Section 14: Time table officials

- a. The time keeper official 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.
- b. The time keeper table will comprise of two officials one on the scoreboard and the other working on the score sheets.

Section 15: Bad behaviour

- 1. Violence, abuse and threatening behaviour to any official will not be tolerated; anyone or any club that exhibits such conduct will be immediately disqualified, and can be banned from future competitions.
- 2. Drugs: Any Judoka found to be taking any form of illegal substances, including performance enhancing drugs will be immediately disqualified, subjected to future bans and may even face legal action.
- 3. Anybody found to contravene the competition requirements can, and will be refused the right to compete.

Section 16: Mat Marshal (Senior Referee)

This is the most senior referee and the highest authority on any tournament. The Mat Marshal shall be of experience and represent the JFAUK (Organisation), its policies and the general guidance in all disputes. Any complaints or queries are to be addressed to the mat marshal. If any individual is dissatisfied then they put it in writing addressed to the head office where the technical committee will address the complaint or query.

Section 17: Contest time

Contest times allocated for each category will be decided prior to the commencement of competition and all competitors will be notified. The following are recommended contest times but may be subject to change.

1. Children less than 10yrs	2 minute contest time
2. Children over 10yrs	3 minute contest time
3. Youth 16yrs to 18yrs	4 minute contest time
4. Adults Kyu	4 minute contest time
5. Dan grade	5 minute contest time

The times of each contest excludes any stoppage time. When Matte is called, the clock will be stopped. The referee may also call for Jikan (time out) to stop the clock for any other reason.

Section 18: Applications

- a. **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, the timekeeper will immediately stop the clock. The referee will indicate Matte by raising their right arm palm forward to indicate that the timing has to be halted.
- b. **Sonomama** 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 where may be of concern for safety.
- c. **Sore Made (Finish)** Sore Made is called by the referee when the time of the contest has expired. The time will be called and monitored by the time keeper, whereupon the referee will call Sore Made immediately.

Section 19: Hand Signals

- **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.
- **Waza-ari**: Where Waza-ari is scored the referee will extend his right or left hand directly sideways at shoulder level.
- **Waza-ari- Awasete-Ippon**: Where two Waza-ari are scored (the accumulation of two significant scores) the referee shall extend one hand directly sideways at shoulder level, and then raise the same hand directly upwards awarding Waza-ari-Awasete-Ippon
- **Yusei Gachi**: Win by one point by superiority. The referee will raise one hand upwards and in the side of the winning contestant, indicating the winner
- **Hansoku Make**: Disqualification, the referee will call Matte, return the contestants to the starting position; point at the accused contestant with the four fingers, thumb closed indicating Hansoku Make, then raise one hand upwards and on the side of the winning contestant.
- **Shido**: Penalty score. The referee will call Matte, return the contestants to the starting position then point to the accused contestant with the four fingers, thumb closed indicating the penalty score (Shido, Chui or Keikoku)
- **Osaе komi**: 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.
- **Toketa**: 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.
- **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.
- **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.
- **Non Activity**: 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.
- **Hiki-Wake**: Draw. The referee will raise their right hand up with the four index fingers pointing and thumb closed and slices downwards with their arm between the contestants to indicate a draw.
- **Yoshi**: Continue, in case of groundwork or Sonomama, the referee will call Yoshi by touching both contestants with the palm of the hand and then withdrawing on the call of Yoshi.
- **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.

Section 20: Medical Attention

1. The referee will stand and raise one hand straight upwards to attract the attention of the medical officer on the day.
2. Should an injury require a contestant to leave the contest area, they must do so only with the Medical attendant.
3. On the return of injured contestant the remainder time of the contest will be fought. The time away will be treated as injury time.
4. If the contestant fails to return to the contest, or if the medical officer informs the referee that the contestant is not able to continue, the referee shall make call Kiken gachi - win by withdrawal.

Section 21: Osaekomi Waza (Forms of Holding)

1. Where a contestant is being held onto their back and under control for the period of 30 seconds, Ippon will be awarded. Osaekomi will be retained during the transition from one groundwork technique to another providing there is no loss of control
2. Uke must not be able to break Tori's hold or entangle Tori's legs for Osaekomi to be continued.
3. When Tori loses control of the hold down and uke is free, **Toketa** will be called (Hold broken) and the held time will be noted.

Where Osaekomi is called, near the borders of the contest area, subject to any one of the contestant's body is in contact with the mat within the contest area Osaekomi will be maintained. Once both contestants leave the contest area **Sonomama** will be called and the contestants will be brought back in the centre of the mat area and the hold down will continue. On the referee's instructions (Yoshi) Continue for the remaining time.

