

COMPETITION RULES FIGHTING



Version 3.2 Valid from 1/6/2020



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1 GENERALITIES

In Fighting-System two competitors fight against each other in a sportsmanlike competition of Ju-Jitsu. The objective of the fight is to win by full-ippon (scoring a perfect technique in Part 1, 2 & 3) or to win by outscoring one's opponent.

The JJIF's Fighting-System is composed of three Parts:

- Part 1: Punches, strikes and kicks ("atemis")
- Part 2: Throws and take downs ("takedowns"), locks and strangulations
- Part 3: Ground techniques, locks and strangulations.

All references in this document to the term 'he/his' should be understood as 'he/she' or 'his/her'.

2 COMPETITION AREA (FIELD OF PLAY – FOP)

The Field of play must be set up by following the additional regulations listed in the affiliated document¹.

The competition area must be covered by mats in different colours dividing the areas.

The area outside the 'fighting area' is called the 'safety area'.

The 'fighting area' plus the 'safety area' are called the 'match area'.

3 COACHES

One coach is allowed to support the competing athlete. The coach is to stay seated at the boundary of the match area during the match. Coaches may challenge referee decisions, according to the regulations in the affiliated document².

A coach is a role model, and as such, his behaviour must reflect the martial arts code of ethics and personal conduct.

The coach must be dressed according to the regulations in the affiliated document³. In certain events, a special dress code may be established (e.g. Beach Games).

If the coach exhibits offensive behaviour towards the athletes, the referee, the audience or anyone else, the mat referee (MR) may decide to dismiss him from the area reserved to the officials (FOP) for the remaining duration of the match.

¹ JJIF ORGANIZATION & SPORTING CODE Version 3.2 (01.01.20); see page 29, 3.3 Requirements for the Field of Play

² Referee decisions may be subject to challenges or appeals as described in the JJIF ORGANIZATION & SPORTING CODE Version 3.2; page 16 , 1.5 Challenge & Appeal

³ JJIF ORGANIZATION & SPORTING CODE Version 3.2; see page 15, 1.4.1 Dressing for coaches and other officials.



If the offensive behaviour continues, the referees of the match may decide to dismiss him from the official tournament grounds. The organizer/host reserves the right to ban anyone they deem 'troublesome' from the venue.

4 COMPETITION DRESSING & PERSONAL REQUIREMENTS

The athlete must be sure to follow the regulations for competition dressing and personal requirements as listed in the affiliated document⁴.

The competitors are required to wear soft, short and light hand protectors and soft foot & shinbone protectors matching their belt-colour (red or blue).

The protectors must be made of soft foam and must be 1-2cm in thickness. Protectors must be in the right size and in good order.

It is allowed to have jockstrap and mouthpiece. Female competitors may wear a chest protection. It is allowed to wear a hijab.

Additional protective gear (i.e. shoulder support braces, knee orthotics) must be soft and thin enough not to hinder the opponent's grip.

All protective gear must be worn under the gi.

If a competitor does not abide by these rules, he will not be allowed to start the match. Once a competitor has been notified that his presentation does not conform to the specified requirements, there will be an opportunity to go and change it within 2 minutes.⁵

5 CATEGORIES & TIME

The categories, as defined in the affiliated document⁶ shall be applied.

The match duration is 3 Minutes for adults, U21, U18, U16, and 2 minutes for masters, U14 and younger.

If an athlete competes in two consecutive matches, a recovery time of two (2) full, regular match durations of his category must be given, between the two matches.

⁴ JJIF ORGANIZATION & SPORTING CODE Version 3.2; see page 13 & 14, 1.4 Competition Dressing and Personal Requirements

⁵ If a breach of the "COMPETITION DRESSING & PERSONAL REQUIREMENTS" Rules is discovered after the start of fighting time, the competitor is disqualified.

⁶ JJIF ORGANIZATION & SPORTING CODE Version 3.2; see page 10, 1.3.2 Age Categories as well as page 11, 1.3.4 Weight Categories

6 REFEREES & SECRETARIAT

6.1 Referees

The main referee in Fighting is the mat-referee (MR) who stays within the match area and conducts the match.

The MR is the only one who shows (gives) the decision for scoring, penalties, injury time, or for the amendment or not of proclaimed results.

