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6. To make any twisted locks at the knee or foot. <sup>(43)</sup>
  7. To make locks on fingers or toes.
  8. To apply any strangulation with a belt.
  9. To apply kani-basami.
  10. To push the fingers into the eyes of the opponent.
  11. To push the opponent on the mat in a dangerous way, while he is in a guard position or on the back of the other competitor.
  12. To discuss the referee's decisions.
  13. To apply punches or kicks, to bite the opponent or to apply any other action that is against the ethics and fairness.
- d. The first time a contestant makes a "heavy forbidden" act he will be punished by "Hansoku-make". He loses the match with 0 points and the opponent gets 100 points.
  - e. The second time a competitor loses by Hansoku-make in a tournament, he is expelled from the rest of the tournament.
  - g. If both contestants will be punished by Hansoku-make, the match will be repeated.

### Section 39 Settlement of the Match

- a. A competitor may win the match before the end of the fighting time, if one of the contestants applies a lock or a strangulation that makes the opponent tap. This is called a submission. In this case the losing competitor gets 0 points and the winner gets 100 points.
- b. After the fighting time has expired the contestant who has the most points at the end of the match will be the winner.
- c. If the competitors have equal points at the end of the match, the contestant who achieved the most advantages wins the match.
- d. If the score is equal both in total points and in number of advantages, there will be an extra round of 6 minutes with golden score. The first point, advantage or penalty will end the match. The scores and penalties from the initial round are carried forward into the extra round.
- e. If the score is equal both in total points, in number of advantages after the extra round it is the duty of the referee to declare a winner. <sup>(44)</sup>

### Section 40 Walk-over and Withdrawal

- a. The decision "Fusen-gachi" (win by walk-over) shall be given by the MR to any contestant whose opponent doesn't appear for his match. The winner gets 100 points, after his opponent has been called for 3 times over at least 3 minutes.

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<sup>42</sup> The guillotine applied as a strangulation is allowed.

<sup>43</sup> Covering the opponent's knee with the outside leg will be punished by Hansoku-make.

<sup>44</sup> To determine the winner, the referee should take note of which athlete displayed greater offense during the match and came closest to achieving possible points- or submission-scoring position.

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- b. The decision “Kiken-gachi” (win by withdrawal) shall be given by the MR to the contestant whose opponent withdraws from the competition during the match. In this case the withdrawer gets 0 points and the winner gets 100 points.

## **Section 41 Injury, Illness or Accident**

- a. In every case when a match is stopped because of injury on either or both contestants, the MR may permit maximum time of 2 minutes to the injured contestant(s) for the rest. The total rest per contestant in each match shall be 2 minutes.
- b. The injury-time starts on command of the MR.
- c. If one of the contestants is unable to continue, the MR will make a decision after the following clauses:
  - 1. When the cause of the injury is attributed to the injured contestant, the injured contestant shall lose the match with 0 points and the opponent shall get 100 points.
  - 2. When the cause of the injury is attributed to the uninjured contestant, the uninjured contestant shall lose the match with 0 points and the opponent shall get 100 points.
  - 3. When it is impossible to attribute the cause of the injury to either contestant, the uninjured contestant shall win the match with 100 points, and the injured contestant shall lose with 0 points.
- d. When one contestant is taken ill during the contest and he is unable to continue, he shall lose the contest with 0 points and the opponent shall get 100 points.
- e. The official doctor is to decide whether the injured contestant may continue or not.
- f. If a contestant loses consciousness or if they blackout, the fight must be stopped and the contestant will be expelled from the rest of the tournament.

## **Section 42 Team Competitions**

Team competitions are possible and the rules are the same as for individual competitions.

## **Section 43 Reserves in Team Competitions**

- a. Reserves may replace contestants who have been injured or taken ill.
- b. The reserve must be in the same weight class or in a lower weight class than the ones who are to be replaced.
- c. Reserves may not replace a disqualified contestant.
- d. Reserves must be announced and weighted at the same time as the ordinary contestants.

