

Basic Refereeing Guidelines

The following are intended for guidance only; referees are expected to prepare themselves for the task in hand.

The referee has overall responsible for his/her mat area and sets the standard for etiquette, attitude and safety for everything that occurs in their mat area.

Attitude And Etiquette.

- Referees are expected to show respect for their table officials, corner judges and competitors whilst taking control of their mat area.
- Spectators and/or coaches are to be kept away from the table officials and competitors.
- Referees should be appropriately dressed - preferably wearing black, grey or navy trousers with a complementary jacket, ideally with club or AEJF badge and shirt with tie/ scarf.
- If a judoka is refereeing and intending to fight later or has turned up wearing casual clothes then a judogi is acceptable.
- In case of injury, don't handle it yourself that is why First Aiders are present.
- Make sure that competitors and table officials can hear you, and have acted on your decisions.
- Any queries should be addressed to the Senior referee, preferably before the competition commences. If a contentious issue arises then the senior referees opinion should be sought, bear in mind that disputes should be sorted before competitors leave the mat area.

Safety And Protocols

- Make sure table has a red and white belt and stop watch. If possible delegate someone to make sure competitors are belted up and ready.
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- Make sure the mat area is safe.
- Your table should have checked that all your pool of judokas are ready.
- Quickly check condition of gi's, length of nails, hair clips, cuts are protected, etc
- Keep mat flowing, avoid keeping competitors hanging around.
- If possible have corner judges to hand.
- Hand signals must be clear.

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Protocol for shiai

Competitors should have warmed themselves up before stepping onto the mat, but juniors may be encouraged to warm themselves up.

Competitors are lined up in front of table for a standing (tachi) rei towards referee; they should then be sat down to one side of the table.

Commencement

- ✓ The Table will announce the first two competitors who should stand waiting at the table edge of mat.
- ✓ The Referee will beckon them forward to the middle of the side edge of the mat. They tachi **rei** to each other (referee may need to enforce this)
- ✓ When the referee is sure the table officials are ready, s/he beckons them to middle of mat.
- ✓ On command of **Hajime** (no hand signal), they **rei** to each other before commencing shiai, (they have 20 secs to take hold and attempt to throw.)
- ✓ Overly defensive judo should be dissuaded. In the case of juniors or novices, the judoka should be reminded of need to relax and get on with it. More experienced judoka should be penalised.
- ✓ If judoka go to ground, they should be allowed a chance to enter into ground work. If no one appears to be able to gain an advantage **Matte** should be called (the contest clock is stopped when the hand signal is given) and competitors are brought back to the centre of the mat. If necessary competitors should be told to retie belts or tuck jackets in before continuing with **hajime**.
- ✓ All scores should be indicated with clear hand signals and the score board should be checked to ensure that scores have been awarded correctly.
- ✓ If corner judges are present, the referee must ensure s/he is aware of any signals from them.

Termination of bout

- On award of **Ippon**, or time-keeper's call of **time** the referee shall announce **Sore-made**. The bout is not over until sore-made has been called.
- Competitors are directed that they should return to their start position and gestured to tidy themselves up.

If scores are equal then referee has to decide how to precede - this should have been made clear before the commencement of the competition (see what to do if there is a draw).

When a winner has been determined

1. The Referee will call rei and award decision of **Ippon** or **kachi**.
2. Competitors will shake hands then back of to edge of mat area, they rei to the mat, before walking to table.
3. Competitors remove their belts for next pair and the Winner gives his/her name to the table.

