



## **TJF Randori Nationals – Referees Guide for 2011 Competition**

**Produced by James McCann – Head Referee**

### **Ne Waza Competition**

#### Hold Downs

- All standard kodokan judo hold downs are permitted
- The hold down must not cover the losing player's face
- Where a hold down encircles the head, at least one of the losing player's arms must be included. E.g. Kesa Gatame is OK in its true form, however if the winning player holds around the head with both arms it is not permitted. This is to ensure neck safety
- A hold down must begin with both of the losing player's shoulders and back pinned down
- A hold down is only deemed broken by turn out once the losing player has turned to a position past 90 degrees from the mat. E.g. They are considered to be more so on their front than on their back
- A hold down is broken by encircling legs around one of the winning player's legs. Hooking a leg over is not sufficient. The losing player must be seen to have gained full control of the leg
- When escaping a hold down no contact between the hands with the face or neck is permitted. Furthermore repeated contact in this way should be penalised following warning

#### Arm Locks

- Arm locks are permitted for Green Belt and above only
- Standard Ude Garami is the only rotational arm lock allowed and must be seen to attack the elbow and not the shoulder joint
- Reverse Ude Garami (or BJJ style Kimura) is not permitted

#### Strangles

- Strangles are permitted for Light Blue Belt and above only
- Hadaka Jime is the only strangle permitted without the use of the gi
- Sangaku Jime or Triangular strangle with the legs is not permitted

#### Guard

- Loose guard is permitted as long as the player using it is making frequent valid attempts to move into a dominant position from it
- Locked guard (linked feet / body crushing) is not permitted and should be penalised if repeated after warning
- Passive guard. E.g. Just lying in guard without attempt to gain a dominant position should be punished if repeated after warning

### Banned Ne Waza Techniques - Overview

- Wrist locks, head locks, leg locks and ankle locks are not permitted in any circumstance
- Sangaku Jime or Triangular strangle with the legs
- Reverse Ude Garami (or BJJ style Kimura)
- Hold Downs that encircle the head without at least one of the losing player's arms
- Locked Guard / Body Crush
- Any technique that covers the face potentially restricting breathing

### Safety

- At all times the referee must be able to see exactly what is going on
- In many cases this may necessitate the referee dropping to the mat for a clear view
- The above is of utmost importance especially when a hold down, strangle or arm lock is being employed
- A visual communication with the losing player is necessary to be sure they have not:-
  - Lost (or about to lose) consciousness
  - Lost the ability to tap (arm trapped)
  - Become distressed by the situation
- If one or both players leave the fighting area the contest is stopped and restarted in the centre

Warnings and subsequent penalties must be awarded in the following situations

- During the kneeling grapple a player is pushed back directly over their ankles with force
- When at any point hands are used to grab or push the opponents face or neck
- When attempting to turn out of a hold down a player endangers their own shoulder when the arm is trapped behind them
- Badly employed strangles where the gi is pulled across the face
- Viciously applied arm locks and strangles without care for other players safety

### Ne Waza Contest Scoring (new hold down timings under trial 2011)

- A Hold down of 15 seconds = Wazari
- A Hold down of 20 seconds = Ippon (contest win/over)
- Two Wazari scoring hold downs = Waza Ari Awasete Ippon (contest win/over)
- A submission from arm lock or strangle = Ippon (contest win/over)
- 3 x Chui = Hansoku Make / Disqualification (contest win/over)
- Where both players have scored Wazari yet one has accrued more Chuis the opponent wins
- Where one player has scored Wazari yet also accrued 2 Chuis (with the other player having scored nothing and accrued no penalties) the scores cancel out and extra time may be given