Mat-referee MR is supported by two (2) video-referees (VRs) situated next to the secretariat. Two (2) video recorders are used located at opposite corners of the mat.⁷

Both MR and VRs are supported and supervised by tatami head-referee (HR), who evaluates the MR's work and keeps a record.

HR, MR and one of the VRs are always in contact by a separate intercom audio channel.

Challenges are dealt with in the affiliated document.⁷

Actions that lead to an injury or full-ippon shall always be reviewed by the VRs.

Actions that lead to a direct hansoku-make, should be reviewed by the HR.

When video refereeing cannot be used, the MR is assisted by two (2) side-referees (SR) who must place themselves in the safety area (on two different sides of the match area) following at any time the course of the match as best possible and award their points.

MR and SRs are supported and supervised by tatami head-referee (HR), who evaluates the MRs', and the SRs' work and keeps a record

Points are recorded by taking into account the points awarded by the majority of the three (3) referees.

Mistakes made by the application of score and penalties, should be corrected by the three referees and the table referee in charge.

It is the referee's duty to intervene in a match when he deems it necessary.

It is the referee's duty to keep the competitors within the boundaries of the fighting area.

It is the referee's duty to penalize coaches and ask them to leave the match area, according to the Referee Rules.

6.2 Secretariat

The secretariat is placed opposite the MR at the beginning of the fight and shall be composed of two scorekeepers; one responsible for the operation of the electronic scoreboard and one responsible for keeping paper records (if needed).

The table-referee (TR) is in charge of the secretariat. He announces the points and penalties to the scorekeepers, starts the injury-time when the medical personal starts treatment on the mat and informs the MR about the expiry of the fighting-time, the osae-komi-time and the injury-time.⁸

⁷ The referees should be from different countries if possible.

7 COURSE OF THE MATCH

The competitors start facing one another in the middle of the competition area approximately two meters apart. The competitor with the red belt stays on the MR's right side. At the sign of the MR the competitors will make a standing bow first to the referees and then to each other.

After the MR announced "hajime", the match starts in Part 1.

As soon as contact between the competitors is established by holding the opponent, part 2 has begun. Punches, strikes and kicks are forbidden, except when performed simultaneously with the initial grip.

As soon as both competitors have both knees on the floor or one of the competitors is sitting or lying on the floor the match continues in Part 3.

The competitors must be active by attempting to score points in all parts.

Active competitors can change between the parts.⁹

After "matte" the competitors must immediately reset their gi and protective gear and return to their starting positions.¹⁰

Techniques that start outside the fighting area may not be scored. The MR should stop any fighting outside the fighting area and instruct the competitors to return to the centre of the mat and face each other in a standing position.¹¹

At the end of the match, the MR announces the winner and orders the standing bow first to each other, then to the referee(s).

⁸ The MR shall still use the "Medical Time" sign when alerting the medical personal.

⁹ See Passivity below

¹⁰ If the competitors' gi and protective gear are not reset, the MR may use the "Reset the gi" sign and give 15 extra seconds to reset the gi and protective gear. If this happens on multiple occasions, the competitor will be punished with shido.

¹¹ If a competitor enters the safety area with both feet only for a brief moment and returns to the fighting area immediately, the match should not be stopped.

8 APPLICATION OF “HAJIME”, “MATTE”, “SONOMAMA” & “YOSHI”

The MR shall announce “hajime” to start and to restart the match after “matte”.

The MR shall announce “matte” to stop the match temporarily in the following cases:

- If one or both competitors leave the fighting area completely in Part 1 or Part 2.¹⁰
- If both competitors leave the fighting area completely in Part 3.
- If the contact in part 2 and part 3 is lost and the competitors will not continue in part 1 by themselves.
- If one competitor is on both knees or in a seated or lying position and his opponent applies an atemi.
- When osae-komi time is expired.
- In case of a submission (a competitor taps, shows other sign of submission, screams or if one of the athletes is unable to tap by himself during a strangulation or a lock).
- To give one or both competitors a penalty in Part 1.
- If one or both competitors are injured, unconscious or are taken ill.
- In any other case when the MR finds it necessary (e.g. to reset the gi or to deliver judgments)
- In any other case when one of the SRs/VRs finds it necessary and therefore claps his hands.
- The fight has finished.¹²

The MR shall announce “yoshi” to start and to restart the match after “sonomama”.