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## **V. Final Regulations**







### **Section 44 Situations not covered by the rules**







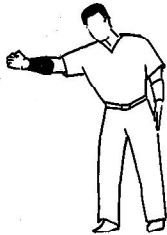
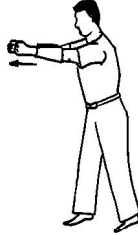
- a. The referees of the match in question, who together must come to a decision, must deal with any situation, which arises, that is not covered by these rules.
- b. The TR has no right of vote, he can only assist.

### **Section 45 Coming into Force**

These rules are authorized by the General Assembly of the JJIF and will come into force on January 1<sup>st</sup> 2014. They will replace all existing rules.

## Appendix I Gestures for Referees

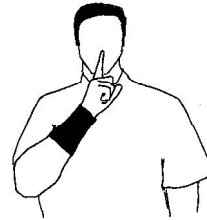
 <p><b>Hajime (FS, NW)</b> Start of the match / fight: The referee stands between the contestants and with both hands announces "hajime". The voice must be strong and with authority.</p>	 <p><b>Matte (FS, NW)</b> Stop of the match / fight: The referee raises one of his hands to shoulder height with his arm approximately parallel to the tatami and displays the flattened palm of his hand (fingers up) to the secretariat. The voice must be strong and with authority.</p>
 <p><b>Ippon (FS, NW)</b> The referee raises left or right arm (depending if the score is given to the red or the blue contestant), high above the head, with palm facing forward.</p>	 <p><b>Ippon 3 Points (FS)</b> The referee raises left or right arm (depending if the score is given to the red or the blue contestant), high above the head, with three fingers clearly shown.</p>
 <p><b>Wazaari (FS), Advantage (NW)</b> One point: The referee raises left or right arm to shoulder height (depending if the score is given to the red or the blue contestant), with palm of hand facing downwards. The sign must be clear to the secretariat.</p>	 <p><b>Cancel (FS)</b> Reset a decision: The referee waves a few times with straight hand over the head after showing the decision, which must be reset. The sign must be sharp, strong and clear to the TR.</p>

 <p><b>Passivity (FS, NW)</b>  Call or passivity:  The referee rotates horizontally both arms from elbow to the wrist in front of the body.</p>	 <p><b>Uncontrolled Technique (FS)</b>  The referee raises horizontally left or right hand, with arm bent in front of the body and with fist (description of the action must follow this sign before the penalty is assigned)</p>
 <p><b>Mubobi (FS)</b>  Confused or self-damaging action:  The referee straightens arms with fists a few times horizontally in front of the body. After the sign the MR must announce with clear voice "Mubobi".</p>	 <p><b>Straight punch to the head (FS)</b>  The referee moves the fist towards the head.</p>
 <p><b>Hard Contact (FS)</b>  The referee shows the strike with a fist against the palm.</p>	 <p><b>Grip and Punch (FS)</b>  The referee shows with one hand a grip for a Gi and with the other hand a punch.</p>
 <p><b>Going out of the fighting area (FS)</b>  (Side Referee sign)  The Side Referee indicates the situation to the mat referee, so that the MR can act accordingly.</p>	 <p><b>Pushing out (FS)</b>  The referee indicates with both hands the pushing from the fighting area to safety area (outside)</p>



### Throwing out of the contestant area (FS)

The referee indicates with the left or right hand (depending if the action was applied by the red or the blue contestant) the movement from the fighting area to the area outside the safety area.



### Unnecessary Calls, Remarks (FS)

The referee puts his index finger extended from a closed fist in front of his mouth.



### Osae-komi (FS, NW) (Control on the ground)

The referee points with right or left straight hand and palm, to the contestants and announces with clear voice "Osae-komi". The hand must be pointed out for the whole time while Osae-komi is active.



### Toketa (FS)

(End of the control on the ground)

The referee waves with right or left hand (Which was held in Osae-komi position) above the contestants a few times and announces "Toketa". The palm is positioned vertically. The sign shall be sharp, strong and clear.



### Simultaneous action from both side (FS) (Aiuchi)









The referee positions bent arms horizontally in front of the body, with touching fists.





