



Paris 2018, Xth Gay Games

Official rules of competition of judo Tachi Waza and Ne Waza english version



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1 INTRODUCTORY REMARKS

1.1 PURPOSES AND OBJECTIVES OF THIS REGULATION

1.1.1 The purposes of these rules are:

- 1.1.1.1 Establish standards that guarantee the fairness and impartiality of judgments.
- 1.1.1.2 To establish the powers of the referees, judges, assistants and participants.
- 1.1.1.3 To ensure strict justice and uniformity of methods of judgment and to enhance the authority of referees/judges and assistants. The value of the competition does not lie in winning but in setting up a good sportsmanship and a friendly atmosphere. The only true adversary being himself.

1.1.2 During the Xe Gay Games to be held in Paris in August 2018, JUDO competitions, a TACHI WAZA (Standing Fighting) competition, a NE WAZA (Ground contest with a Gi) competition and a technical competition KATA . These competitions are open to all, regardless of their level of practice (see rule 2.1, which presents the proposed divisions or categories).

1.1.3 The Judo Competition (Judo Fighting) uses the International Judo Federation tournament rules but with specific adaptations. The rules described here pursue objectives of inclusion and security in the spirit deployed by the International Association of Gay and Lesbian Martial Artists (IAGLMA). In case of doubt as to what is to be done, the rules of the International Judo Federation become the reference of the directors and officials of the tournament, respecting the values of inclusion and the safety of the participants, according to the views and decisions of the IAGLMA officials.

1.1.4 The world of Judo has an established habit of using Japanese terms to name techniques, judgments and scorings. For standing and ground judo competitions (from Tachi Waza and Ne Waza) commands in Japanese will be used. All commands shall be accompanied by the appropriate hand signal (see rule 2.12). It is the responsibility of the competition officials to clearly indicate to referees/judges, assistants and competitors which terms will be used for the commands and the score during the competition.

1.1.5 Definitions:

- 1.1.5.1 In this regulation, the term "tournament directors" means the organizers of the tournament.
- 1.1.5.2 In this regulation, the expression "officials of the competition" means the officials of the refereeing body and the responsables for following the rules and procedures of the competitions.

1.1.6 The tournament directors and competition officials work in coordination. If they consider it necessary, they can consult the IAGLMA officials to make decisions. The IAGLMA officials can act as advisers to them but do not make decisions for them.

1.2 SITUATIONS WHICH NOT COVERED BY THESE RULES

1.2.1 When a situation is not covered by these rules, it must be dealt with by a decision given by the center referee, after consultation with the side judges, the competition officials, the IAGLMA and the tournament directors.

2 RULES OF JUDO COMPETITION

2.1 CATEGORIES AND RANK EQUIVALENCE

2.1.1 The categories proposed at the judo tournament are based primarily on grouping by level. The weighting in the final organization of the categories takes place in the 2nd or 3rd criterion depending on the number of participants and the gender distribution of the participants.

2.1.2 Categories by level and rank equivalence:

- **Beginners:** white belts, yellow; less than one year of experience.
- **Intermediates:** orange or green belts; between one and two years of experience.
- **Advanced:** blue or brown belts; between two and four years of experience.
- **Black Belts:** more than 4 years of experience.

The **experience** corresponds to an ongoing practice.

2.1.3 Competitors must be registered in the category corresponding to their belt level / years of consecutive Judo or Jujitsu practices and not according to the highest level obtained in another style. However, if a competitor has a rank or a number of years of practice in another martial art that is equivalent to the brown or black belt and the judo or jujitsu rank is lower, the competitor must enter the next higher category to the rank obtained in judo. For example, if a competitor has a green belt of judo or jujitsu and black belt in another martial art, for judo competitions he will have to fight in the category "advanced" (blue-brown belt).

2.1.4 The categories are divided between men and women, according to the specific needs of men and women. The list of Judo categories can be found in Appendix A. However, in judo the weight of the participants is important, so if there are enough participants in a category the officials of the tournament can subdivide them into as many categories as necessary to ensure the fairness and interest of the competition. The references for judo weight categories are as follows:

- **Men** less than 60 kg (132 lbs), less than 66 kg (145.2 lbs), less than 73 kg (160.6 lbs), less than 81 kg (178.2 lbs), less than 90 kg (200 lbs) and more than 100 kg (220 lbs)
- **Women** less than 48 kg (105.6 lbs), less than 52 kg (114.4 lbs), less than 57 kg (125.4 lbs), less than 63 kg (138.6 lbs), less than 70 kg (154 lbs) and more than 78 kg (171.6 lbs)

2.1.5 As far as possible, weighing for Judo categories will take place on the evening before the competition and at the latest on the morning of the competition. All weight categories will be expressed in kilograms (kg) and pounds (lbs).

2.1.6 If there are only few participants (e.g. less than 8) in a category, the competition will be done in pools to ensure a satisfactory number of combats for the competitors. If their number is less than 2 or 3, it is possible to merge the categories. The final distribution of the categories of the tournament will be decided by the officials of the competition in consultation with the tournament directors and officials of the IAGLMA.

2.1.7 If the number of participants is greater than 8 or allows to create more balanced divisions according to weight, age (for example: more than 30 years, more than 40 years, etc.) the officials of the competition in consultation with tournament directors and IAGLMA officials can then create sub-categories.

- 2.1.8 By participating in the competition, a competitor implicitly commits himself to contest with anyone who is assigned to their division or pool. A participant is allowed to withdraw at any time, but he declares in this case forfeit for the contest and/or the pool.
- 2.1.9 The competitors should be classified according to their age, level, weight and specific needs, but the final decision to divide the divisions in pools or groups will be taken by the officials of the competition in consultation with the tournament directors and IAGLMA. Officials and/or tournament directors, in coordination with IAGLMA officials, reserve the right to merge categories with too few competitors. Every effort will be made to ensure a balance between competitors.

2.2 RULES PROHIBITING LOCKS AND STRANGULATIONS

- 2.2.1 In a judo competition, all locks, e.g., armpit locks, arms locks, crossed locks, knee locks, shoulder locks, stomach locks, leg locks, hand or triangle locks are prohibited for categories below the blue belt.
 - 2.2.1.1 From the blue judo-jujitsu belt (or the equivalent in years of experience), arms locks are permitted and their use does not entail any penalty or disqualification. All other locks remain prohibited regardless of the level of practice.
 - 2.2.1.2 When the same division is made up of competitors with blue belt and competitors under the blue, for reasons of fairness the use of the locks of arms is prohibited to the blue belts and marrons.
 - 2.2.1.3 When both competitors are in a ground combat position, the scissor locks on the opponent's leg (s) are allowed for all belt levels coming out of an immobilization.
- 2.2.2 For the Judo competition, strangulation techniques are permitted only for divisions of blue belts, brown belts and black belts. They are forbidden for belts of lower color, except for the competitions of ne waza.
- 2.2.3 It is the responsibility of the tournament directors to inform participants of these exceptions to international standard rules.

2.3 JUDO: SPECIFIC REQUIREMENTS

- 2.3.1 These specific requirements coexist with the common rules of Judo in Tachi Waza and Ne Waza:
 - 2.3.1.1 Specifications for the competition area: see rule 4.1
 - 2.3.1.2 The challenge of an arbitration decision: see rule 4.2
 - 2.3.1.3 The competition sequence for the competitors: see rule 4.3
 - 2.3.1.4 Competitors with special needs (handicap): see rule 4.4
 - 2.3.1.5 The competition system: see rule 4.6
- 2.3.2 Contestant's dress and aspect:

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- 2.3.2.1 Judogi: all competitors for the Judo competition must wear a judogi adapted to the practice. The judogi should be thick and strong enough to allow grabs and throws in a safe manner for both contestants. The sleeves must cover the entire arm, wrist included, in the position of the jacket of the judogi is verified (with arms outstretched). The judogi should be clean, dry and without unpleasant odor.
- 2.3.2.2 Long hair: Long hair must be tied by an elastic or similar material, without having any metallic or rigid components in order to avoid any discomfort towards the other competitors. The head should not be covered except by a medical bandage.
- 2.3.2.3 Nails: The nails of the feet and hands must be cut short.
- 2.3.3 If the outfit or any accessory of a competitor is considered by the referees or the officials to be dangerous for him/her or their opponent (example: no rings, jewelery, sharp buttons, pins or accessories that can cause injuries), the competitor will have a maximum of 5 minutes to change their outfit. Any competitor who refuses to comply with the instructions of the officials may be disqualified from the competition at the sole discretion of the officials in consultation with the tournament directors and IAGLMA officials.
- 2.3.4 Protective equipment is not permitted during the Judo competition (mouth guards, protections of hand or foot, shell or chest protection).
- 2.3.5 **Equipment - Belts:** In order to differentiate competitors, tournament directors must provide one (1) red belt and one (1) blue belt to each competitor. Any other accessory to differentiate the opponents is prohibited because it could cause injuries. Competitors are allowed to wear their own blue or red belt (the first one must wear the red belt, the second should wear a blue belt).
 - 2.3.5.1 The belts provided before the start of the fight must be returned when the competitor leaves the contest area.
 - 2.3.5.2 At the beginning of the contest the competitor wearing the red belt must always be on the right side of the center referee and the competitor wearing the blue belt must always be on the left side of the center referee.
- 2.3.6 **Equipment - Scoreboard:**
 - 2.3.6.1 For each contest area, a scoreboard will be provided to indicate scores horizontally. It shall be placed outside the contest area, clearly visible to the referee, the officials and the spectators.
 - 2.3.6.2 The scoreboard must also indicate the fouls received by one of the competitors. The scoreboard can be electronic or manual.
 - 2.3.6.3 If an electronic board is used, a manual scoreboard must also be available.
 - 2.3.6.4 It is the responsibility of the tournament directors to verify the proper functioning of the electronic scoring equipment before the start of the competition. It is also their responsibility to ensure that those who are responsible for noting down the scorings are able to use this equipment.
- 2.3.7 **Equipment - stopwatches/clocks:** If no electronic equipment is available to measure time, one (1) clock shall be provided to measure the duration of the contest and one (1) clock shall be provided to measure the duration of the immobilization for each contest zone. A third stopwatch may also be provided. It is the responsibility of the tournament directors to verify the correct functioning and accuracy of the timers before the start of the competition as well as to provide trained timekeepers.
- 2.3.8 **Equipment - Flags or Cardboard - Timekeepers:** If no electronic equipment shows the time, the timekeepers shall inform the referee of the interruption of time (yellow), of the osaekomi (immobilization) (green).
- 2.3.9 **Equipment - End of Regular Time:** A bell or other audible signal indicating the end of the regular time shall be used. An audible signal may simply be the word "TIME" or "JIKAN" pronounced clearly by the person responsible for the contest time.

- 2.3.10 Referees, judges and assistants:** each contest shall be supervised by one (1) central referee and two (2) side-judges. The central referee and the side referees will be assisted by the assistants: one (1) person responsible for the scoresheet and the contestsheet, one (1) responsible for the overall time of the contest and the time of immobilization. It is the responsibility of the tournament directors to provide trained assistants capable of understanding the commands and signs of the center referee. The assistants must be in front of the center referee.
- 2.3.11 Insufficient number of officials:** if the number of referees and officials is not sufficient, it is possible to have one center referee assisted by two (2) officials. The center referee will then be the only judge of the contest. If the number of officials is not sufficient, then the assistants will be in charge of the timekeeping and the holding of the scoreboard.
- 2.3.12 Medical assistance:** the tournament directors must provide at least one professional doctor that will assist the competitors and make medical decisions. A first aid kit should also be available.