Section 22: Valid and Invalid Area of Technique

- Any technique which is executed simultaneous to or just prior to expiry of contest time, shall be judged as valid.
- In the case of OSAEKOMI being announced, prior to, or the simultaneous to the expiry time, the contest will be allowed to continue for the duration of the hold down. Following this, **sore-made** will be called and the contest will end.
- Movement in the Contest Area The contest shall continue as long as both competitors are in a safe distance from the edge of the mat area. The referee must act quickly in stopping the contestants from reaching the edge of the mat, by calling **Matte**.

Section 23: Sono Mama (Freeze)

The Referee shall announce Sono Mama whereupon both contestants shall freeze their actions immediately. The referee will assess the situation, and when all is clear both contestants will be assumed their original positions. On being satisfied that both contestants have resumed to their original positions, the referee placing a hand on both contestants will announce Yoshi (Continue).

Section 24: Prohibited Acts

It is recommended that a verbal warning is issued to the competitors prior to Shido been given this is part of the education.

First awarded penalty is **Shido** / second penalty is **Chui** / third penalty is **Keikoku** / fourth penalty **Hansoku-make**

- When a contestant avoids taking hold and continues to prevent full engagement.
- If a contestant adopts a stiff posture with excessively defensive style preventing judo from engaging.
- Contestant attempts an invalid technique.
- When a contestant deliberately holds their opponent's belt with one or both hands, preventing judo from engaging.
- When a contestant uses both hands to hold onto the opponent's collar/lapel jacket on the same side for a period over three seconds without attacking.
- When a contestant uses both hands to hold on to the sleeves of their opponent without attacking for three seconds.
- To excessively hold the end of the sleeve of their opponent.
- To insert fingers inside the opponent's sleeves or trousers.
- To hold either the cuffs or sleeves and twist to entrap the wrist in order to prevent an opponent from taking a proper grip.
- Deliberately grabbing, bending, holding or twisting the fingers of an opponent.
- For wasting contest time by intentionally disarranging the Judogi, or tie and untie their belt or trousers without the permission of the referee.

- To hold or take any part of the opponents jacket with the mouth.
- To deliberately place a hand or foot directly to an opponent's face.
- To deliberately pull opponents hair.
- Deliberately grabbing an opponent's foot or leg without prior attacking with a technique.
- To deliberately break their opponents grip aggressively on repeated occasions.
- Keep pulling downwards in an aggressive manor without attempting a technique
- To hold on with outstretched arms, or stiff arms in order to prevent the opponent from attacking and engaging in judo.
- To apply any leg locks.
- Loss of temper and the use of bad language)
- Repetitive failed leg sweeping, which results in Kicking.
- To break opponents grip by means of kicking or by using the knee or leg.
- To attack opponent with **Morote-Gari** before taking hold first. (Both arm and leg grab).
- To apply any action that is deemed to be dangerous.
- To undertake any action that undermines the spirit of judo
- Delibrately adopting a posture which is opposite to Shizen hontai (basic natural upright posture) without attacking.

Section 25: Hansoku Make (Disqualification)

Hansoku Make is awarded against a contestant who has already been penalised with three former penalties but continues to further violate the rules. Alternatively, Hansoku Make can be **immediately** awarded against a contestant who may commit a serious offence against the rules and inflict potential injury to his opponent. The Referee will use their own judgment during contest to determine whether a violation of the rules had occurred for the following:

- To apply any action deemed to be dangerous as to possibly cause serious injury, particularly, to the opponent's neck or spinal vertebrae.
- To fall backwards with intent, while opponent is holding onto the contestant's back.
- To strike out with verbal abuse to the opponent, referee, and officials at the time of contest.
- To deliberately disregard the instructions and the rulings of the referee.
- To deliberately lift an opponent who is laying on the tatami and then drop them back onto the tatami.
- To accumulate two Keikoku.
- Applying any pressure to the neck or spine, i.e. overstretching opponent's spine or placing both legs around the opponent's neck.
- Use of mouth for biting opponents body.
- Hair pulling.
- Scratching.
- Any further action which is against the philosophy and general conduct of judo. This decision will be made at the discretion of the referee.

Section 26: Application of Matte

The Referee shall announce MATTE (Stop) to halt the contest. The amount of time that the contest is halted shall not count as part of the contest time, and therefore the contest time clock will also be halted. (Jikan)

Matte is called when:

1. For safety reasons on the mat
2. A Contestant commits a prohibited act
3. A Contestant is required to adjust their Judogi
4. The Contestants are have stepped out of the contest area
5. Injury, accident or difficulty occurs
6. When Groundwork becomes inactive
7. When from groundwork one contestant manages to stand up

8. When addressing the time table officials
9. Non activity
10. Awarding of scoring or penalties

Section 27: Situations not covered by the contest rules

Where a situation may occur which may not be covered by the rules, a decision will be announced following a consultation with the mat Marshal, (senior referee).