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Scoring

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|-----------------|--|--|------------------|--|
| Ippon | Throw executed with Intent Impetus control Landed on mainly on back/shoulders | Hold down for 25 secs or submission | 10 points | Two wazaris, sogo-gachi or opponent has been disqualified or withdraws |
| Waza-ari | Throw executed with Intent but lacking full control and/ or impetus and not fully on back | Hold down for 20 secs | 7 points | Opponent has keikoku |
| Yuko | Throw executed with Intent but poor control or impetus not fully on back | Hold down for 15 secs | 5 points | Opponent has chui |
| koka | Technique has Intent but lacks control with little impetus and uki falls onto side | Hold down for 10 secs | 3 points | Opponent has shido |
| Yusei- gachi | Win by superiority of attacks and/or attitude | Referee judges has put in more attacks | 1 point | |
| Hiki-wake | draw | | Usually 0 Points | |

Osae-komi-waza

When holding in **osae-komi** tori must have control of at least one shoulder and uki must have at least 50% of back in contact with mat. Watch out for hands on face, neck locks, shoulder locks, do-jime, knee locks and entanglement of leg.

If tori acts illegally call matte and then award penalty.

If uki is acting illegally call sono-mama before deciding what action to take.

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Penalties And Prohibited Actions

Rules are there to prevent injury and encourage attacking judo and discourage overly defensive, negative judo. Breaking the rules are punished by accumulative penalties.

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|---------------------|-------------------------|--|
| shido | 3 point penalty | Gives opponent a koka |
| chui | 5 point penalty | Gives opponent a yuko |
| keikoku | 7 point penalty | Gives opponent a waza-ari (may result in sogo-gashi win) |
| Hansoku-make | disqualification | Opponent declared winner. Decision may need to be made with senior referee as to whether judoka should be banned from competition |

| An attack must be made within 25 secs (max) of Hajime being called | |
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| Permitted actions in tachi-waza so long as attack is made within 3 to 5 secs | Prohibited actions – in tachiwaza and newaza |
| | Passivity or over defensive actions |
| | Swearing, Kicking, slapping, pinching and hitting |
| Linking fingers with opponent | Placing hand in opponents face |
| | Neck locks |
| | Making a false attack |
| | Do-jime and kani-basami |
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| | Prohibited actions – in tachiwaza |
| Holding same side of jacket | <i>Under 10's may not perform dropping versions of throws or sacrifice throws</i> |
| | Stepping out of shiai area. |
| Holding opponents belt | Using the ends of opponents belt to execute throw |
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| | Armlocks and strangles are prohibited for under 16's |
| If Armlocks and strangles are applied in tachi-waza, they must be effective quickly | Neither Armlocks nor strangles can be used as a take down technique |
| | Dragging opponent to the ground to commence newaza |
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| Actions permitted - in newaza | But not in tachi-waza |
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| There is no prohibition on holding opponents belt or how the gi is held BUT | Placing fingers inside opponents sleeve or trouser leg |
| The belt cannot be used but to encircle so as to restrict blood flow | |
| Legs can be entangled | Tori's supporting leg must not be entangled |
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Basic terminology- referees should ensure they are comfortable with basic hand signals for

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|--------|-----------|-----------|-----------|
| HAJIME | OSAE-KOMI | SONO-MAMA | HIKI WAKE |
| MATTE | TOKETA | YOSHI | HANTEI |

Areas That Should Be Clarified Before the Start of a Competition

| Duration of each bout | | Hold downs (max) |
|------------------------------|-----------|-------------------------|
| Juniors grades | 2 minutes | 25 secs |
| Senior Kyu grades | 3 minutes | 30 secs |

Banned techniques

| versions of throws where you drop onto both knees | Sacrifice techniques | Armlocks and strangles |
|--|--------------------------------------|-------------------------------|
| Not permitted for juniors under 40 K | Not permitted for juniors under 40 K | Not permitted for any juniors |

Options In the event of a draw

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|---|---|---|
| Could declare Yusei-gachi | If it is obvious that one player was superior | Usually one point |
| Declare hiki-wake | either award one point each or nil points | or give equal points as on score board |
| If corner judges were not already being used they <u>MUST</u> now be appointed | | |
| Golden score | First to score anything | |
| Extra time usually 30 secs | If still no score or equal points then | Referee calls Hantei – decision goes to best of three |