2.4 DURATION OF A CONTEST

- 2.4.1** The duration of a contest is three (3) minutes for all divisions. If the organizers create divisions by age for those over 59, the duration of a match is reduced to 2 minutes for these divisions. If a considerable delay is taken in the competition the organizers reserve the right to reduce the time of the contest.
- 2.4.1.1 Regular time:** when the central referee announces a "Mate" (or "Stop" or Japanese "Sonomama") and suspends the contest temporarily (see rules 2.4.2 and 2.4.3) the overall timekeeper stops the chronometer. The stopwatch is restarted when the referee announces the resumption of the contest by a "Begin" (or "Hajime"). **The time between the "stop-mate" and the "begin-hajime" is not counted in the regular time of the fight.**
- 2.4.1.2 Additional time:** when an immobilization is announced simultaneously with the announcement of the end of the regular time, or when the immobilization starts shortly before the end of the regular time, the contest time is automatically extended by the time necessary for the attacker to complete their immobilization (e. g. 20 seconds maximum for an "ippon") or, for the defender, against immobilization. In this situation, the contest ends when the center referee announces the end of the immobilization.
- 2.4.2 Interruptions of the contest:** The center referee shall interrupt the contest in the following situations:
- 2.4.2.1** When the center referee or a side referee is scoring a technique or giving a warning/foul. (See Rule 2.12.3 below)
- 2.4.2.2** When the referee asks competitors to readjust their judogi.
- 2.4.2.3** When there is no progress during ground contest.
- 2.4.2.4** When a competitor resumes a standing (or semi-standing) position during ground fighting as this indicates a loss of control by the opponent.
- 2.4.2.5** When a competitor or both competitors act in a way that deserves a warning (shido rule 11.1) or a disqualification ('hansoku-make') (see rule 2.8).
- 2.4.2.6** When the referee decides that one of the competitors needs medical assistance. Or if the doctor requires the referee to interrupt the contest to check the status of one of the contestants.
- 2.4.2.7** In any situation where the referee deems it necessary to temporarily stop the contest, especially for security reasons.
- 2.4.3 Freezing the contest:** This rule applies only when competitors are contesting on the ground or are in a situation of immobilization. The center referee should freeze the fight when he wants to give a penalty (shido) to a competitor dominated for prohibited action (see rule 2.9 - prohibited behavior) or to check a technique that is not clearly visible from his/her position or when the side referees make a "Call" or a gesture.

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- 2.4.3.1 The center referee freezes the situation by announcing "Hold-on" or "Stop, do not move" ("sono-mama") while making the appropriate gesture (see Rule 2.12.6).
- 2.4.3.2 The timekeeper shall stop the clock and, if a immobilization has been started at that time, stop counting the immobilization time.
- 2.4.3.3 The two competitors stop contesting but remain in position, without moving. However, they must reduce the pressure on their opponent.
- 2.4.3.4 When the situation causing the freeze has been examined and resolved, the center referee restarts the contest by announcing "go ahead" or "restart" ('Yoshi') accompanied by the sign, appropriate contact with the contestants (see rule 2.12.6).
- 2.4.3.5 The timekeepers restart the clocks.
- 2.4.3.6 The two competitors restart their contest from the position in which they were frozen.
- 2.4.4 It is the responsibility of the center referee to keep an eye on the competitors and to ensure that they have heard the announcement.
- 2.4.5 The judges shall not interrupt the fight in the following situations:
 - 2.4.5.1 In order to prevent competitors from leaving the contest area unless the situation is considered dangerous;
 - 2.4.5.2 When a competitor who escapes from an immobilization seems to need a break or claims it.
- 2.4.6 **End of the contest:** the center referee announces the "end of the contest" in the following cases:
 - 2.4.6.1 When one of the contestants scores an 'ippon' or its equivalent.
 - 2.4.6.2 When the contest time has elapsed (note: the end of the time is indicated by an audible signal).
 - 2.4.6.3 When an the immobilization started shortly before or during the end announcement.
 - 2.4.6.4 When an injury or illness prevents a competitor from completing their match.
 - 2.4.6.5 When a competitor abandons (a competitor can withdraw at any time, at their request, without providing explanations). The contestant declares then forfeited for the fight or for their pool (or table, see rule 4.3.15).
 - 2.4.6.6 When a contestant is disqualified.

2.5 VALIDITY OF TECHNIQUES

2.5.1 Valid holding of the judogi is:

- 2.5.1.1 Holding with the left hand the right side of the opponent's collar and holding with the right hand the left side of the opponent's collar.
- 2.5.1.2 Holding the opponent's sleeve, collar, chest area, top of shoulder or back.
- 2.5.2 **Tolerance on invalid holds:** An abnormal hold of the upper Judogi can be tolerated for a few seconds by the center referee if it is used for an immediate attack by the opponent.
- 2.5.3 **Strictly prohibited holdings:** Holding the judogi under the belt in standing combat is strictly prohibited as well as catching any part of the legs or the groin area (see rule 2.8.7.14 - disqualifications). **Any competitor using such holdings to bring the opponent to the ground should be disqualified for the match.**
- 2.5.4 **Valid area for counting the techniques:** The contest must occur in the contest area. The specifications of the contest area are in rule 26 (contest area).
 - 2.5.4.1 A throwing technique can only be initiated if both competitors are inside the contest area or if the competitor applying the technique is in contact with the contest area.

- 2.5.4.2 Any technique applied when both competitors are out of the contest area shall not be recognized as valid.
- 2.5.4.3 All actions are valid and can continue as long as one of the contestants has a part of his body in contact with the contest area.
- 2.5.5 Exceptions to Rule 2.5.4:
 - 2.5.5.1 When a throw begins (when only one of the competitors is in contact with the contest area) in the contest area but during the action both opponents leave the zone, the action can be considered valid if the throw is performed **without interruption**.
 - 2.5.5.2 Similarly, any counter-initiated technique by the competitor who is not in contact with the contest area when the throw has started can be considered valid if the action is **uninterrupted**.
 - 2.5.5.3 Immobilizations outside the contest area are valid if they result from an **uninterrupted** action consisting of a throw started from the contest area, immediately followed by immobilization.
- 2.5.6 Any technique that **coincides** with the end-of-time sound signal but which produces an immediate profit can be considered valid and be scored.
- 2.5.7 Any technique applied **after** the end-of-time signal but before the announcement of the end of the fight ('Sore-made') by the center referee is invalid.
- 2.5.8 **Entry into ground fighting:** A valid change from standing to ground contest is obtained if the applied technique is continuous. If it is not **continuous**, the center referee should stop the fight and order the competitors to resume the fight in a standing position.
 - 2.5.8.1 A throw followed without interruption by a ground contest is valid.
 - 2.5.8.2 Following a competitor who has fallen because he/she has failed the throwing technique is valid.
 - 2.5.8.3 Bringing an opponent to the ground with a skillful technical movement which is not exactly a throw is valid.
 - 2.5.8.4 Taking advantage of a fall or a lack of balance of the opponent to bring them to the ground is valid.
- 2.5.9 Pulling the opponent down to bring them into ground contest is invalid if the opponent does not take advantage to continue in ground contest. The center referee should stop the fight, give a warning ('shido') to the competitor who pulled their opponent onto the ground. However, if the opponent pulled to the ground takes advantage of it, entry into ground contest is valid.
- 2.5.10 **Valid immobilizations:** the center referee shall announce an immobilization when, in his opinion, the technique meets the following criteria:
 - 2.5.10.1 The immobilized competitor is controlled by his opponent and has the back, shoulders or a single shoulder in contact with the tatami.
 - 2.5.10.2 The control is made from one side, the back or the top.
 - 2.5.10.3 The competitor who exercises immobilization has their legs or body not controlled by the legs of the opponent.
 - 2.5.10.4 At least one of the competitors has a body part in contact with the contest area.
 - 2.5.10.5 The position of the competitor's body exercising the immobilization is valid.
 - 2.5.10.6 If the competitor who is controlling their opponent changes position or technique without losing control, the immobilization remains valid and the time for measuring the immobilization is not interrupted.

2.6 SCORING AND WINNING THE CONTEST

2.6.1 **Winner of a fight:** a contestor wins the fight if:

- 2.6.1.1 He/She scores an "Ippon" or two waza-ari (awasate-ippou).
- 2.6.1.2 If no "Ippon" is scored during the fight, the winner is the competitor who has made a "Waza ari" (regardless of the number of "Yukos" the opponent has).
- 2.6.1.3 If no "Waza-ari" is scored, the winner is the competitor who scored the highest number of "Yukos".
- 2.6.1.4 If no points have been scored or in the event of a tie (same number of "Waza ari" and / or "Yukos" on each side), the winner is the one with less warnings ('shidos').
- 2.6.1.5 If there is still a tie (hikiwake) and none of the competitors can be declared the winner, then an additional "golden score - sudden death" time will start immediately.

2.6.2 **Additional Golden Score Time:** There is no rest period between the end of the regular time and the beginning of the additional golden score. There is no time limit for competition in the "golden score" contest. The fight starts when the referee announces "Hajime or Begin". The winner is the first contestant to score a point by applying a technique or the loser will be the first contestant to receive a warning (shido).

2.6.3 Other cases where a contestant wins the fight:

- 2.6.3.1 His/Her opponent is disqualified (see rule 2.8).
- 2.6.3.2 His/Her opponent declares forfeit.
- 2.6.3.3 The opponent is ill or injured without the contestant being responsible (see Rule 12.10).
- 2.6.3.4 His/Her opponent does not show up for contest.

2.6.4 **Scoring:** The center referee must award points for the techniques applied as follows:

2.6.4.1 **Ippon:** The Center Referee grants an "Ippon" in the following cases:

- 2.6.4.1.1 When a contestant throws the opponent with control, real impact on the back, with rapidity and strength.
- 2.6.4.1.2 When a contestant realizes an immobilization on the opponent and it lasts at least 20 seconds.
- 2.6.4.1.3 When a contestant forfeits by tapping twice (2) or more with the hand or foot or declaring "I give up" (or 'Maitta') or any equivalent in his tongue.
- 2.6.4.1.4 When a contestant is disqualified for whatever reason, the opponent is awarded an Ippon.
- 2.6.4.1.5 An equivalent to Ippon is scored by a second Waza Ari in contest ("Waza-ari-awasete-Ippon").

2.6.4.2 **Waza-Ari:** The Center Referee grants a Waza-Ari in the following cases:

- 2.6.4.2.1 When a contestant throws the opponent with control but the technique lacks real impact or speed or strength.
- 2.6.4.2.2 When a contestant realizes an immobilization of the opponent that lasts at least 15 seconds and less than 20 seconds.

2.6.4.3 **Yuko:** The Center Referee grants a Yuko in the following cases:

- 2.6.4.3.1 When a contestant throws the opponent with control, but the technique lacks two of the following criteria: Impact on the back and / or speed and / or strength.
- 2.6.4.3.2 When a contestant applies an immobilization that lasts at least 10 seconds but less than 15 seconds.

2.6.5 **Simultaneous Techniques:** When both contestants fall on the tatami after what appears to be a simultaneous attack and the center referee can not decide which technique dominated, no points will be awarded. However, if the contestants score an Ippon simultaneously, the fight immediately passes into a "golden score" contest (see rule 2.6.2).