## Tachi Waza Competition

### Grips

- Permitted grips include
  - Sleeve / Lapel
  - Sleeve / Collar
- The following grips are permitted as long as periods without attack do not exceed 5 seconds
  - Double sleeve
  - Cross sleeve / lapel. E.g. Both hands on same side of jacket
  - Deep grips over either shoulder onto back of gi with other hand holding sleeve
  - Sleeve / Belt grip
- The following grips are not permitted
  - Pistol gripping of sleeve (holding the sleeve in a fist)
  - Pocket gripping of sleeve (fingers inside sleeve)
  - Reverse hand on lapel (gripping lapel with thumb down)
  - Collar grip where the opponents gi is pulled over their head
  - Any gripping or seizing of legs
  - Wrestling grips such a clinching around waste or pickup grips

### Grip Breaking

- Positively breaking an opponent's grip from your gi is permitted as long as a valid attack follows immediately (within 3 seconds)
- Repetitive grip breaking without attack should be penalised following warning
- Grip blocking. E.g. preventing your opponent taking hold of your gi is not permitted and should be penalised following warning

### Encouraged Tachi Waza Style

- Loose grips allowing free movement of arms at all times
- Slightly bent arms
- Upright posture / Hips forward
- Feet no more than a metre apart
- Frequent genuine throwing attacks

### Discouraged Tachi Waza Style (penalties following warning)

- Straight Arms
- Stiff Arms
- Defensive posture – Jigotai – Hips set far back from opponent and bent over
- Wide stance preventing free movement
- Passivity – Long periods without valid attack (30 seconds)

### Permitted Techniques

- All standing throwing techniques found in the Kodokan Gokyo or on the TJF syllabus

### Banned Tachi Waza Techniques

- All sacrifice throws
- All single and double handed leg grabs
- All wrestling style pickups and take downs
- Kani Basami (Crab Scissor Throw) or any similar technique with could cause danger to the knees

- Standing Arm Locks
- Standing Strangles
- Standing Wristlocks
- Standing Headlocks
- All striking techniques
- Gripping any part of the body (e.g. the wrist) instead of the gi

### Safety

- Player's attempting to avoid being thrown by twisting out onto their front whilst airborne should be warned and penalised if attempts persist
- If one or both players leave the fighting area the contest must be stopped and restarted in the centre
- Attempts at sweeping techniques should be monitored for knee safety
- Neck safety is paramount at all times. The following situations must be controlled and penalised
  - Koshi guruma / Kubi Nage style throws that over pressure the neck
  - The gi being pulled over the head
  - Gripping the back of the neck not the gi
  - Throws that result in the thrown player landing on their head

### Tachi Waza Contest Scoring

- Ippon is the only score awarded in Tachi Waza (please see explanation of Ippon)
- 2 x Ippons = contest win (contest over)
- Where there are no scores yet one player is penalised = contest win to opponent
- 1 x Ippon scores higher than 2 Chuis against; however...
- 3 x Chui = contest win to opponent regardless of if player has 1 Ippon score (contest over)

### 'Wazari Scores'

- Wazari scores should not be awarded and indeed do not add up to an Ippon
- Regarding the above however, the referee should keep a mental note of 'Wazari Worthy' techniques
- In the event of an absolute draw (e.g. no score / 1 Ippon each / equal number of Chuis each) if one player has accrued considerably more 'Wazari Worthy' scores (and has not been penalised) then there is no need for further time to be played, a decision may be made based on the positivity of that player

### Ippon – An Explanation

Ippon scores awarded in the TJJ Tachi Waza Competition differ somewhat to those awarded in IJF competitions. The reason for this is that our training methods and throwing style are very different. The main difference is that in many circumstances Ippon can be awarded when the losing player does not land flat on their back. A side landing may score ippon.

A Definition:-

*'Ippon is awarded for a throw ending with an opponent largely on their back or side, demonstrating full control, speed, and having such amplitude that the feet of the player receiving the action leave the mat'*

Considering the definition above it will be easy for many of our larger throws to be awarded Ippon. It is important to note however that it is not necessary that the throw be airborne. Smaller throws such as 'O Uchi Gari' and 'Ko Uchi Gari' may be awarded Ippon provided that they have the key elements of Ippon. Full control and Speed. In these cases as long as the feet have been swept cleanly, and the landing fast and controlled, Ippon should be awarded.