“Sonomama” shall be used if the MR must temporarily stop the competitors. In this case, the competitors are not allowed to move until the fight is resumed. “Sonomama” will be announced:

- To give one or both competitors a warning or penalty in Part 2 or Part 3.
- Any other time the MR finds it necessary to stop the fight and the competitors are in Part 2 or Part 3.

After “sonomama” the competitors continue in the same position they were, when the command was announced.¹³

¹² The MR together with the SR should decide, after consulting the TR, if the last action happened before or after the end of the fighting time.

¹³ When a penalty for passivity is issued, because an athlete has skipped Part 1 or 2, or refused to go to Part 3 the fight shall be resumed in the Part, passivity was issued for.

9 POINTS

If the referee-team consists of a MR and 2 VRs:

- Points are awarded by the MR.
- If at least 1 VR agrees with the MR, they do not interfere.

If both VRs disagree with the MR one of them stands up and shows the corrected score (if both VRs agree) or intermediate score (if all 3 referees want to give different scores).¹⁴

If the referee-team consists of a MR and 2 SRs:

- Points are given by all referees simultaneously and are awarded to a competitor following the majority rule i.e the points will be awarded to a competitor when at least 2 referees (1 MR and 1 SR or 2 SRs) have awarded him points.
- If the referees give scores different from each other, the intermediate score shall be entered in the scoreboard.

9.1 Part 1

The following techniques may be scored in Part 1:

- An unblocked atemi Ippon (2 points)
- A partly blocked atemi¹⁵ Waza-ari (1 point)

Atemis may only be applied to the torso or head (excluding straight atemis to the head).

Atemis must be dealt with a good dynamic, must touch, must not be harder than semi-contact and must be applied with hikite / hikiashi, in good balance and control.

Referees shall not give scores to both competitors in one engagement nor shall referees give more than one (1) score to a competitor per engagement. When the competitors engage in Part 1, the referees shall ignore a potential waza-ari technique, if it is immediately followed by an ippon technique.¹⁶ An engagement ends, when both athletes have completely moved away from each other.

¹⁴ If the score is changed by the VRs the MR shall show the Part in which the change has occurred and the change in score.

¹⁵ A kick that has been caught by the opponent is considered partly blocked and therefore wazaari at best.

¹⁶ If both competitors apply an atemi technique that fulfill all criteria for an Ippon, the point shall be given to the competitor that lands the first hit. If both hits land at the same time no points shall be given (aiuchi).

9.2 Part 2

The following techniques may be scored in Part 2:

- Strangulations and locks that lead to a submission of the opponent¹⁷ Ippon (2 points)
- A takedown with full control and dynamic throughout the technique Ippon (2 points)
- Partly controlled takedown Waza-ari (1 point)

A takedown where the opponent lands on the back, side or abdomen and/or chest against the tatami when the attacker stays in a position above or in the same level as the opponent may be scored in Part 2.

If a takedown is applied after tori picks up uke from part 3 it is not subject for scoring.

Takedowns after which the opponent lands on his knees, or on all fours or in a seated position will not score any points. Takedowns after which the opponent lands on his knees and chest or abdomen will score points.

If the takedown of one competitor is countered by the opponent and both competitors land in a way, that neither is in control "aiuchi" shall be announced.

9.3 Part 3

The following techniques may be scored in Part 3:

- Strangulations, locks and osae-komi that leads to a submission of the opponent.¹⁸ Ippon (3 points)
- An efficient control announced as "osae-komi" for 15 seconds. Ippon (2 points)
- An efficient control announced as "osae-komi" for 10 seconds and less than 15 seconds. Waza-ari (1 point)

An efficient control started within the fighting time will be continued until termination (even after expiry of the fighting time). If the control is broken before the 15 seconds the MR shall announce "toketa".

Osae-Komi can only be announced if:

- The controlled person is lying on the floor. Control techniques can be applied when the opposing competitor is on his back, side or abdomen.
- The legs of tori are free.¹⁹
- Uke is well encumbered and can't move freely. Tori has a good control over uke.

Osae-Komi time continues, even if:

- The controlled person is able to catch a leg of tori e.g. half guard

¹⁷ If a competitor is unable to tap, he may also tap verbally. In any case, if the MR thinks a competitor is in danger he must stop the match and award ippon to his opponent.

¹⁸ If a competitor is unable to tap, he may also tap verbally. In any case the MR thinks a competitor is in danger he must stop the match and award ippon to his opponent.