2.7 JUDGING OF IMMOBILIZATIONS

- 2.7.1 Procedures for counting down time:** When the center referee judges that a contestant is doing a valid immobilization on their opponent (see Rule 2.5.10), he/she announces in a loud voice "Immobilization" ("Osae komi") accompanied by an appropriate gesture (see Rule 2.12.5).
- 2.7.1.1 Upon hearing this command, the timekeeper starts the stopwatch.
 - 2.7.1.2 In the event that there is no electronic equipment clearly indicating the start of the stopwatch, the timekeeper raises a flag or cardboard or indicates their counting by any other unequivocal signal.
 - 2.7.1.3 If the center referee freezes the immobilization (see rule 2.4.3 - contest freeze), the two timekeepers (of the contest time and of the immobilization time) temporarily stop the clocks and restart them only when the center referee restarts the immobilization by announcing "Yoshi" or "Go Ahead" or "Restart"), accompanied by the appropriate action (see rule 2.12.5).
 - 2.7.1.4 If the center referee announces the end of the immobilization by a "hold-on broken" ("toketa") or by interrupting the fight by announcing "Stop" ("Mate"), the timekeeper in charge of the immobilization time stops the immobilization time clock and announces to the center referee the duration of the immobilization in seconds.
 - 2.7.1.5 If the immobilization has been sufficiently long, the center referee awards the corresponding scoring (see Rule 2.6.4).
 - 2.7.1.6 If the downtime is completed (20 seconds) without interruption, the timekeeper will indicate the end of the immobilization by means of an audible signal. The contestant who applied the immobilization then scores Ippon.
- 2.7.2 If a contestant performing the immobilization commits a foul deserving a warning ('shido'), the center referee must interrupt the immobilization. The two contestants return to their starting positions and the referee scores the warning.
- 2.7.3 If the immobilized contestant commits a foul requiring a warning ('shido'), the center referee temporarily freezes the immobilization by announcing 'do not move' or 'hold on', assigns a warning and restarts the fight by touching the two contestants and announcing "go ahead" or "restart" "Yoshi".
- 2.7.4 If the immobilized contestant succeeds in "scissoring" the leg of the opponent, the center referee must stop the immobilization.
- 2.7.5 Immobilizations started simultaneously or a few seconds before the end of the fight must not be interrupted (see Rule 2.4.1.2).

2.8 DISQUALIFICATIONS

- 2.8.1 The disqualification of a contestant automatically gives an Ippon to the opponent. The center referee first announces "disqualification" ("Hansoku-make") and then scores the Ippon to the opponent.
- 2.8.2 The referee shall consult with the side referees (if any) before disqualification for the match concerned. The rule of the majority of the three applies.
- 2.8.3 The referee shall consult the side referees (if any) and the officials of the competition before disqualification for the entire tournament.
- 2.8.4 Disqualifications for regulatory causes (see rule 2.8.7) should only apply to the current contest. Disqualifications for behavioral causes (see rule 2.8.6) should apply for the entire competition. However, it is the responsibility of the referees to assess each situation according to the facts, circumstances and consequences.

- 2.8.5 When a contestant is responsible for a serious injury to the opponent because he or she has deliberately applied a dangerous behavior or technique (e.g. use of prohibited techniques, use of excessive force and/or insufficient attention to the safety of the opponent), he or she will be definitely disqualified from the tournament.

2.8.6 Behavioral Causes of Disqualification:

- 2.8.6.1 The contestant, the coach or a member of the contestant's team ignores the instructions of the center referee or side referees.
- 2.8.6.2 A contestant loses their temper.
- 2.8.6.3 A contestant tries to gain time or to extend the duration of a fight.
- 2.8.6.4 A contestant makes shouts, remarks or inappropriate gestures towards his opponent, the referee, the referees or the officials.
- 2.8.6.5 A contestant disrespects the officials or makes disparaging remarks to the tournament officials.

2.8.7 Regulatory causes of disqualification:

- 2.8.7.1 A contestant receives four warnings ('Shidos') during the same contest. Note: the contestant is disqualified for the contest only, not for the competition.
- 2.8.7.2 A contestant does not give back the belt loaned by the organization of the tournament.
- 2.8.7.3 To wear a hazardous or metallic object (covered or not).
- 2.8.7.4 To undertake any action that endangers or injures the opponent, in particular the neck or spinal vertebrae.
- 2.8.7.5 To use a lock to bring an opponent to the ground.
- 2.8.7.6 To deliberately make the "bridge" (with the head and one or two legs in contact with the tatami) after being thrown. Bowing the body during ground contest should also be considered a "bridge".
- 2.8.7.7 To "dive" head first on the tatami by trying or performing a throwing technique.
- 2.8.7.8 To directly fall backwards by attempting to or by performing a throwing technique (sutemi), except for blue belt divisions and above.
- 2.8.7.9 To sweep the opponent's support leg from the inside when the opponent is performing a throwing technique.
- 2.8.7.10 To throw the opponent by winding one leg around the opponent's leg while facing the same direction and while falling backward onto her/him.
- 2.8.7.11 To throw an opponent by scissoring his/her legs.
- 2.8.7.12 To lift the opponent who is lying on the tatami and then drive him/her back onto the tatami.
- 2.8.7.13 To intentionally fall backwards while the other contestant has taken control of the movement or is clinging to his/her back.
- 2.8.7.14 Attack or block under the belt with your hands or arms. Catching a leg is only possible when the contestants are on the ground in a ground fighting situation.

2.8.8 Other causes of disqualification:

- 2.8.8.1 Any contestant who shows up to the ring without his or her equipment will be given two (2) minutes to obtain the appropriate equipment before being disqualified. The equipment must be in good condition.

- 2.8.8.2 Contestants must be in the designated contest area within three (3) minutes of the start of their pool. A roll call will be taken. Any contestant whose name appears to be registered in the deviation but who is not present during the roll call shall have two (2) minutes to present themselves in the zone and show up to the officials managing the zone. At the end of the roll call and after the additional 2 minutes, if a contestant fails to make their presence known to the officials, the contestant will be declared forfeit for the competition. **Once the divisions, pools or charts are completed with the distribution of the contests, no one can be added to the chart.**

2.9 PROHIBITED ACTIONS

- 2.9.1 Prohibited actions are minor offenses punishable by a penalty ('Shido'). Receiving 4 penalties during the same fight is not allowed and leads to a disqualification of the fight. The penalties are only valid for the current fight. Competitors always start a fight with zero (0) penalty.

- 2.9.2 Simultaneous penalties after receiving the first 3 penalties lead to the disqualification of both competitors.

2.9.3 The prohibited actions are as follows:

- 2.9.3.1 Excessive defensive attitude: either by avoiding to grab the opponent's judogi in order to prevent action or by adopting an excessively defensive posture.
- 2.9.3.2 False attack: to carry out an action in order to simulate an attack but without clear intention to throw the opponent. For example, the attacker does not intend to throw, the attacker attacks without holding the judogi or releases the judogi immediately, the attacker makes several attacks without breaking the balance of the opponent, the attacker places his legs between those of his opponent to block the possibility of an attack.
- 2.9.3.3 In a standing position, to hold the end of the opponent's sleeve continuously for a defensive purpose or to grasp by "screwing up" the sleeve end(s).
- 2.9.3.4 In a standing position, to continuously keep the opponent's fingers or one or both hands interlocked to prevent action in the fight, or to catch the opponent's wrist or hand only to avoid the attack on oneself.
- 2.9.3.5 To intentionally disarrange her/his judogi or to untie her/his belt or trousers without the permission of the center referee.
- 2.9.3.6 To directly pull down the opponent onto the ground to start a ground contest, unless the opponent takes advantage of the situation immediately (see Rule 25.9)
- 2.9.3.7 Insert the fingers in the opponent's sleeve or in the bottom of the trousers.
- 2.9.3.8 When standing, to make an invalid holding without attacking (see rules 2.5.1 and 2.5.2).
- 2.9.3.9 When standing, not trying to make attacking moves after having correctly held the judogi.
- 2.9.3.10 To hold the bottom of the opponent's sleeve between the thumb and finger ("grip").
- 2.9.3.11 To hold the bottom of the opponent's sleeve by folding it over ("pocket").
- 2.9.3.12 To take the opponent in the arms for a throw (bear hug) without holding the judogi with at least one hand.
- 2.9.3.13 To encircle the end of the opponent's belt or jacket around any part of the opponent's body. "Encircle" means here that the belt or jacket completely encircles a part of the body and will be treated differently from using the belt or jacket as an "anchor" for a grip (which is permitted).
- 2.9.3.14 To take the judogi in the mouth (whether it's his/her or the opponent's).
- 2.9.3.15 To put the hand, foot or leg directly on the opponent's face.

- 2.9.3.16 To put the foot or leg in the opponent's belt, or in their collar or back.
- 2.9.3.17 For categories of colored belts below the blue belt, to do a strangulation technique to the opponent, except for Ne-Waza competitions (see rule 3.5.3).
- 2.9.3.18 To apply an armlock in the ground contest phase, except for blue, brown and black belt categories.
- 2.9.3.19 To exit the contest zone or intentionally force the opponent to do so. If a contestant sets foot outside the contest area without immediate attack or without immediately returning to the contest area, he/she will be penalized with a Shido. If the contestants leave the contest area, they are not penalized if the attack was initiated from the contest area.
- 2.9.3.20 To apply scissors to the legs, trunk, neck or head of the opponent.
- 2.9.3.21 To kick with the knee or foot in the opponent's arm or hand in order to make him let go, or hit the opponent in the leg or ankle without applying a technique.
- 2.9.3.22 To bend back the finger (s) of the opponent to make him/her release the grip.
- 2.9.3.23 To break the grip of the opponent with two hands.
- 2.9.3.24 To cover the edge of the judogi jacket to prevent the grip.
- 2.9.3.25 Forcing the opponent to take a bending position with either one or two arms and not immediately carrying an attack (blocking attitude).

2.10 INJURIES

2.10.1 Bleeding Injuries: In the Judo competition, bleeding is not automatically a cause of disqualification. If bleeding occurs, the center referee calls a medical assistant (professional doctor) to help the injured contestant stopping and isolating the bleeding. IT IS NOT ALLOWED TO COMPETE WHILE BLEEDING.

- 2.10.1.1 The same bleeding injury cannot be treated more than twice by a medical assistant. At the third time, the referee and the side referees must put an end to the contest for the safety of the contestant. The opponent is then declared winner by forfeit.
- 2.10.1.2 In any case that the injury cannot be contained and isolated, the opponent must be declared the winner by forfeit, unless the opponent is the cause of the injury. (See rule 2.10.3.2).

2.10.2 Minor injuries: Minor injuries can be dealt with by the contestants themselves. The referee must stop the fight and allow the contestant to treat himself/herself. These operations must be carried out immediately and without the assistance of the center referee, the side referees or a medical assistant. The contestant must be able to continue the fight.

- 2.10.2.1 A third interruption for the same injury should cause the disqualification of the contestant for the contest only. The opponent shall be declared the winner by forfeit unless she/he is the cause of the injury (see rule 2.10.2.1 - 2.10.3.3)

2.10.3 If an injured contestant cannot continue the fight, the center referee and the side referees shall analyze the situation and make a decision which will be mainly based on the following rules:

- 2.10.3.1 If the reason for the injury is caused by the contestant himself, he/she should lose the fight.
- 2.10.3.2 If the cause of the injury is attributed to the opponent, the opponent should lose the fight.
- 2.10.3.3 If the cause of the injury cannot be clearly determined, the injured contestant should lose the fight.

2.10.4 Rules for medical examinations:

- 2.10.4.1 The center referee and/or side referees must call the doctor to assist a contestant who has had a severe impact on the head or back, or whenever the center referee or side referees believe that an injury can be serious. The doctor examines the contestant in the shortest possible time and informs the referee whether the contestant can resume the fight or not.
 - 2.10.4.2 The contestant may ask the center referee for the intervention of a doctor but in this case the fight is over and the opponent wins by forfeit.
 - 2.10.4.3 The doctor may also ask to attend a contestant if the doctor thinks the contestant is in need of assistance. In this case, the doctor will go to the side of the contest area and ask the nearest side referee or the center referee to stop the fight. In this case, the contest is over and the opponent wins by forfeit unless he/she is the cause of the injury (see rule 2.10.3).
 - 2.10.4.4 The doctor may request an assistant but must first inform the center referee. The coach is never allowed on the contest surface.
- 2.10.5 In any case, if one of the referees thinks that the fight should not continue, the center referee shall terminate it and indicate the result in accordance with these rules.