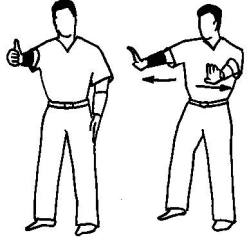


### Penalty (FS, NW)

(Shido, Chui, Hansoku-make)

The referee points towards the contestant to be penalized, with the index finger extended from a closed fist and announces the respective penalty.

 <p><b>“I did not see” – Sign (FS)</b> The referee covers the eyes with open palms, for short time (Hands in front of the eyes)</p>	 <p><b>Resetting the Gi</b> The referee crosses the hands in front of the body with straight palms, then points out the contestant who must reset the Gi.</p>
 <p><b>Full Ippon (FS)</b> (Table referee sign) The table shows to the MR the sign and the colour of the winner.</p>	 <p><b>Hantei (DS)</b> The referee raises one arm with palm of hand facing sideward, high above his head.</p>
 <p><b>Hikiwake</b> (Same score) The referee crosses arms in front of the chest, palms stretched. The referee shall announce “Hikiwake”.</p>	 <p><b>Announcement of the winner</b> The referee indicates the winner rising at 45-degree angle, straight hand with open palm and announces with clear voice “winner” and the respective colour.</p>
 <p><b>Sonomama (FS, NW)</b>  (“Freeze” announcement) The MR shall tap strongly (one tap usually shall be enough) with both hands to both contestants’ backs while they are fighting and announce clearly and with strong voice “Sonomama”.</p>	 <p><b>Yoshi (FS, NW)</b>  (“Go on” announcement) After the reason of temporarily stopping (“freezing”) is fulfilled, the MR shall tap once more with both hands on the contestants back and with clear and strong voice announce “Yoshi”.</p>

 <p><b>Medical Time</b> The referee forms a "T" with his both arms.</p>	 <p><b>Wasting Time</b> The referee points towards his "wrist-watch" with the index finger extended from a closed fist.</p>
 <p><b>Forbidden Technique (FS)</b> Techniques which will be punished by Shido (locks on fingers or toes, cross-legged locks around the kidneys, punches, strikes and kicks at the opponent laying down, kicks to the legs): The referee applies a hit with his open hand to his forearm.</p>	 <p><b>Disregard the MR Instructions (FS)</b> The referee points towards his both ears with his index fingers extended from a closed fist.</p>
 <p><b>Break (FS)</b> (In Case of Hikiwake before a additional round) The referee shows an 'OK' sign, with thumb finger straight up, to the score table and then directs the contestants off the fighting area for break.</p>	



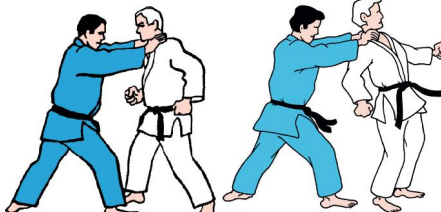




## Appendix II Attacks in the Duo System

(Every attack can be done left-handed or right-handed)

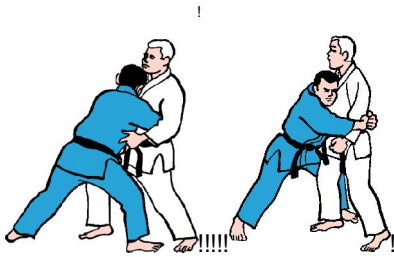
### Series A Gripping Attacks

(Every attack should be preceded by a pre-attack)