¹⁹ In case of back-control tori's legs are considered free.

- The competitors move to back control on the ground (e.g. from a back mount or a mount) with Tori in control.
- The controlled person gets on all fours/turtle position (e.g. from a back mount) with Tori in control

Toketa will be announced, if:

- The controlled person is able to catch both legs of Tori e.g. closed guard
- The controlled person can turn his opponent (except in case of back-control).
- The controlled person is able to get on his feet or on his knees in an upright position

Both competitors leave the fighting area completely. Submission techniques with control of uke's upper body (i.e. sankaku-jime and juji-gatame with uke on the ground) are regarded as an osae-komi.

Points for different control-techniques and submission techniques which are regarded as osae-Komi cannot be accumulated (i.e. a juji-gatame or sankaku-Jime which is held longer than 10 seconds and ends up with a submission (arm bar or choke) will not score a waza-ari and an ippon. The MR will announce toketa for the osae-komi and award ippon (3 points) for the submission.

If a submission technique that is also an osae-komi technique does not result in a submission within 15 seconds, the MR will announce "matte" and give an ippon (2 points) to tori

10 PENALTIES/FOULS/PROHIBITED ACTS

Penalties must be given by the majority of the referees. If an action fits multiple criteria for penalties the severest penalty shall be given.

10.1 Minor fouls

"Minor fouls" will be punished with "shido" and the opponent is awarded 1 waza-ari. The following actions are regarded as minor fouls:

- "Passivity"²⁰:
 - All parts: Not showing any activity with the aim of scoring points.
 - Passivity Part 1: Going directly to part 2 or part 3 without being active in part 1. Active in part 1 shall mean a genuine attempt at scoring in at least 2 engagements before going into part 2, each time the competitors assume or resume stand up position at the beginning and during the fight (i.e. each time MR announces hajime)
 - Passivity Part 2: Refusing to go to part 2, while being active in part 1²¹
When in part 1, an active competitor can move to part 2 after unsuccessful attempts to score but cannot move to part 3 directly. This will be Passivity part 2.

²⁰ As an exception to the general rule, shido for passivity shall not be given, if a competitor seizes an opportunity (i.e. by catching a kick without being active in part 1 before or by applying a flying armbar, standing up to pass the opponents guard...). If this occurs in multiple instances and shows refusal to fight in part 1,2 or 3, "shido" for passivity shall be issued.

²¹ Passivity should be given if the competitors do not progress to part 2 within approximately 30 seconds. After such penalty is given the time will be reduced to approximately 15 seconds.

When in part 2, an active competitor cannot move to part 3 intentionally after unsuccessful attempts to score (this will again be passivity part 2) but he can move to part 1.

Going directly to part 3 or applying a false attack with the sole purpose to get to part 3

Only blocking the opponent's attacks and movement, without the attempt of applying a technique.

- Passivity Part 3: Going directly back to part 2 or part 1, while refusing to fight in part 3.

When in part 3, an active competitor can move to part 2 or part 1 after unsuccessful attempts to score

When a penalty for passivity is issued, because an athlete has skipped part 1 or 2, or refused to go to part 3 the fight shall be resumed in the part where the passivity was issued for (i.e. if a fighter applies a false attack to skip part 2, the fight shall resume in part 2).

- “Mubobi”:

 - Setting an action by which a competitor endangers himself.²²

- “Leaving the fighting area”:

 - In parts 1 and 2, going outside the fighting area with both feet.²³
 - In part 2, to purposely push the opponent outside the fighting area.
 - In part 3, when during osae-Komi or a submission hold, uke actively leaves the fighting area in a non-technical way and causes both competitors to leave the fighting area

- Grip and Punch”:

 - Applying atemi techniques in part 2 or part 3.²⁴

- “Setting an action after Matte”:

 - To make any further actions after “matte” or “sonomama” has been announced.

- “Forbidden Technique”:

 - Applying atemis to the legs.
 - Applying locks to fingers or toes.
 - Compressing the kidneys or ribs with the legs in closed guard.
 - Strangling the opponent with bare hands.
 - The competitor putting his hand or foot in the opponent's face in part 2 or 3.

²² It is possible to issue “mubobi” for one competitor and give points for the other competitor for the same action.

²³ If a competitor enters the safety area with both feet only for a brief moment and returns to the fighting area immediately, there is no foul and the match should not be stopped.
If a competitor goes outside the fighting area to evade hard or uncontrolled techniques no shido shall be given.