2.11 CONTESTANTS: SEQUENCES OF THE CONTEST

- 2.11.1 The call of pools and the contestant's valid participation follow rule 4.3.2 (sequence of the competition).
- 2.11.2 The referee, side referees and table assistants must always be in a position to start the fight before the contestants arrive in the contest area.
- 2.11.2.1 The center referee is in the center of the fighting area, facing the table where the officials measure time and mark the scores.
 - 2.11.2.2 The side referees are placed in the opposite corners of the contest area.
 - 2.11.2.3 The officials at the table have the clocks and the contest sheets ready.
- 2.11.3 Start of Contest:
- 2.11.3.1 The contestants are free to greet when entering the contest zone.
 - 2.11.3.2 The contestants enter the tatami at the same time.
 - 2.11.3.3 The contestants march towards the middle of the sides of the contest zone (in the security zone) on their respective sides: first called (or red belt) to the right of the center referee, the second called (or blue belt) to the left of the center referee. They wait. The center referee faces the table of officials and scores.
 - 2.11.3.4 At the signal of the center referee, the contestants advance to their respective starting point.
 - 2.11.3.5 At the signal of the center referee, the contestants bow successively to the center referee and greet each other.
 - 2.11.3.6 The referee takes a step between the contestants and asks if they are ready ('Ready?').
 - 2.11.3.7 Then the referee starts the fight by saying "Start" or "Hajime". See rule 2.12.2 for the procedure seen from judge's side.
- 2.11.4 Once the contest has started, the contestants will be able to leave the contest area only if they have received permission from the center referee. This permission will only be given in exceptional circumstances such as the need to change a damaged or soiled judogi.
- 2.11.5 Interruptions of a contest:
- 2.11.5.1 At the announcement of a "Stop" (Mate), both contestants must stop fighting and return to their respective starting points, await the decisions and instructions of the center referee.
 - 2.11.5.2 Contestants are not permitted to talk to their coach or team members or opponent during this waiting phase.

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- 2.11.5.3 If the interruption is due to injury and time is allowed for a medical reason, the other contestant may sit down in a respectful position.
 - 2.11.5.4 A contestant can interrupt the course of the fight but by doing this he/she declares forfeit for the fight in progress. A respectful way to interrupt a fight is to ask the center referee to do so, for whatever reason and declare his/her forfeit. Tapping twice on the floor or on a part of his body or that of his opponent is another way to forfeit
 - 2.11.5.5 A contestant who requires medical assistance interrupts the fight and declares forfeit for the fight in progress.
 - 2.11.5.6 At the announcement of a "Hold-On" (Sono-mama), both contestants stop fighting but do not move and await the instructions of the center referee. The contestants must, however, release the pressure on their opponent while the contest is frozen.
 - 2.11.5.7 At the announcement of a "Begin" or "Restart" ('Hajime'), the two contestants resume the fight.
- 2.11.6 End of a contest:
- 2.11.6.1 When the center referee ends the contest the two contestants return to their starting points.
 - 2.11.6.2 At the request of the center referee, they must readjust their judogi.
 - 2.11.6.3 The center referee calls the decisions of the side referees, distributes the points and warnings and then gives the result of the contest by pointing the winner of the fight.
 - 2.11.6.4 The contestants take a step backwards and, at the request of the center referee, they salute successively the center referee and greet each other.
 - 2.11.6.5 The contestants return to the sides of the contest area and salute the contest area before leaving. They are now free to leave the contest area.
- 2.11.7 If the tournament organizers have lent belts before the fight, the contestants shall return them to the organization immediately after leaving the contest area. Failure to do so may lead to a disqualification of the contestant by the tournament directors.
- 2.11.8 Coaching :
- 2.11.8.1 Coaches and team members are not permitted to assist verbally or give directions to contestants while they are contesting.
 - 2.11.8.2 The coaches are only allowed to give indications during periods of break (between a 'stop' ('Mate') and a 'Restart' ('Hajime')). These indications must be given in a reasonable manner, without shouting.
 - 2.11.8.3 Coaches are not allowed to enter the contest area during contest.
 - 2.11.8.4 If a coach does not follow these rules or behaves in an unreasonable manner, the center referee is authorized to score a warning to the contestant he/she is supporting.
 - 2.11.8.5 If the coach keeps the same attitude, a second warning ('Shido') is given to the contestant he/she supports and the coach is excluded from the contest zone so that he/she can no longer continue to help the contestant he/she is supporting .
 - 2.11.8.6 If a coach who is excluded from a contest zone is also a referee for competitions under the rules of the IAGLMA, he/she loses the accreditation as a referee.
 - 2.11.8.7 Members of a contestant's team who act as coaches (giving advice during contest) must be considered and treated according to the same rules.

2.12 OFFICIAL HAND AND FLAGS SIGNALES, RULES AND PROCEDURES FOR JUDO

2.12.1 Positions and movements of the referees during the contest:

- 2.12.1.1 The center referee starts in the center of the contest zone and can move where he or she wishes, including in the security zones around the contest zone.

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- 2.12.1.2 The side referees start the contest in the opposite corners of the contest zone. They can move inside the security zone on both sides of their starting point (left and right). They may also exit the security zone but they must remain outside the contest area. They may not move within the area allocated to the other side judge.
- 2.12.1.3 The side judges must keep a sufficient distance between themselves, the center referee and the contestants so as not to interfere with the action or the center referee.
- 2.12.1.4 If a contestant must change part of their judogi outside the competition area or must temporarily leave the competition area after the contest has been started (for a reason deemed necessary by the referee and authorized only in exceptional circumstances), the side referee must accompany the contestant to ensure that no anomaly occurs.

2.12.2 The center referee starts the contest:

- 2.12.2.1 The center referee is in the contest zone, facing the officials' table and the scoreboard.
- 2.12.2.2 He/She checks that the score-/timekeepers are ready.
- 2.12.2.3 He/She points at each of the contestants, palm up, open hand (the contestants are waiting on the opposite sides of the contest area, the first called (red belt) is on the right, the second one (blue belt) is on the left side of the contest area).
- 2.12.2.4 The center referee invites the contestants to return to the contest zone.
- 2.12.2.5 He asks the contestants to greet him/her, bringing the hands to the sides and saluting himself.
- 2.12.2.6 He asks the contestants to greet each other by crossing his arms in front of him/her.
- 2.12.2.7 The contestants are ready and waiting in natural position.
- 2.12.2.8 The referee takes a step forward and asks the contestants if they are ready ("READY?").
- 2.12.2.9 To start the fight the center referee says "Begin" (or "Hajime") and claps the hands together.

2.12.3 How to indicate scorings or fouls (warnings):

- 2.12.3.1 The center referee says "Stop" (or "Mate") to stop the action, or the side referees say "Call" or makes a gesture when they want the center referee to stop the action. At the same time, the center referee raises the hand to shoulder height (arm parallel to the tatami) and shows the flattened palm of his hand, fingers upward, towards the timekeeper.
 - 2.12.3.1.1 He/She asks the contestants to regain their starting position.
 - 2.12.3.1.2 He/She shall consult the side-referees to determine the warning to be applied or the points to be scored.
- 2.12.3.2 The center referee requires the opinion of the side referees:
 - 2.12.3.2.1 The center referee and the side judges meet to argue their decision immediately. The majority of the three is deciding.
 - 2.12.3.2.2 If a side referee wishes to call a foul on one of the contestants and a scoring for the opponent, the side referee must use the corresponding gesture for the warning or scoring, getting up if necessary. The center referee then determines if there are enough calls to give a warning and/or if there is a disqualification. It is necessary to have 2 side referees, or a side referee and the center referee to validate a warning or a scoring. Only after having determined the points, warning and/or disqualification will the center referee announce and/or cancel the points or warning.
 - 2.12.3.2.3 If a contestant receives a warning, he/she cannot receive a scoring at the same time. Only the contestant who has not received a warning may receive a scoring if the conditions of scoring are met.
 - 2.12.3.2.4 Calls are not based on the techniques used, but on whether or not a scoring was made (Ippon, Waza-ari or Yuko).

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- 2.12.3.2.5 The center referee looks at each of the side-referees and announces in case of disagreement "mate", he consults the peers:
- 2.12.3.2.5.1 If no points or warnings are scored: the center referee raises the arm above the head and weaves the arm several times from right to left and announces "No score". In case his pre-announcement is canceled, he/she uses the same gesture of the pre-announcement (announcing point or warning) with in addition the second arm that over the head to cancel the pre-announcement.
 - 2.12.3.2.5.2 If an official warning ("shido") is to be scored to one or both contestants, the center referee shall point to the contestant(s) penalized with the forefinger extended from the closed fist and announce the nature of the sanction: "Warning" (Shido) for a foul, or "Disqualification" (Hansoku-make) for a serious foul.
 - 2.12.3.2.5.3 If an Ippon is to be scored, the center referee raises the arm, the palm of the hand facing forward, high above the head, and announces "Ippon". The raised arm must be on the side of the contestant who benefits the points (this rule also applies to all other points below).
 - 2.12.3.2.5.4 If a first Waza-Ari is to be called, the center referee raises the arm sideways at shoulder height with the palm of the hand facing down and announces "Waza-Ari".
 - 2.12.3.2.5.5 If a second Waza-Ari is to be called to a contestant (which is equivalent to an Ippon, see rule 2.6.4.1.5), the center referee shall first make the Waza-Ari gesture, then the gesture of the Ippon and announces "Waza-ari Awasete Ippon".
 - 2.12.3.2.5.6 If a Yuko is to be called, the center referee raises the arm 45 degrees from the body, palm down and announces "YUKO".
 - 2.12.3.2.5.7 The signs of the Yuko and the Waza-ari must start from the crossed arm on the chest and then on the side to finish in the desired position.
 - 2.12.3.2.5.8 Gestures to announce points must be maintained long enough (3 to 5 seconds) for the scorekeeper to see it clearly.
- 2.12.3.2.6 When the points or warning have been called, the fight resumes:
- 2.12.3.2.6.1 The center referee places the contestants at their starting points, each side, face to face and is placed between them.
 - 2.12.3.2.6.2 He/she announces "Begin" ('Hajime') and claps her/his hands.
- 2.12.3.2.7 If a disqualification is declared or an Ippon is marked, the fight is then completed by following the rules defined in point 2.12.9 (End of the fight).

2.12.4 The signals:

- 2.12.4.1 The side-referees must remember that they must first announce any warning to be scored and then, if it is also the case, any point to be scored. If they have a warning and a point to give they must make the appropriate gestures. The fouls are counted first, then the points. A warning and a point can not be called simultaneously to the same contestant by the referees.
- 2.12.4.2 Center Referee only:
 - 2.12.4.2.1 The center referee uses the verbal announcement with hand signals.
- 2.12.4.3 Side judges:
 - 2.12.4.3.1 To indicate a point - use the arm (right or left) pointing at the contestant designated as the winner.
 - 2.12.4.3.2 To indicate a foul - make the appropriate gesture and point to the red or blue side (that of the contestant receiving the warning).
 - 2.12.4.3.3 To indicate neither point nor warning, repeatedly weave the arm over the head.