Ippon is not awarded where the throw lacks one or more of the key elements. However the referee may make a mental note of the non scored throw to enable a decision to be made in the event of a draw.

## General Competition Running

### Referees Commands (simplified)

- Chui – Penalty Point
- Hajime – Begin Fighting
- Hansoku Make – Disqualification
- Ippon – Full Point
- Rei – Bow
- Sona Mama – Freeze! Do not Move!
- Toketa – Hold Down Broken
- Yoshi – Continue
- Hantei – Decision
- Hiki Waki – Draw
- Matte – Stop Fighting
- Osae Komi – Hold Down On
- Waza Ari Awasete Ippon – Two Wazari adding up to Ippon (Ne Waza Only)

### Referees Team

- Made up of a minimum of a referee and a time keeper
- In addition two or four corner judges may also be placed in the team
- The time keeper sits opposite the referees starting position
- Corner judges sit outside the contest area at the corners of the area
- When only two corner judges are present they should sit diagonally opposite each other
- No spectators are allowed within the mat area at any time

### Competition Length

- The length of both Ne Waza and Tachi Waza competition will be 3 minutes
- The time keeper may stop the watch during periods of non action as called by the referee
- A single period of one further minute may be allowed if needed for the referee to make a final decision in the result of a draw

### Penalties

- The referee reserves the right to issue penalties for any foul play he/she identifies
- The process for penalising a player is an initial warning, followed by a first, second, then third 'Chui'
- Once three Chuis are awarded against a player Hansoku Make (disqualification) is issued and the contest is over
- The referee reserves the right to move directly to Hansoku Make at any time if he/she feels it is deserved

### Beginning and end of a contest

- Prior to the contest the players will wait at the edge of the contest area (centre mat edge) until the referee invites them to enter the contest area
- Once invited the players will first Rei into the contest area then approach the centre of the mat standing the left and right of the referee on the marker mat or tape lines
- On instruction both players will Rei to the referee and then each other
- The referee signals Hajime and the contest begins
- At the end of the contest the players take their initial positions then the procedure is to rei to each other, then to the referee, then to walk to the edge of the mat area and rei out

- Belts should not be removed until well out of the contest area

### Etiquette

- All fighting will be performed in a friendly and competitive manner. If the referee feels aggression is being shown he/she is within their right to penalise or disqualify either or both competitors
- The referee's decision is final in all matters
- Questioning the referee's decision will result in immediate disqualification
- Swearing at the referee or opponent will result in immediate disqualification
- Gi adjustments will be made on one knee
- All other etiquette expected of a Jitsuka applies to our Randori competitions

### Dress

- Each player will wear a clean white gi
- Female players only may wear a t-shirt or similar under-gi garment (this should not be brightly coloured)
- Each player will wear either a red or white belt
- Hair must be clean and tied back if long
- No jewellery is to be worn

### Competition Entry

- Players will be entered into an appropriate category based on Sex, Weight, and TJJ Grade
- If the referee feels the player has been miss placed, e.g. clearly having a weight advantage or disadvantage the player can be re-entered provided it is feasible to do so at that time
- It is the responsibility of the club instructors to provide genuine weight entries for their students
- Players who hold relevant non TJJ grades (such as Judo, BJJ, or MMA) will be placed in higher categories at the discretion of the Head Referee
- Players who hold relevant non TJJ grades must have had their non TJJ grade declared to Gareth prior to the closing date for registration. If this has not been declared then entry will not be allowed
- Players who hold relevant non TJJ grades must be graded within the TJJ in order to compete
- Regarding the above. In the loop-hole situation of the genuine 'new to TJJ' case novice with another grade, the competitors instructor must verify how long they have been training within the TJJ in order to genuinely establish that they are not a 'ringer'. This process MUST take place prior to the closing date for registration.