²⁴ If an atemi is applied simultaneously with the initiation of the grip (going from part 1 to part 2), it may be scored as point.

- “Wasting Time”:
 - If a competitor comes unprepared to the mat and delays the match.²⁵
 - Not having the gi and protective gear reset, when returning to the starting position on multiple occasions.
 - Not having the gi and protective gear reset on time (20 seconds after the “reset the gi sign was shown”)
 - Wasting time on purpose (i.e. arranging the gi, by taking the belt off, taking off the gloves etc.)

10.2 Major fouls

“Major fouls” are punished with “chui” and the opponent is awarded 2 waza-ari. The following actions are regarded as “major fouls”:

- “Dangerous Atemi”:
 - Applying an atemi (i.e. kicking, pushing, punching, or hitting the opponent’s body) in a hard way.²⁶
 - Applying a straight atemi towards the opponent’s head.²⁷
 - Applying an uncontrolled attack (e.g. haito or haishu or roundhouse kick), that is not stopped even if it misses the opponent.²⁸
- “Dangerous Takedown”:
 - Applying a takedown where any part of the opponent’s body lands outside the safety area.
 - Applying a takedown causing the opponent to land on his face or head or neck
 - Applying a hard or violent takedown
- “Disregarding Referee instructions”:
 - To disregard the MR’s instructions.²⁹
 - “Unnecessary remarks”:
 - To argue with the coach during the match

²⁵ The penalty will be issued after the standing bow, before the fight will be started by “hajime”.

²⁶ If the atemi is harder than semi-contact, the atemi will be considered as being hard contact. If the “hard contact” only occurred because the opponent moved into the technique and failed to protect himself (“mubobi”) no “chui” for “dangerous atemi” shall be issued. It is possible for “mubobi” and “Dangerous Atemi” to apply simultaneously.

²⁷ The penalty should be given even if the attack misses the opponent.

²⁸ An uncontrolled horizontal atemi (eg haishu, haito or roundhouse kick) that is not stopped means that the atemi passes the mid-line of the opponent. An uncontrolled vertical atemi (eg overhead haishu) that is not stopped means an atemi than passes the jaw line.

²⁹ The second instance of a minor foul (i.e. “passivity”, “grip and punch”, “leaving the tatami”...), the MR will give a warning that another identical foul will result in “chui”.

- To make unnecessary calls, remarks or gestures, dances, and attitudes that are unsportsmanlike towards the opponent, the referees, the secretariat or anyone else, but are not severe enough to warrant immediate dismissal from the event.

10.3 Severe fouls

“Severe fouls” are punished with “hansoku-make”.

If a competitor commits a severe foul, he loses the match (score set to 0) and the opponent’s score is set to 14.

The second time a competitor commits a severe foul, he is expelled from the tournament and loses all fights, medals and qualification points in ALL categories.

If both competitors are punished with “hansoku-make”, there will be a rematch.³⁰

The following actions are regarded as “severe fouls”:

- Applying an action that may injure the opponent.³¹
- Applying a combination of takedown or throw (including attempts) with a strangulation or locking technique, in a such a way that even if the opponent follows along, there’s substantial risk for harm.³²
- Applying locks on the neck or spinal column
- Applying twisted locks at the knee or foot
- Applying kani-basami.
- Showing unsportsmanlike behaviour that goes beyond what is covered under “unnecessary remarks” (i.e. faking injury with the intention to punish the opponent for a valid action, swearing, racist, hate or otherwise indecent offensive words or gestures). If a competitor is punished with “hansoku-make” for unsportsmanlike behaviour, he is immediately expelled from the tournament and loses all fights, medals and qualification points in ALL categories.

³⁰ When both competitors are disqualified, there is no break between match and rematch. Points, ippons and penalties will not be carried over to the rematch.

If one competitor was already punished with “hansoku-make” before, the other competitor will win by default.

³¹ Techniques that cause bleeding (but not due to re-opening of an existing wound) must be evaluated by the MR and SRs/VRs to determine based on the situation if; “mubobi” (shido), “dangerous atemi” (chui) or “action that may injure the opponent” (hansoku-make) applies.

³² Taking an opponent down with a lock will not be punished with “hansoku-make” if the lock is resolved by the opponent going to the ground (i.e. kote-gaeshi).