2.12.5 How to indicate an immobilization:

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- 2.12.5.1 In order not to interrupt inappropriate action, the side referees cannot signal the beginning or the end of an immobilization. This is the prerogative of the center referee. However, each side judge may ask the center referee to declare a start of an immobilization or the end of an immobilization. If the two side referees do so, the center referee must declare the start or the end of the immobilization. If only one side judge requests so, it is up to the center referee to decide whether or not to follow that advice. In all cases, the requests of the side referees do not interrupt the fight and the timekeeper for immobilization follows only the instructions of the center referee.
 - 2.12.5.2 To indicate the start of an immobilization, the center referee points the arm towards the contestants and leans towards them by simultaneously announcing "Immobilization starts" or "Osaekomi".
 - 2.12.5.3 If the immobilization ends but the contest must continue without interruption, the center referee raises the arm to the front and weaves right to left quickly two or three times while leaning on the contestants. He/she simultaneously announces "Hold On Broken" or "Toketa".
 - 2.12.5.4 If the immobilization ends and/or the contest is to be interrupted, the center referee announces "Stop" or "Mate". Simultaneously, he/she raises the hand at shoulder height (arm parallel to the tatami) and shows the hand flat, fingers up towards the timekeeper.
 - 2.12.5.5 The center referee shall ensure that the contestants return to their starting points.
 - 2.12.5.6 To restart the fight, the center referee takes a step between the contestants by announcing "Ready".
 - 2.12.5.7 The center referee announces "Begin" (or 'Hajime') and claps the hands to restart the fight.
- 2.12.6 How to freeze contestants?
- 2.12.6.1 When the center referee wants to freeze the contestants, he/she announces "Hold On" ("Sono-mama") and, at the same time, bends forward and touches the two contestants with the palm of the hand.
 - 2.12.6.2 The contestants' freeze may be the result of a request from a side referee but only the center referee can pronounce it.
 - 2.12.6.3 Depending on the reason for freezing the contestants (see rule 2.4.3 - contest freeze), the center referee shall review the situation or make a call to the side referees.
 - 2.12.6.4 When the situation is resolved, the center referee restarts the fight by announcing "Begin" or "Restart" ('Hajime' or 'Yoshi') and at the same time bending forward and touching the two contestants with the palm of the hand.
- 2.12.7 Unofficial cautions:
- 2.12.7.1 The center referee and the side referees are authorized to give simple, unofficial cautions or warnings.
 - 2.12.7.2 An unofficial warning is between the contestant and the center referee or between the contestant and side referee who gives such a call. The side referee must inform the center referee that he wishes to give an unofficial warning. Unofficial warning is a way of warning a contestant that he/she is doing something improper and should stop.
- 2.12.8 Checking score and time:
- 2.12.8.1 If a side referee notices that the scoreboard is incorrect or the contest time has not started, restarted or has been improperly stopped, he/she shall inform the center referee of the error.
 - 2.12.8.2 It is the responsibility of the center referee to check scoring and timekeeping during the contest and to request corrections as necessary.
 - 2.12.8.3 The corrections shall be applied by the timekeeper and the scorekeeper only on instructions from the center referee.

2.12.9 End of contest

2.12.9.1 The center referee ends the match:

2.12.9.1.1 After the timekeeper has announced end of time by saying "Time" or "JIKAN" or by any other sound at his/her disposal.

2.12.9.1.2 After the end of a technique (immobilization or throw) which started simultaneously with the end-of-time announcement (see rule 2.4.1.2)

2.12.9.1.3 He/She announces "STOP, End of the contest" (or "Sore-made").

2.12.9.2 He/She calls the contestants to face each other.

2.12.9.3 If necessary, he/she asks the contestants to readjust their judogi.

2.12.9.4 He/She makes the official call for points, disqualifications or forfeits.

2.12.9.5 If there is a disqualification, he/she announces it by pointing at the contestant who is disqualified.

2.12.9.5.1 He/She takes a step forward and points at the winner by pointing his hand, palm open towards the contestant's head and announces "Winner" or "rei". Then he/she takes a step back, the contestants greet each other and then leave the contest surface.

2.12.9.6 Bowing out the competitors:

2.12.9.6.1 The center referee points towards the competitors' feet, open hand, palm up.

2.12.9.6.2 He/She asks the competitors to greet each other by crossing his/her arms in front of him/her.

2.12.9.6.3 He/She asks the competitors to greet him/her by bringing both arms down and then putting the own hands on the sides and greeting in return.

2.12.10 Overall timekeeper instructions:

2.12.10.1 The mission of the overall timekeeper is to measure actual contest time. He/She only follows the instructions of the center referee.

2.12.10.2 When hearing "Begin" ('Hajime') at the beginning of the fight, he/she triggers the clock.

2.12.10.3 When hearing "Stop" ("Mate") or "Hold On" ("Sono-mama") and / or sees the sign made by the center referee indicating an interruption of the fight, he/she pauses the clock (temporary interruption).

2.12.10.4 Stopping the clock, he/she lifts a cardboard showing that the contest time has been suspended. This operation is not necessary if an electronic display is present.

2.12.10.5 When hearing "Begin" or "Restart" ("Hajime") he/she restarts the clock (and lowers the cardboard at the same time if necessary).

2.12.10.6 At the end of the allocated contest time, he/she uses a sound signal or announces clearly the end of the time: End of Time "jikan".

2.12.11 Instructions for immobilization timekeepers:

2.12.11.1 The mission of the immobilization timekeeper is to measure the time of the immobilizations. He/She only follows the instructions of the center referee.

2.12.11.2 When hearing "Immobilization starts" (Osaekomi) and/or sees the sign made by the center referee, the person in charge of the immobilization time starts the clock.

2.12.11.3 When starting the clock, he/she lifts a cardboard to indicate to the center referee and the side referees that the clock has started. The cardboard is not required if electronic equipment including the immobilization time is used.

2.12.11.4 When hearing "Immobilisation broken" ("Toketa") or "Stop" and/or seeing the sign made by the center referee, he/she stops the clock, notes the time and resets it.

2.12.11.5 He/She indicates the time of the immobilization to the center referee.

- 2.12.11.6 When hearing "Hold-on", he/she temporarily stops the clock (pause mode) and waits for the center referee to restart the ground contest by announcing "Restart" or "Go Ahead" 'Hajime'). The immobilization time count restarts where it stopped (pause).
- 2.12.11.7 If the stop time reaches 20 seconds, it indicates the end of immobilization by means of an audible signal. The immobilization timekeeper may, for example, announce "Immobilization completed" to the center referee.
- 2.12.12 Instructions for the scoreboard keeper:
 - 2.12.12.1 The keeper of the scoreboard shall indicate each point and warning announced by the center referee and only by him/her.
 - 2.12.12.2 The keeper of the scoreboard must be familiar with the announcements and the gestures of the referee.

3 RULES OF THE COMPETITION OF NE WAZA

3.1 OVERVIEW

- 3.1.1 The competition of Ne Waza proposed at the Xth Gay Games is a ground contest competition where the two opponents wear a "gi" (judogi or other, see rules 2.3.2 and 4.5.1 for the appearance). The contestants apply techniques recognized by Judo or Jujitsu and are judged according to a pattern similar to that of the Judo competition.
- 3.1.2 The spirit of the ground fighting "Ne Waza" is that the contestants seek to obtain the submission of their opponent. The submission of the opponent can be obtained in two ways:
 - 3.1.2.1 By immobilizing the opponent long enough to mark Ippon (see Rule 3.5.2.1)
 - 3.1.2.2 By applying a lock or legal strangulation technique (see Rule 3.5.3) that causes a contestant to indicate his/her submission. The submission is indicated to the center referee by the contestant by tapping at least twice on any surface at his/her disposal (body, ground ...). A submission may be decided by the center referee when the contestant is unable tap.
 - 3.1.2.3 NOTE: There are other ways to win the contest, see rule 3.6.1.
- 3.1.3 Punching and kicking is prohibited in contest on the ground.
- 3.1.4 The techniques permitted during ground contest are ground-specific techniques as well as locks and strangulations, regardless of the level of the belt. Refer to rule 19.3 for authorized locks and strangulations.
- 3.1.5 The spirit of the fight on the ground is also that the center referee interrupts as little as possible the fight. The allocation of points and warnings can therefore be continuous and does not necessarily mean the interruption of the fight. It is the responsibility of the side referee to pay attention to the fact that the assignment of points and warnings by the center referee is taken into account by the scorekeeper.
- 3.1.6 Ne-Waza has traditionally used Japanese terms to refer to techniques, referee decisions and scores. Japanese terms (including referee orders) may be replaced by English terms, or in the language of the host country if all contestants are able to understand them. All orders must be given immediately, accompanied by the appropriate gesture (see rule 3.11). It is the responsibility of the tournament directors and the IAGLMA officials to make clear to the referees/judges, table officials and to the contestants which terms will be used for the commands and the scorings of the competition.

3.2 DIVISIONS AND RANK EQUIVALENTS

- 3.2.1 The competition of Ne Waza on the ground follows the same rank equivalence system as the competition of Tachi Waza standing. Refer to rule 3.2 for the level of divisions. The contestants shall enter the division which corresponds to their level of belt / years of consecutive practices of Judo or Jujitsu. However, if the rank or number of years of practice in another style is equivalent to the brown or black belt and the judo grade is lower, the contestant should enter the division immediately above the rank obtained in judo or jujitsu (See rule 2.1.3). For example, if a contestant has a green belt of Judo and black belt in another martial art except Jujitsu, then, for the competition of Ne Waza he should fight in the division "advanced" (blue belt).
- 3.2.2 The divisions are divided between men and women, and men and women with special needs. The list of divisions in the Ne Waza competition can be found in Appendix A. If there are enough participants in a division, the competition officials may, in agreement with the tournament directors, subdivide each division into as many sub-categories as necessary to guarantee the fairness and the interest of the competition. The references for the weight categories of Ne Waza are as follows:
- **Men** less than 62 kg (136.7 lbs), less than 69 kg (152.1 lbs), less than 77 kg (169.8 lbs), less than 85 kg (187.4 lbs), less than 94 kg (207.2 lbs)
 - **Women:** less than 55 kg (121.6 lbs), less than 62 kg (136.7 lbs), less than 70 kg (154.2 lbs) and more than 70 kg (154.2 lbs)
- 3.2.3 The weighing of the contestants for the ground contest follows the rules of Judo defined in section 2.1.5.
- 3.2.4 The possibilities of merging divisions are defined in section 2.1.6.
- 3.2.5 The possibilities for extending the divisions are defined in section 2.1.7.
- 3.2.6 By participating in the competition, a contestant implicitly consents to fight with anyone who is assigned to his/her division. (Note: a participant is allowed to withdraw at any time, but in this case he/she declares forfeit for the fight and/or for the pool).
- 3.2.7 Contestants should compete in a competition appropriate to their age, level, weight and specific needs. However, the final decision concerning the constitution of the divisions will be taken by the officials of the competition, in coordination with the directors of the tournament in consultation with the IAGLMA officials. The Competition Officials, in coordination with the tournament directors and with the IAGLMA officials, reserve the right to merge divisions with too few contestants. Every effort will be made to prevent unequal contestants from meeting.

3.3 SPECIFIC NEEDS

- 3.3.1 The specific requirements of Ne Waza or contest on the ground coexist with the following common rules:
- 3.3.1.1 Rules 1.1 and 1.2 of this document
 - 3.3.1.2 The definition of the contest area: see rule 4.1
 - 3.3.1.3 Potest again a judge/referee decision: see rule 4.2
 - 3.3.1.4 Contestants sequence of competition: see rule 4.3
 - 3.3.1.5 Martial artists with specific needs: see rule 4.4
 - 3.3.1.6 Pool system: see rule 4.6
- 3.3.2 The rules on the dress and aspect of the contestants are the same as for the Tachi Waza: see rules 2.3 and 4.5.

