

Referee

Only one referee will be present on the mat. He will be assisted at a video check table by two referees or 1 referee and a referee commission member. They will be in radio communication in order to possibly modify the decisions according to «majority of three» rule. A rotation system will be implemented for the referees. The IJF Jury will interfere only when they consider it to be necessary.

Technical Assessment

- IPPON: to give more value «to take into account only the techniques with real impact on the ground on the back».
- All situations of landing on the bridge position will be considered Ippon.

Golden Score

No time limit for Golden Score (Hantei is cancelled).

If the fight continues to golden score (due to a draw), the first receiving a Shido loses, or the first scoring a technique will win.

Penalties

During the fight there will be three Shidos, and the fourth Hansoku-make (3 warnings and then disqualification).

Only technical scores, starting from Yuko, can give points on the scoreboard. Shidos do not give points to the other fighter.

At the end of the fight, if scoring is equal, the one with less Shido wins.

GRIPS: Now Penalized with Shido

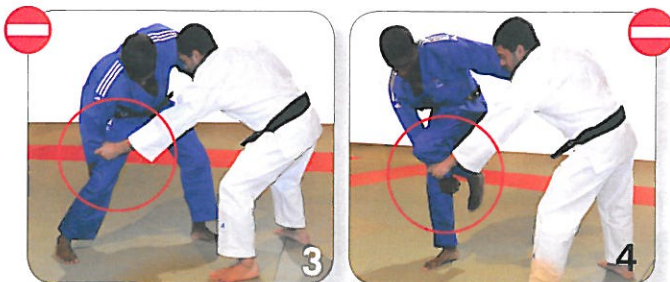
It is forbidden:

- To break the grip with 2 hands on the hand, the wrist, the forearm or the sleeve of the opponent (1)

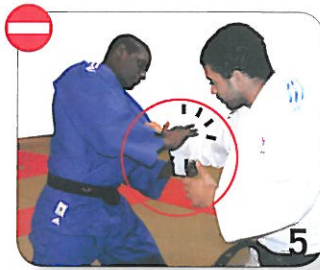
Remark: It is not considered as breaking if one of the two 2 hands is on one's own Judogi (2).



- To break the grip of the sleeve using one's own knee (3) et (4).



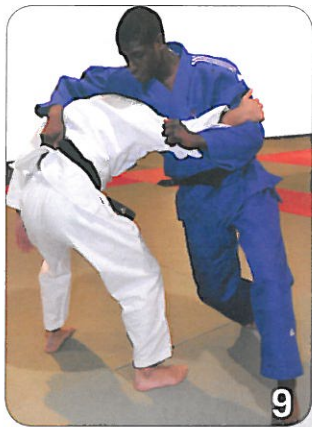
- To break the grip **by giving a blow** (5).
- To physically dominate the opponent in Kumikata without any real attack (6).



- To lock with **1 hand** (7) or **2 hands** (8) without any intention of attack.



- Cross gripping should be followed by an **immediate attack**. Same rule as for the belt gripping and one side gripping with two hands (9, 10).



The referees should strictly penalize the contestants:

- who try not to be gripped by the opponent (ex. conceal the lapel) (11).
- who do not engage in a quick Kumikata grip or/and who **try not to be gripped by the opponent** (12).



- It is forbidden to hug the opponent for a throw in **direct full-frontal grip** (Bear hug) (13).

Remark: if only Uke has a hand on the Judogi, Tori cannot hug him directly for a throw (Sanction: Shido).



GRIP of LEG: Now Penalized with Hansoku-make (14 - 19)

- All grips or actions in **Tachi-waza below the belt**, with one or two hands or with one or two arms in attack or defense, such as combination, blocking, counter-attack or moving from a standing position to the ground.



In Ne-Waza the grips below the belt are allowed. In intermediate actions it is necessary that the **position of Ne Waza is well marked** for being able to act on legs.

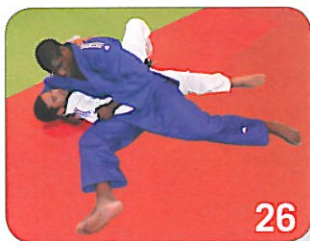
Example: impossibility to throw the opponent because he is in a complete Ne-Waza position.

Osaekomi, Kansetsu Waza and Shime Waza

- Osaekomi scores 10 seconds for Yuko, 15 seconds for Waza-ari, and 20 seconds for Ippon.
- Kansetsu-waza authorized for Cadets, application of the same rule as for Juniors and Seniors
- The Kansetsu-waza and Shime-waza initiated inside the contest area **and recognized as being effective** to the opponent **can be maintained** even if the contestants are outside the contest area.



Osaekomi will continue also outside of the contest area as long as Osaekomi was called inside this area (26-27).



The Bow

When entering the tatami area, fighters should walk to the entrance of the contest area at the same time and bow to each other into the contest area.

The contestants **must not shake hands BEFORE** the start of the contest. (28).