11 SETTLEMENT OF THE MATCH

Full Ippon:

A competitor may win the match before the end of the fighting time, if one of the competitors has achieved at least one Ippon in each part. In this case, the defeated competitor's score is set to 0 points and the winning competitor's score is set to 100.

Determination of the winner after the expiry of the fighting time:

1. The competitor with the higher number of points is the winner.
2. In case both competitors have scored an equal number of points, the competitor who scored Ippons in a higher number of different Parts is the winner.
3. In case both competitors have scored an equal number of points, and scored Ippons in the same number of parts, the competitor who scored a higher number of Ippons is the winner.

In case of a total tie after the expiry of the fighting time (both competitors have scored an equal number of points, scored Ippons in the same number of parts, scored the same number of Ippons, scored the same amount of points by Ippons, have the same level of penalty and the same number of penalties):

After a break of 1 minute there is an extra round. The duration of an extra round is 2/3 of the regular match time (120 seconds for U16 – Adults, 80 seconds for masters, U14 and younger). If there is a total tie after an extra round, the procedure is repeated. Scores, Ippons and penalties are carried over into the extra rounds. The score in the bracket/round robin table shall remain the tied score from the initial round.

12 WALKOVER & WITHDRAWAL

The decision “fusen-gachi” (win by walk-over) shall be given by the MR to any competitor whose opponent doesn't appear for his match and has been called 3 times over a 3-minute period. The winner's score is set to 14 points.

The decision “kiken-gachi” (win by withdrawal) shall be given by the MR to the competitor whose opponent withdraws from the competition during the match. In this case the withdrawing competitor's score is set to 0 points and the winner's score is set to 14 points.

13 INJURY, ACCIDENT & ILLNESS

In every case when a match is stopped because of injury on either or both competitors, the MR may permit maximum time of 2 minutes to the injured competitor(s) for recovery. The total recovery per competitor in each match shall be 2 minutes.

The injury-time starts on command of the MR.³³





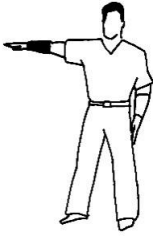

If one of the competitors is unable to continue, the MR and the VRs/SRs will make a decision after considering the following:






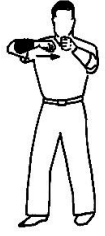
³³ The TR shall only start the injury time when the medical personal has started treatment of the injured competitor

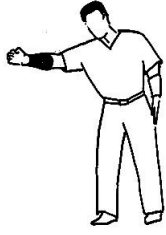
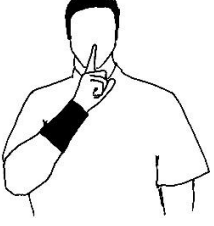
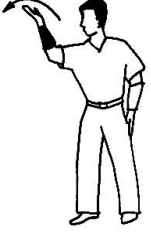



- If the cause of the injury is attributed to the injured competitor, the injured competitor shall lose the match. His score is set to 0 points and the opponent's score is set to 14 points.
- If the cause of the injury is attributed to the uninjured competitor, the uninjured competitor shall lose the match. His score is set to 0 points and the opponent's score is set to 14 points.
- If it is impossible to attribute the cause of the injury to either competitor, the uninjured competitor shall win the match. His score is set to 14 points and the opponent's score is set to 0 points.
- If one competitor is taken ill during the match and he is unable to continue, he shall lose the match. His score is set to 0 points and the opponent's score is set to 14 points.
- The official doctor is to decide whether an injured or ill competitor may continue or not.
- If a competitor loses consciousness or if they blackout, the fight must be stopped, and the competitor will be expelled from the rest of the tournament.³⁴

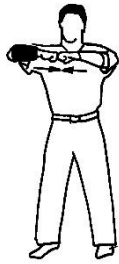
³⁴ If the blackout occurred due to a head trauma (i.e. punch, kick, throw with landing on the head) the competitor will be suspended from JJIF competitions for 3 weeks. The competitor retains all victories, medals and ranking points he achieved up to this point. The determination shall be made by the official doctor.