- 3.3.3 Protective equipment is not permitted during the Ne Waza competition or ground contest. Wearing a groin protection is permitted but is optional. Groin protection must be a "soft cup", hard cups are forbidden. Chest protections are not allowed.
- 3.3.4 Equipment - Belts: the rules applied are those of Judo: see rule 2.3.5.
- 3.3.5 Equipment - Scoreboard: For each contest area there should be one (1) scoreboard that indicates scores or techniques granted. It shall be placed in a way that it is easily visible to the table referee. The scoreboard must indicate the points or techniques granted to each of the contestants as well as the warnings they receive during the contest. The scoreboard can be electronic or manual. If an electronic board is used, a manual scoreboard should also be available. It is the responsibility of the tournament directors or their assistants to verify the proper functioning of the electronic boards before the start of the competition and to ensure that those responsible for the scores are trained in their use.
- 3.3.6 Equipment - clocks: For each contest area, two (2) clocks shall be provided for the control of the duration of the fighting and the control of the duration of the immobilizations. It is the responsibility of the tournament directors or their assistants to verify the correct operation and accuracy of the clocks before the start of the competition and to ensure that those responsible for timekeeping are sufficiently trained.
- 3.3.7 Equipment - End-of-time sound signal: the Judo rule applies, cf. Rule 2.3.10.
- 3.3.8 Referees, judges and technical assistants: each contest area shall be under supervision of one (1) center referee, two (2) side referees, one (1) table referee. The center referee and the side referees are also assisted by one (1) scoreboard keeper and the contest sheet writer, and one (1) person responsible for the time (overall time of the fight and time of the immobilizations). It is the responsibility of the tournament directors to provide trained assistants to understand the orders and actions of the center referee.
- 3.3.9 If there are not enough referees or officials available, it will be possible to have only one (1) center referee, one (1) table referee, assisted by two (2) officials. The center referee will then be the only judge of the contests.
- 3.3.10 Medical Assistance: Tournament directors must provide at least one professional doctor who can assist contestants and make medical decisions. A first aid kit should also be available.

3.4 LENGTH OF MATCH

- 3.4.1 The duration of a contest is three (3) minutes for all divisions. If the organizers create divisions by age for those over 59, the duration of a fight is reduced to 2 minutes for these divisions.
 - 3.4.1.1 Break time: On certain occasions the center referee can interrupt the contest by saying "STOP" (Mate) or freeze the contestants by saying "Hold On" ("Sono-Mama"). The timekeeper then stops the clock. The clock is restarted when the referee announces the resumption of the fight by "BEGIN" ("Hajime") or "RESTART" ("Yoshi"). The time between the "Stop" and the "Begin" does not enter in the time count of the contest.
- 3.4.2 Rest between matches: the contestants must necessarily benefit from a minimum rest time of six (6) minutes between two fights. A contestant can give up this minimum rest period but this is done on his/her sole decision. A contestant can not be disqualified if he/she does not enter a fight that starts less than 6 minutes after his previous contest.
- 3.4.3 Contest interruptions: The center referee may temporarily stop the contest in the following cases:
 - 3.4.3.1 If both contestants leave the contest zone in an invalid position.
 - 3.4.3.2 If one or both contestants is sick or injured.
 - 3.4.3.3 If the center referee is to take the advice or opinion of the side referees.
 - 3.4.3.4 In all cases where the center referee deems it advisable to do so (for example, to ask a contestant to readjust the outfit or to give an instruction).

- 3.4.4 Freezing the contest: The center referee may need to freeze the action of the two contestants in the position they are in. In this case he/she announces "Hold-on" ("Sono-mama"). The contestants are no longer allowed to move. Freezing a fight is possible when:
- 3.4.4.1 Both contestants leave the contest zone in a valid and identifiable position. In this case, the referee freezes the contestants in order to bring them back to the center of the contest zone.
 - 3.4.4.2 The center referee believes that this is necessary (e.g. to verify the validity of a technique that he/she can not see from his/her point of view).
- 3.4.5 End of the contest freeze: the center referee restarts the contest by announcing "Restart" ('Yoshi'). The contestants then continue the contest in the exact position where they were stopped at the announcement of the freeze.
- 3.4.6 It is the responsibility of the center referee to keep an eye on the contestants and to ensure that they have heard the announcement.
- 3.4.7 The interruptions and the freezes of the contest go with the same gestures as for the competition of Judo. See rule 2.12.3.1 for the appropriate action for STOP - MATE - SONO MAMA, and rules 14.6.1 and 14.6.4 for actions concerning "HOLD-ON", "YOSHI" and "RESTART".
- 3.4.8 As the spirit of Ne Waza fighting on the ground is to carry out a continuous fight, the interruptions of the fight should not be too frequent. This rule should NOT interfere with contestants' safety.
- 3.4.9 End of Contest: The center referee should announce the end of the contest ('SORE MADE') in the following cases:
- 3.4.9.1 When the contest time is over (note: the end of time is announced by an audible signal);
 - 3.4.9.2 If a contestant declares a forfeit by tapping (the opponents then wins by "Ippon");
 - 3.4.9.3 If the center referee considers that one of the contestants should tap but can not do so because of a strangulation or a lock;
 - 3.4.9.4 If a contestant scores one (1) "Ippon" or two (2) "Waza Ari" using immobilization techniques;
 - 3.4.9.5 When a contestant is injured, therefore not being able to continue the fight;
 - 3.4.9.6 When a contestant decides to withdraw (NOTE: a contestant can withdraw at any time, when he/she wishes and without explanation, then the contestant will be forfeited for the competition in the division, see Rule 4.3.15)
 - 3.4.9.7 When a contestant is disqualified (see Rule 3.7).

3.5 SCORING AND VALIDITY OF TECHNIQUES

- 3.5.1 Valid immobilization: an immobilization may be announced only if all of the following conditions are met:
- 3.5.1.1 The controlled contestant is on the ground, on the back
 - 3.5.1.2 The legs of the controlling contestant are free
 - 3.5.1.3 The immobilized contestant is held firmly and can not move freely
- 3.5.2 Scoring:
- 3.5.2.1 Ippon: The Center Referee grants an "Ippon" in the following cases:
 - 3.5.2.1.1 When a contestant makes an immobilization on his/her opponent and it lasts at least 20 seconds.
 - 3.5.2.1.2 When a contestant gives up by tapping twice (2) or more with the hand or foot or declaring "I give up" (or 'Maitta') or any equivalent in their language.
 - 3.5.2.1.3 When a contestant is disqualified for whatever reason, his opponent is scored an Ippon.

- 3.5.2.1.4 An equivalent of Ippon is scoring a second Waza Ari in contest ("Waza-ari-awasete-Ippon").
- 3.5.2.2 Waza-Ari: The center referee grants a Waza-Ari when a contestant makes an immobilization of the opponent which lasts at least 15 seconds and less than 20 seconds.
- 3.5.2.3 Yuko: The center referee grants a Yuko when a contestant performs an immobilization that lasts at least 10 seconds but less than 15 seconds.
- 3.5.2.4 Koka: The center referee grants a Koka when a contestant makes an immobilization that lasts between 5 and 9 seconds.
- 3.5.3 Locks and stragulations:
 - 3.5.3.1 All strangulations are accepted except those with belt or fingers.
 - 3.5.3.2 All elbow locks are allowed.
 - 3.5.3.3 The locks of feet or legs are allowed in stretching and compression or by bending in control or exit of immobilization.
 - 3.5.3.4 All forms of twisted locks on the knees or feet are prohibited. If a contestant makes a straight leg lock and the opponent who tries to escape by twisting the body must tap because of the pain he/she loses the fight by surrender.
- 3.5.4 Regulatory Causes: If a contestant is disqualified, the opponent scores 10 points.

3.6 WINNING THE CONTEST

- 3.6.1 A contestant wins the contest:
 - 3.6.1.1 If the opponent declares to give up by tapping at least twice on a surface with the hand or the foot. In this case, the winner wins by 'Ippon' and scores 10 points. The loser scores 0 points (rule 3.5.2.1.2).
 - 3.6.1.2 If he/she applies an immobilization sufficiently long to score "Ippon" or if he/she scores two (2) "Waza Ari" during a contest (see rules 3.5.2.1.1 and 3.5.2.1.4)
 - 3.6.1.3 If there is no submission and no contestant scores "Ippon" or two "Waza Ari", the contest ends with the end of the allotted time. The winner is the one who scored the most points during the match.
 - 3.6.1.4 In the event of a tie in points, the contestant who received the least warning ("shido") wins the match.
 - 3.6.1.5 If there is still a tie, the contest is immediately resumed as a "golden score" contest.
- 3.6.2 Golden score: There is no rest period between the end of normal time and the start of the golden score. The golden score begins when the center referee announces "Begin" (or "Hajime"). The winner is the first contestant to score by applying a technique or the loser is the first contestant to receive a warning ('Shido'). The golden score lasts 3 minutes.
- 3.6.3 If the golden score ends without winner, the winner is declared by decision of the referees. The winner will be the most combative contestant or the one who has been closest to scoring points. The winner then scores 10 points and his opponent 0 points.
- 3.6.4 Other cases in which a contestant wins the contest:
 - 3.6.4.1 The opponent is disqualified (see rule 3.7).
 - 3.6.4.2 The opponent declares forfeit.
 - 3.6.4.3 The opponent does not show up for the contest.
 - 3.6.4.4 The opponent is ill or injured and cannot continue the contest on the by decision of the referees and is the contestant takes no responsibility in this situation.

3.7 DISQUALIFICATIONS

- 3.7.1 The disqualification of a contestant automatically gives an 'Ippon' to the opponent who then scores 10 points for the fight. The center referee announces "Disqualification" ('Hansoku-Make') and then scores the 'Ippon' to the opponent.
- 3.7.2 The decision of a disqualification is taken according to the rules of Tachi Waza: see rules 2.8.2 to 2.8.5.
- 3.7.3 The behavioral causes of disqualification are the same as for Tachi Waza: see rule 2.8.6.
- 3.7.4 The causes of regulatory disqualification for ground contest (Ne-Waza) are as follows:
 - 3.7.4.1 A contestant received 4 warnings ('Shido') during the contest.
 - 3.7.4.2 He/She leaves the contest area deliberately.
 - 3.7.4.3 He/She deliberately leaves the contest zone to avoid having to tap (surrender).
 - 3.7.4.4 He/She does not tap when he/she would be able to do so and as a result loses consciousness.
 - 3.7.4.5 He/She does an action that could hurt the opponent.
 - 3.7.4.6 He/She makes a lock on the neck or spine of the opponent
 - 3.7.4.7 He/She practices makes a twisted lock on the knee or on the foot of the opponent
 - 3.7.4.8 He/She makes a lock on the fingers or toes.
 - 3.7.4.9 He/She applies strangulation with a belt.
 - 3.7.4.10 He/She puts fingers in the eyes of the opponent.
 - 3.7.4.11 He/She applies punches or kicks, bites the opponent or behaves in a manner contrary to ethics and fairplay
- 3.7.5 Other causes of disqualification are described in rule 2.8.8

3.8 PROHIBITED ACTS

- 3.8.1 Prohibited acts are slight infringements which are penalized with a warning ('Shido'). Receiving four (4) warnings during the same contest is not allowed and leads to disqualification of the contest. The warnings are valid only for the current contest. Contestants always start a fight with zero (0) warning.
- 3.8.2 If one or both contestants are too passive, they can each receive an informal passivity warning that will not count as an official warning.
- 3.8.3 The prohibited actions are:
 - 3.8.3.1 Persist in a passive attitude after a first warning.
 - 3.8.3.2 Place your fingers inside the sleeves or pants of your opponent.
 - 3.8.3.3 Place a hand on the opponent's face.
 - 3.8.3.4 Escape from the fight on the ground and stand up without contact with the body of the opponent.
 - 3.8.3.5 Apply a strangulation over the opponent's chin. If the strangulation has started correctly and the opponent is forced to tap because he/she has moved the chin under the strangulation, he/she loses the fight by Ippon.