Section 28: Additional Rules and Invalid Techniques

- The dropping on two knees at the same time (Drop Seoi Nage) prior to the execution of a throw will not be permitted and invalid. If a throw is executed when both knees are off the mat but then during the throwing action the knees follow to land on the mat, then the throw will be valid. The dropping on one knee in the execution of any throwing technique will be permitted and valid.
- Direct leg or ankle grabs are not valid. For a leg or ankle grab to be valid, a competitor must first attack with a valid technique (for example, Ouchi Gari or Kouchi Garu). A direct Kata Guruma attack will be permitted.
- Morote-Gari is permitted as long as it's executed from a Kumi Kata position, normal sleeve hold.
- Kani Basami is not permitted.
- No holding round the neck (headlock) will be permitted.
- The breaking of the grip by hand or leg will not be permitted.
- No leg locking is permitted.
- Forcing your opponent to bend forward must be followed with an immediate attack otherwise Shido will be given.

Section 29: Weight Categories

The following recommended weight categories will structure the age difference between primary and juniors. In cases where there are too many children of one category, additional categories may be made up which may include age divisions. In addition competition organisers reserve the right to amalgamate any weight categories where there may not be sufficient entries for individual categories to be made.

It is recommended that if a competition requires the amalgamation between kyu grade judoka and dan grade judoka, only 1st kyu judoka be amalgamated with dan graded judoka to create a fairer competition environment.

Weight categories for primary and junior male and female judoka (Below 16 years of age)

- 19kg and under
- 22kg and under
- 25Kg and under
- 28kg and under
- 31kg and under
- 35kg and under
- 38kg and under
- 41Kg and under
- 44kg and under
- 48Kg and under
- 51kg and under
- 55kg and under
- 58kg and under
- 61Kg and under
- 65kg and under
- 69 Kg and under
- Over 69Kg

Please note that any junior accepting a senior grade will still be allowed to participate at junior level, as long as they are under 16yrs of age. The JFAUK does not discriminate against ability.

It becomes the instructor's responsibility to ensure that the entered competitors are sufficiently competent, fit and healthy for competition. The organisers of any competition will have the right to withdraw any competitor or team, who fail to fulfil the competition requirements or may not be fit for competition.

Weight Categories for senior male judoka (16 years of age and above).

- 55Kg and under;
- 59Kg and under
- 63kg and under;
- 66kg and under;
- 71kg and under;
- 75Kg and under
- 79kg and under;
- 83Kg and under
- 87Kg and under
- 91kg and under;
- 95kg and under;
- 99kg and under;
- Over 100kg; and,
- **Open weight.**

Weight categories for senior female judoka (16 years of age and above).

- 48kg and under;
- 52kg and under;
- 57kg and under;
- 63kg and under;
- 70kg and under;
- 78kg and under;
- Over 78kg; and,
- Open weight.

Section 30: Guidance for Ne Waza Competitions

Ne-Waza competitions will be conducted under full JFAUK/WJF EU Rules, with the following adjustments to be made.

- Judoka will commence the competition by performing Seiza Rei (kneeling bow) before raising their right knee one meter apart, ready for Hajime.
- When the contest is finished both competitors will return to the centre of the mat and adjust their judogi. The referee will give the score and competitors will perform a Seiza Rei to end the contest.
- Any spine locks or pressure to the rear of the neck can result in disqualification (such as the technique commonly known as a 'guillotine').
- Any throwing from the ground will not be scored.
- Armlocks and strangles will only be permitted to all children 10 years old and above.
- All Jiu Jitsu (or similar) grades must be declared during weigh in.
- Only judo licences will be permitted to compete.

Section 31: Terminology

Rei	Bow
Hajime	Begin
Sore-made	Finish
Matte	Stop
Osaekomi	Hold down in progress
Sonomama	Freeze
Toketa	Hold down broken
Yuko	5 Points
Waza-ari	7 Points
Ippon	10 points
Waza-ari-Awasete-Ippon	Accumulation of two Wazari equals Ippon
Hantai	Decision
Yushei gachi	3 point win by decision
Sogo-gachi	Win by opponent disqualified (10 points)
Hansoku Make	Disqualification (10 points)
Hiki Wake	Draw (no score)
Fusen-Gachi	Win by default (10 points) Contestant does not appear
Kiken-Gachi	Withdrawal win (10 points) Contestant withdraws
Maitta	Give up, Submission (10 points)
Yoshi	Continue
Jikan	Time out
Shido	3 points penalty
Chui	5 points penalty
Keikoku	7 points penalty
Hansoku Make	Disqualification (10 points)
Doji Ippon	Simultaneous Ippon
Ritsurei	Standing Bow
Shizen Hontai	Normal standing Bow

Please note: The JFAUK Technical committee may alter, change, modify or add any additional contest rules in compliance with traditional Kodokan judo. Any such change or amendments will be announced prior to any competitions.

JFAUK Technical Committee

Authorised by:
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