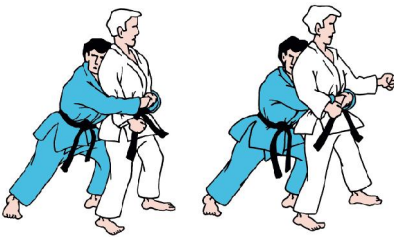
	<p><b>Grip:</b> Uke takes hold of Tori's arm. One Hand takes the wrist, the other the forearm.</p> <p><b>Intention:</b></p> <ul style="list-style-type: none"> <li>• To push or to pull</li> <li>• To control Tori's front hand</li> <li>• To immobilize the defender</li> </ul>
	<p><b>Grip:</b> Uke takes the reverse of Tori's Gi with his hand.</p> <p><b>Intention:</b></p> <ul style="list-style-type: none"> <li>• To come close to the opponent to make another action.</li> <li>• To pull – push or pin the opponent – perhaps to hit him / her afterwards</li> </ul>
	<p><b>Grip:</b> Uke attacks Tori's neck from the front-side or from the back-side to make a strangulation.</p> <p><b>Intention:</b></p> <ul style="list-style-type: none"> <li>• Push Tori backwards</li> <li>• Pin Tori</li> </ul>
	<p><b>Grip:</b> Uke attacks Tori's neck from the side to make a strangulation.</p> <p><b>Intention:</b></p> <ul style="list-style-type: none"> <li>• Push or pin Tori</li> </ul>
	<p><b>Grip:</b> Uke attacks Tori's side by taking the Gi on a level with the shoulder with the hand. The kind of the grip is free.</p> <p><b>Intention:</b></p> <ul style="list-style-type: none"> <li>• Push, pull or pin Tori.</li> </ul>
<p><b>General comment:</b></p>	<p>Hands and Grips must be closed.!</p>

## Series B Embracing and Neck Lock Attacks

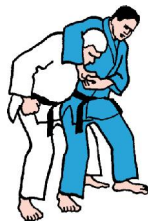
(Every attack should be preceded by a pre-attack)



Uke embraces Tori from the front-side under or over the arms. Uke's head lays on Tori's shoulder.  
Before the attack, Tori keeps his arms in a natural position.



Uke embraces Tori from the back-side under or over the arms. Uke's head lays on Tori's shoulder.  
Before the attack, Tori keeps his arms in a natural position.



Uke embraces Tori's neck with his arm from the side.  
Intention: To strangle or to apply a throwing technique



Uke embraces Tori's neck with his arm from the front-side.  
Intention: To strangle or to apply a throwing technique



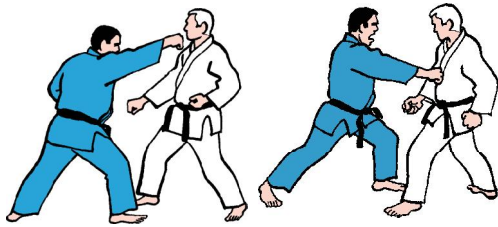
Uke applies a Hadaka Jime with his arm.  
Intention: To strangle or to break balance

### General comment:

Hands and Grips must be closed.

## Series C PUNCHES / Blows and Kicking Attacks

(Every attack should be preceded by a pre-attack)



Jodan or chudan Tsuki - punch from the front-side with the hand to the head or to the body.

Target: Solar plexus, stomach or face



Ago Tsuki (Upper cut) – punch with the fist.

Target: Chin



Mawashi Tsuki (Hook) – Semi-circular punch with the fist.

Target: Tori's side of the head



Mae Geri – front kick with the leg

Target: Solar Plexus, stomach



Mawashi Geri – Semi-circular kick with the leg

Target: Solar Plexus, stomach

Tori is allowed to make a step back and lightly turn the body

### General comment

The attack must be able to reach Tori, if he is not moving away.

It is not allowed to move before the attack is started. Tori must react on the attack.

## Series D Weapon Attacks

(Every attack should be preceded by a pre-attack)



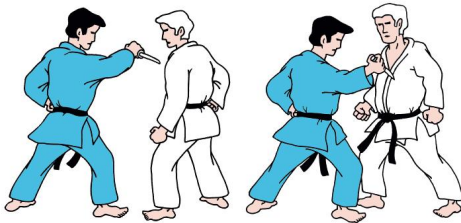
Knife attack straight from the top.

Target: Base of the neck on Tori's left or right side, just behind the clavicle.



Knife attack from the front-side.

Target: Stomach



Semi-circular knife attack, which is applied from the side or diagonal downwards.

Target: side of the body



Attack with a stick straight from the top.

Target: Top of the head



Attack with a stick from outside, which is applied from the side or diagonal downwards

Target: Tori's side temple / head

## General comment

The attack must be able to reach Tori, if he not moving away.