3.9 INJURIES

- 3.9.1 Bleeding Injuries: For ground contest competition, bleeding wounds are not automatically a cause of disqualification. If a bleeding injury occurs, the center referee calls for medical assistance to help the contestant stop and isolate the bleeding. IT IS NOT PERMITTED TO CONTEST WHILE BLEEDING.
- 3.9.1.1 The same bleeding wound can not be treated more than two (2) times by the doctor. The third time the same bleeding wound occurs, the center referee must end the fight for the safety of the contestant. The opponent is then declared winner by forfeit.
 - 3.9.1.2 In the event that the injury cannot be stopped and isolated, the opponent must be declared the winner by forfeit unless he/she is the cause of the injury (see Rule 2.3.10.3.2.).
- 3.9.2 Minor Injuries: Treatment of minor injuries follows the same rules as for Tachi Waza. See rule 2.10.2
- 3.9.3 During a fight, each contestant can benefit from a maximum of 2 minutes of rest if he/she is ill or injured. The time is only counted on the expressive command of the center referee. This means that the count of "injury" time does not necessarily start when the referee interrupts the fight.
- 3.9.4 If an injured contestant cannot continue the contest, the center referee and the side judges will analyze the situation together using the same rules as for Tachi Waza in order to determine who is the winner. See rule 2.10.3.
- 3.9.4.1 The contestant who wins scored 10 points, the opponent scores 0 points.
- 3.9.5 Rules for the medical examination: the same rules as for Tachi Waza apply. See rule 2.10.4.
- 3.9.6 If a contestant loses consciousness, the center referee immediately interrupts the fight and calls for medical assistance. The contestant is disqualified from the tournament if he/she has lost consciousness while being able to tap but has not done so.

3.10 SEQUENCES OF THE CONTEST

- 3.10.1 The start of the contest follows rules 2.11.1 to 2.11.4 of the Tachi Waza competition. The differences are as follows:
- 3.10.1.1 The side referees are sitting on chairs outside the security zone, next to the scoring table.
 - 3.10.1.2 After formal salutations, in order to start the fight, the two contestants must put one knee on the ground, the other knee is raised with the according foot on the ground. This is the starting position that must be adopted whenever the contest is interrupted.
- 3.10.2 During the fight, the contestants must fight continuously.
- 3.10.3 Contest interruptions follow the rules 2.4.2 and 2.4.3 of the Tachi Waza competition.
- 3.10.3.1 When the contestants are in "Hold-On" stance, they must not move and must restart from their current position unless otherwise stated by the referee.
- 3.10.4 End of the contest: rule 2.11.6 of the Tachi Waza competition applies.
- 3.10.5 The contestants must return the lent belts to the organizers of the tournament, see rule 2.11.7.
- 3.10.6 Coaching is regulated according to rule 2.11.8 of the Tachi Waza competition.

3.11 OFFICIAL RULES AND PROCEDURES

- 3.11.1 Positions and movements of referees during the contest:

Official rules of competition of judo Tachi Waza and Ne Waza - english version

- 3.11.1.1 The center referee starts in the center of the contest area, facing the officials' table. During contest, she/he can move throughout the contest area, including the security zone. He/she shall give scorings and warnings and may seek advice from the side referees and the table referee. He/she can interrupt the fight at any time if he/she thinks it is necessary. However, to respect the spirit of the ground contest competition, he/she should not interrupt the contest too often.
 - 3.11.1.2 The side referees start the contest in opposite corners of the contest zone, outside the security zone. During the contest they sit in their chair. They must not move from that place. They observe the fight and give their opinion to the center referee when they are consulted. They cannot ask for a break in the fight, they can ask for the scoring of fouls. They assist the center referee in making decisions when necessary.
 - 3.11.1.3 The table referee remains seated at the officials' table, next to the scorekeeper and the timekeeper. He/she is in charge of observing the fight in a careful manner and of monitoring the scores and warnings distributed by the center referee. When scorings or a warning are given, he/she tells the scorekeeper to take them into account. He/She also ensures that the time (time of contest and time of immobilization) is properly measured. He/She may also advise the center referee and take part in judgement decisions when needed. Unlike the side referees, the table referee may ask the referee to interrupt the contest by announcing "CALL". This must be done when the table referee has not understood the center referee's indications (scorings, warning) or believes that a blatant error has been committed by the center referee on the allocation of points (e.g. the score of points to the wrong contestant). The table referee CANNOT decide scorings or warnings himself/herself. He/She cannot ask for points to be scored to a contestant when he/she thinks that should be the case.
- 3.11.2 The center referee starts the contest: see rule 2.12.3.
- 3.11.2.1 He/She invites the contestants to take their starting position: one knee on the ground, the other leg bent, feet on the ground.
 - 3.11.2.2 He/She takes a step between the contestants and asks if they are ready by announcing "READY?".
 - 3.11.2.3 He/She begins the fight by announcing "BEGIN" ('Hajime') and clapping the hands.
- 3.11.3 How to indicate the points scored:
- 3.11.3.1 The points are announced by the center referee as soon as he/she considers that a contestant has scored.
 - 3.11.3.2 It does not necessarily have to interrupt the fight to do it.
 - 3.11.3.3 To announce a scoring, he/she clearly announces the color of the contestant's belt that scored, followed by the number of scored points (eg "RED, YUKO").
 - 3.11.3.4 At the same time, in the direction of the official table, he/she raises the right arm (for the red belt contestant) or the left arm (for the blue belt contestant), indicating the number of points he/she wants to give. The referee keeps this position for a few seconds, allowing the table referee to understand the scoring.
- 3.11.4 How to indicate warnings:
- 3.11.4.1 Warnings for minor offenses can be applied in the continuity of the fight, without interrupting it. However, it is the prerogative of the center referee to decide whether to stop the fight, or to freeze the contestants to give a warning.
 - 3.11.4.2 To apply a warning to a contestant, the referee clearly announces the color of the belt, followed by "WARNING" ("Shido"). At the same time, he/she points the contestant with the forefinger extended from a closed fist.
 - 3.11.4.3 If the referee gives a warning for the 4th time to the same contestant, the referee must stop the fight and announce the disqualification of that contestant. The table referee must indicate to the center referee if the warning is the fourth.

3.11.5 How to freeze contestants: see rules 2.12.6. of the Judo competition.

3.11.6 Unofficial Warnings: The referee may give unofficial warnings to contestants. However, he/she can make only one unofficial warning per contestant for lack of contestivity during a fight. The second warning for the same reason must be a warning.

3.11.7 End of the fight: see rules 2.12.9.

3.11.8 Instructions for Officials:

3.11.8.1 The timekeeper is responsible for starting, stopping and restarting the clock/stopwatch on instructions of the center referee only. However, if the table referee sees that an instruction has been missed by the timekeeper, he/she may give the instruction to him in replacement of the center referee.

3.11.8.2 At the end of the time allotted for the contest, the person in charge of the time uses a sound signal or announcement "END OF TIME" "JIKAN" clearly.

3.11.8.3 The scorekeeper shall indicate the points and warnings on the sole indication of the center referee.

4 COMMON RULES TO JUDO COMPETITIONS: TACHI WAZA AND NE WAZA

4.1 COMPETITION AREA

4.1.1 The competition area is divided into two zones (areas). These two areas, the contest area and the security area, must be of different colors.

4.1.1.1 The "contest area" is the interior of this area and must be at least 6 meters by 6 meters (19.7 feet by 19.7 feet) and not more than 10 meters by 10 meters (32.8 feet).

4.1.1.2 The "safety area" is the outer perimeter of the contest area and must be 3 meters wide (9.8 feet). If two or more competition areas are used, the shared safety surface may be 4 meters.

4.1.2 The competition area will consist of tatamis that will measure 1m x 2m, or 1m x 1m, made of compact foam. They must be firm under the feet, clean and absorb shocks during falls and not be slippery or too rough.

4.1.3 The tatami elements/moduls forming the competition area must be aligned with no space between them so that the surface is smooth. The elements shall be fixed in a way that they cannot move.

4.1.4 The starting position of the contestants can be marked. This may be done by two lines parallel to the sides of the competition area and two feet each from its center, or by two parallel tatamis of a color which is different from the competition area's color.

4.2 PROTEST AGAINST DECISION

4.2.1 A protest against a decision made by a contestant, teacher or coach will not be taken into account unless it is made:

4.2.1.1 - immediately after a questionable call or scoring or, if the contestant needs to consult their teacher / coach, not later than immediately after the match, immediately after the performance of the last contestant (the final form competitor) in that division.

4.2.1.2 - in a traditional and courteous manner;

4.2.1.3 - directly to the center referee who must consult the officials of the competition IAGLMA and the directors of the tournament or their representatives. Protests will not be taken into account once the pool has concluded and final places have been awarded.

- 4.2.2 Nota bene: Protests are limited to clarifications about the application of the rules and not about the discretionary calls of the referees.

4.3 CONTESTANTS: SEQUENCE OF COMPETITIONS

- 4.3.1 Whenever possible, the order of performance will be determined by drawing lots (picked randomly) prior to the day of the competition. Otherwise, the order of performance will be determined by drawing lots immediately prior to the division.
- 4.3.2 Contestants must be on the designated competition area within 3 (three) minutes of the start of their division. A roll call of the contestants will be taken. Any contestant whose name is registered for the contest will be called and who is not present when the call is made will have 2 (two) minutes to appear in the designated competition area and to make their presence known to the officials presiding in that ring. If at the end of the roll call and the 2 (two) minutes a contestant fails to appear, the contestant loses the opportunity to compete. Once the charts for any competition have been established no one will be added.
- 4.3.3 If a contestant is also a judge, he/she must be vigilant about when his own competitive division/pool will compete. If the referee/contestant judges a division/pool, no substitution of the referee is allowed until the division/pool he/she judges has finished. Therefore, the referee/contestant must inform the center referee of his/her division/pool that he/she is still judging. In return, the referee must inform the contestant/referee of the place in the competition sequence and the competition will be halted until the referee/contestant is free to compete at the designated position.
- 4.3.4 If the referee/contestant judges a sparring division, he/she must provide a substitute referee when his/her own division/pool is called.
- 4.3.5 Contestants must try to anticipate when their own divisions/pools will compete before accepting the responsibility of judging. Every effort will be made to minimize conflicts of responsibility between judging and competing.
- 4.3.6 The sequence and order of the contests are the same for all competitions, i.e. three (3) minutes to appear on the designated competition area and two (2) minutes of grace period; Two (2) minutes to ensure that the equipment is OK or to adjust it. An absent contestant who is not ready within this time will be disqualified. See rule 2.8.8.
- 4.3.7 At the beginning of a contest, the contestants must face each other about 1 meter or four feet apart, with the center referee halfway between them.
- 4.3.8 The center referee will greet the contestants by bowing in. The contestants must then make the greeting by bowing simultaneously towards each other. The fight starts on the command "BEGIN" "HAJIME" given by the center referee.
- 4.3.9 At the end of the contest the center referee will bow the contestants out. The contestants shall mutually greet each other and the referee shall announce the winner by raising his/her arm to the winning contestant.
- 4.3.10 Contestants may adjust their outfits and tie their belts without the permission of the center referee but may be attacked during this time.
- 4.3.11 If possible, in the first qualifying round only, contestants from the same school or association must not contest against each other.
- 4.3.12 Contestants must be in good physical condition and must not be under the influence of alcohol or any other controlled substance. By entering the competition, a contestant ensures that he/she is physically able to participate and that he/she has been judged as such by his or her attending physician or health professional. By entering the competition, a contestant also warrants that he is not under the influence of alcohol or a controlled substance that impairs or increases performance.