14 Appendix: Gestures for Referees

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

 <p style="text-align: center;">Passivity (Call or passivity)</p> <p>The referee rotates horizontally both arms from elbow to the wrist in front of the body.</p>	 <p style="text-align: center;">Uncontrolled Action</p> <p>The referee raises horizontally left or right hand, with arm bent in front of the body and with fist (description of the action must follow this sign before the penalty is assigned)</p>
 <p style="text-align: center;">Straight punch to the head</p> <p>The referee moves the fist towards the head.</p>	 <p style="text-align: center;">Hard Contact</p> <p>The referee shows the strike with a fist against the palm.</p>
 <p style="text-align: center;">Mubobi (Confused or self-damaging action)</p> <p>The referee straightens arms with fists a few times horizontally in front of the body. After the sign the MR must announce with clear voice "mubobi".</p>	 <p style="text-align: center;">Grip and Punch</p> <p>The referee shows with one hand a grip for a gi and with the other hand a punch.</p>

 <p style="text-align: center;">Leaving the fighting area</p> <p>The Side Referee indicates the situation to the mat referee, so that the MR can act accordingly.</p>	 <p style="text-align: center;">Unnecessary Remarks</p> <p>The referee puts his index finger extended from a closed fist in front of his mouth.</p>
 <p style="text-align: center;">Dangerous Throw/Takedown</p> <p>The referee indicates with the left or right hand (depending if the action was applied by the red or the blue competitor) the movement from the fighting area to the area outside the safety area.</p>	 <p style="text-align: center;">Toketa (End of the control on the ground)</p> <p>The referee waves with right or left hand (Which was held in osae-komi position) above the competitors a few times and announces "toketa". The palm is positioned vertically. The sign shall be sharp, strong and clear.</p>
 <p style="text-align: center;">Osae-komi (Control on the ground)</p> <p>The referee points with right or left straight hand and palm, to the competitors and announces with clear voice "osae-komi". The hand must be pointed out for the whole time while osae-komi is active.</p>	 <p style="text-align: center;">Penalty (Shido, Chui, Hansoku-make)</p> <p>The referee points towards the competitor to be penalized, with the index finger extended from a closed fist and announces the respective penalty.</p>



Simultaneous actions from both side
(Aiuchi)

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



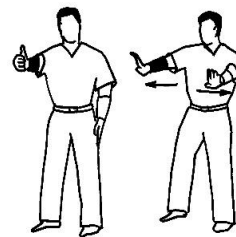
Resetting the Gi

The referee crosses the hands in front of the body with straight palms, then points out the competitor who must reset the gi.



"I did not see" – Sign

The referee covers the eyes with open palms, for short time (Hands in front of the eyes)



Break

(In Case of Hikiwake before an additional round)

The referee shows an 'OK' sign; with thumb finger straight up, to the score table and then directs the competitors off the fighting area for break.



Full Ippon
(Table referee sign)

The table shows to the MR the sign and the colour of the winner.



Announcement of the winner

The referee indicates the winner rising at 45-degree angle, straight hand with open palm and announces with clear voice "winner" and the respective colour.



Hikiwake
(Same score)

The referee crosses arms in front of the chest, palms stretched. The referee shall announce "hikiwake".



Yoshi
("Go on" announcement)

After the reason of temporarily stopping ("freezing") is fulfilled, the MR shall tap once more with both hands on the competitors back and with clear and strong voice announce "yoshi".



Sonomama
("Freeze" announcement)

The MR shall tap strongly (one tap usually shall be enough) with both hands to both competitors' backs while they are fighting and announce clearly and with strong voice "sonomama".



Wasting Time

The referee points towards his "wrist-watch" with the index finger extended from a closed fist.



Medical Time

The referee forms a "T" with his both arms.



Disregard the MR Instructions

The referee points towards his both ears with his index fingers extended from a closed fist.



Forbidden Technique

Techniques which will be punished by shido (locks on fingers or toes, cross-legged locks around the kidneys, punches, strikes and kicks at the opponent laying down, kicks to the legs):

The referee applies a hit with his open hand to his forearm.

15 HISTORY OF THIS DOCUMENT

Responsible:

Headquarters Abu Dhabi
 e-mail: mail[at]jjif.org
 P.O. Box 110006
 Abu Dhabi
 United Arab Emirates

Version	Changes	
1.0	Initialization	
2.0		
2.5		June 17 th , 2014
3.0	Changes by the Session 2017	January 1 st , 2018
3.1	Adaptation of the format	January 1 st , 2019
3.2	Inclusion of Comments and actual Interpretations, legal review	June 1 st , 2020