Tori shall have full control of the weapon during and after the defence.

## Appendix III Weightclasses Fightingsystem

### Men / Boys

Senior 21+	Junior 18/19/20	Aspirant 15/16/17	Cadets 12/13/14	Cadets 10/11	Cadets 8/9
1 x 3 min	1 x 3 min	1 x 3 min	1 x 2 min	1 x 2 min	1 x 2 min
- 55kg	- 56kg	- 46kg	- 34kg	- 24kg	- 21kg
- 62kg	- 62kg	- 50kg	- 37kg	- 27kg	- 24kg
- 69 kg	- 69kg	- 55kg	- 41kg	- 30kg	- 27kg
- 77kg	- 77kg	- 60kg	- 45kg	- 34kg	- 30kg
- 85kg	- 85kg	- 66kg	- 50kg	- 38kg	- 34kg
- 94kg	- 94kg	- 73kg	- 55kg	- 42kg	- 38kg
+ 94kg	+ 94kg	- 81kg	- 60kg	- 46kg	- 42kg
		+ 81kg	- 66kg	- 50kg	+ 42kg
			+ 66kg	+ 50kg	

The right of participation: Competitors, members of JJIF in EJJU, that will reach the age in the present year (from 1.1 to 31.12).

### Women / Girls

Senior 21+	Junior 18/19/20	Aspirant 15/16/17	Cadets 12/13/14	Cadets 10/11	Cadets 8/9
1 x 3 min	1 x 3 min	1 x 3 min	1 x 2 min	1 x 2 min	1 x 2 min
- 48kg	- 49kg	- 40kg	- 32kg	- 22kg	- 20kg
- 55kg	- 55kg	- 44kg	- 36kg	- 25kg	- 22kg
- 62 kg	- 62kg	- 48kg	- 40kg	- 28kg	- 25kg
- 70kg	- 70kg	- 52kg	- 44kg	- 32kg	- 28kg
+ 70kg	+ 70kg	- 57kg	- 48kg	- 36kg	- 32kg
		- 63kg	- 52kg	- 40kg	- 36kg
		- 70kg	- 57kg	- 44kg	- 40kg
		+ 70kg	- 63kg	- 48kg	+ 40kg
			+ 63kg	+ 48kg	

The right of participation: Competitors, members of JJIF in EJJU, that will reach the age in the present year (from 1.1 to 31.12).

## Appendix IV Weightclasses Ne-Waza-System

### Men

Categorie	Cadets Men (U17)	Juniors Men (U20)	Seniors Men	Seniors Men (+ 36 years)
Duration	4 min	6 min	6 min	5 min
Weight Categories	- 55kg - 60kg - 66kg - 73kg - 81kg - 90kg + 90kg	- 60kg - 66kg - 73kg - 81kg - 90kg - 100kg + 100kg	- 60kg - 66kg - 73kg - 81kg - 90kg - 100kg + 100kg	- 60kg - 66kg - 73kg - 81kg - 90kg - 100kg + 100kg
Leg locks	Not allowed	Not allowed		Not allowed
Start position	Standing pos.	Standing pos.	Standing pos.	On the knees

The right of participation: Competitors, members of JJIF in EJJU, that will reach the age in the present year (from 1.1 to 31.12).

### Women

Categorie	Cadets Women (U17)	Juniors Women (U20)	Seniors Women	Seniors Women (+ 36 years)
Duration	4 min	6 min	6 min	5 min
Weight Categories	- 54kg - 48kg - 52kg - 57kg - 63kg - 70kg + 70kg	- 48kg - 52kg - 57kg - 63kg - 70kg - 78kg + 78kg	- 48kg - 52kg - 57kg - 63kg - 70kg - 78kg + 78kg	- 48kg - 52kg - 57kg - 63kg - 70kg - 78kg + 78kg
Leg locks	Not allowed	Not allowed		Not allowed
Start position	Standing pos.	Standing pos.	Standing pos.	On the knees

The right of participation: Competitors, members of JJIF in EJJU, that will reach the age in the present year (from 1.1 to 31.12).

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2014 Edition

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