- 4.3.13 A contestant must not be considered faulty for a technique made to an opponent's pre-existing injury. The contestant must get the point earned.
- 4.3.14 Contestants may spar in their favorite style, provided that their style follows the established rules of judo, the official rules of the IAGLMA and procedures as provided herein.
- 4.3.15 Any contestant may bow out at any time without having to justify it. An instructor/coach may discretionally ask his or her student to bow out. However, the bow-out must be done in a traditional and courteous manner. In addition, any contestant who bows out declares forfeit for the contest in progress and/or the division in which he/she is engaged.

4.4 CONTESTANTS WITH SPECIFIC NEEDS

- 4.4.1 Contestants who are physically challenged are encouraged to participate in divisions appropriate to their special needs. NOTE: Depending on the number of participants, some divisions may be merged.
- 4.4.2 By entering the competition, a participant implicitly agrees to compete with any person assigned to their division. NOTE: A participant has the freedom to bow out at any time, but then declares a forfeit for that match and/or division.

4.5 APPEARANCE AND DRESS OF CONTESTANTS

- 4.5.1 In exceptional cases, officials may authorize the use of bandages or safety equipment to prevent the aggravation of an existing injury. The IAGLMA competition officials reserve the right to make the final decision about this bandage or safety equipment. Medical equipment should not be worn in contest divisions. The taping of hands, feet, ankles in the manner of full contact sparring or boxing is forbidden in all divisions.
- 4.5.2 The contestants must wear a suit adapted to the practice of Judo (Tachi Waza or Ne Waza), that is to say, a jacket at the top of the uniform thick and strong enough to allow the grabs or throws. If any part of the contestant's outfit is deemed unacceptable by the IAGLMA Competition Officers and the tournament directors, the contestant will be given a five (5) minute period to alter the existing outfit, removing rings, jewelry, sharp buttons, pins and other trinkets that may cause injury. Any contestant who refuses to comply with a directive of an official may be disqualified from the competition at the sole discretion of the competition officials in coordination with the tournament directors and in relation to the IAGLMA officials.
- 4.5.3 No footwear can be worn for judo competitions (Tachi Waza and Ne Waza).

4.6 POOL SYSTEM:

- 4.6.1 In order to offer an alternative to the direct elimination system, the organizers of a competition may adopt a system of pools for standing and ground contest competitions. This system allows all contestants to participate in several contests. The following rules describe the general form of a pool competition. Adaptations are possible.
- 4.6.2 A pool is a group of contestants who belong to the same division. The composition of the pool should be randomly picked. However, the meeting of people belonging to the same school should be avoided if possible for the first round (see rule 52.9). The pools can be re-arranged by the organizers for this purpose. In a pool system, a contestant fights against every other contestants in their pool. All the rules of judo apply: the system of pools does not modify the general rules of these competitions.
- 4.6.3 The size of a pool can vary up to 8 participants. If a competition for a given division has more than 8 participants, then several pools are created as well as a second round to establish the ranking of the competition (see below for rules applicable to the second round). This second round can be organized either just after the first round or it can be separated from the first round in order to focus on the finals of the different divisions of the competition.

- 4.6.4 In case several divisions are required and several combinations of pools are possible, the organizers should choose the combination of pools that contain the largest number of participants. For example, for a competition with twelve participants, the combination of 3 pools of 4 (participants) should be preferred to the combination of 4 pools of 3 participants. Indeed, smaller divisions mean fewer contests for contestants and organization. See appendix C for a table of pools according to the number of participants.
- 4.6.5 If a pool has 3, 4 or 5 participants, then the winner of the pool is the gold medalist in the competition, the second wins the silver, the third the bronze.
- 4.6.6 A second round must be organized for the categories with several pools (these are divisions having at least 6 competitors). The organization of this second round is based on the number of pools in the first round:
- 4.6.6.1 Two (2) pools in the first round: the winners of these pools fight for the final (gold and silver) and the second of these pools fight for the bronze medal;
 - 4.6.6.2 Three (3) pools in the first round: a new pool of 3 is created with the winners, the winner of this new pool wins gold, second silver and third bronze;
 - 4.6.6.3 Four (4) pools: two semi-finals are held where the winner of a fight contests against the winner of another pool, the two winners of the semi-finals fighting for gold and silver (grand final) , The two losers of these semi-finals fight for bronze and fourth place (small final);
 - 4.6.6.4 Five (5) pools: the second round consists of a new pool of 5 participants, the result of which determines the places of 1st, 2nd, 3rd and 5th;
 - 4.6.6.5 Beyond that, the organizers reserve the right to subdivide the divisions according to the previously mentioned criteria, level, weight, age ...
- 4.6.7 Winner of a pool: the winner of a pool is the contestant who has won the most number of contests in that pool. The second is the contestant who comes right after him/her in terms of fights won, and so on. If two contestants have won the same number of contests, then the number of points they have scored in each of their contests is added and the winner is the one with the highest score. If there is still a tie, then the winner is the winner of their (additional) match.
- 4.6.8 For a judo competition by pool, only the techniques that have won are counted and the loser earns no points. An Ippon is worth 10 points, a Waza-ari is worth 7 points and a Yuko is worth 5 points. See rule 2.6 for a definition of these terms.
- 4.6.9 Contestants should have time to rest between fights. The organizers of the competition must organize the matches in such a way that the contestants have a break of at least six (6) minutes before re-contesting. Contestants are required to rest near the competition area.
- 4.6.10 In a division with several pools, the pools should fight on the same contest area alternatively. For example, in the case of a competition with 3 pools, the first match is from pool 1, second match from pool 2, third match from pool 3, fourth match from pool 1, fifth match from pool 2, and so on, until all the matches for all pools are completed. If the pools that compete have different sizes, then the largest pool starts.
- 4.6.11 In order to limit the loss of time between contests, all contestants from all pools are called before the start of the competition (see rule 4.3: Competition sequence) and remain on the side of the contest area. If a contestant does not answer the call of their name when called for a contest, he/she declares forfeit for the fight and the opponent wins. However the contestant is not disqualified from his/her pool and can participate in the other fights scheduled for him/her.
- 4.6.12 Referees cannot judge too many contests in a row. The organizers of a pool competition must keep this in mind and find a way to change the referees during the competition if it is too long.
- 4.6.13 Appendix C provides references for a competition conducted under a pool system.

APPENDIX A: CLASSIFICATION OF CATEGORIES

TACHI WAZA: STANDING FIGHT

General rules: (see rule 2.1.2) contestants contest first according to their level of experience. If there are enough contestants in a category, they must be divided into the most balanced weight categories possible. The weight categories are those defined below and must be noted in pounds and kilos. The subdivisions by age or rank for the black belt categories (3rd dan and more) can also be applied if necessary.

WOMEN	HOMMES
Beginner	Beginner
Intermediate	Intermediate
Advanced	Advanced
black belts	black belts

Weight categories:

Men less than 60 kg (132 lbs), less than 66 kg (145.2 lbs), less than 73 kg (160.6 lbs), less than 81 kg (178.2 lbs), less than 90 kg (220 lbs), more than 100 kg (220 lbs)

Women less than 48 kg (105.6 lbs), less than 52 kg (114.4 lbs), less than 57 kg (125.4 lbs), less than 63 kg (138.6 lbs), less than 70 kg (171.6 lbs), more than 78 kg (171.6 lbs).

Different capabilities / special needs:

WOMEN	HOMMES
Beginner	Beginner
Intermediate	Intermediate
Advanced	Advanced
black belts	black belts

NE WAZA: GROUND CONTEST

General rules: (see rule 2.1.2) contestants contest first according to their level of experience. If there are enough contestants in a category, they must be divided into the most balanced weight categories possible. The weight categories are those defined below and must be noted in pounds and kilos. The subdivisions by age or rank for the black belt categories (3rd dan and more) can also be applied if necessary.

WOMEN	HOMMES
Beginner	Beginner
Intermediate	Intermediate
Advanced	Advanced
black belts	black belts

Weight categories:

Men less than 62 kg (136.7 lbs), less than 69 kg (152.1 lbs), less than 77 kg (169.8 lbs), less than 85 kg (187.4 lbs), less than 94 kg (over 207.2 lbs).

Women: less than 55 kg (121.6 kg), less than 62 kg (136.7 kg), less than 70 kg (154.2 lbs), more than 70 kg (over 154.2 lbs).

DIFFERENTLY ABLED/SPECIAL NEEDS:

WOMEN	HOMMES
Beginner	Beginner
Intermediate	Intermediate
Advanced	Advanced
black belts	black belts

APPENDIX B: MAIN GESTURES OF THE JUDO COMPETITION (TACHI WAZA AND NE WAZA)



BOW ENTERING &
LEAVING THE TATAMI



STANDING BEFORE THE
FIGHT



INVITING CONTESTANTS ON
THE TATAMI



Ippon



Waza-ari



Waza-ari-awasete-ippon



Yuko

Official rules of competition of judo Tachi Waza and Ne Waza - english version



Osaekomi



Toketa



Mate



Mate



Sono mama ↔ Yoshi



Adjustment of judogi



To cancel expressed opinion



Not Valid

APPENDIX C: ORGANIZING COMPETITIONS - POOL ORGANIZATION

Inscribed participants	1 st round	2 nd round	number of matches to organise	time of the compétition = between 5 'et 7' per match ('=minute)	number of matches per participant
2	direct elimination	none	1	5' (7')	1
3	pool of 3 (P3)	none	3	15' à 21'	2
4	pool of 4 (P4)	none	6	30' à 42'	3
5	pool of 5 (P5)	none	10	50' à 70'	4
6	pool of 6 (P6)	none	15	75' à 105'	5
6	2xP3	2 matches : grand final and small final	6+2=8	40' à 56'	1st-4th : 3 5th-6th : 2
7	pool of 7 (P7)	Aucun	18	90' à 126'	6
7	P3+P4	2 matches : grand final and small final	9+2=11	55' à 77'	1st-4th : 3 or 4 5th-7th : 2 or 3
8	pool of 8 (P8)	none	20	100' à 140'	7
8	2xP4	2 matches : grand final and small final	2x6+2=14	70' à 98'	1st-4th : 4 5th-8th : 3
9	3xP3	P3	3x3+3=12	60' à 84'	1st-3th : 4 4th-9th : 2
10	2xP5	2 matches : grand final and small final	20+2=22	110' à 154'	1st-4th : 5 5th-Xth : 4
10	2xP3+P4	P3	2x3+6+3 =15	75' à 105'	1st-3rd : 4 or 5 4th-Xth : 2 or 3
11	2xP4+P3	P3	12+3+ 3=18	90' à 126'	1st-3rd : 4 or 5 4th-11th : 2 or 3
12	3 x P4	P3	3x6+3=21	105'	1st-3rd : 5 4th-12th : 3
12	4xP3	4 matches : 2 semi-finals + 1 small final and 1 grand final	4x3+4 =16	80' à 112'	1st-4th : 4 5th-12th : 2
13	3xP3+P4	4 matches : 2 demi-finales + 2 finales	19	95' à 133'	1er-4e : 4 ou 5 5e-13e : 2 ou 3
14	2xP3+2xP4	4 matches : 2 demi-finales + 2 finales	22	110' à 154'	1er-4e : 4 ou 5 5e-14e : 2 ou 3