These new 2009 rule changes and interpretational adjustments are to be implemented at all USA Judo competition events. **The implementation date is January 1, 2009.**

These new changes may be employed at earlier events on a test basis if approved by USA Judo. Please read carefully the six IJF rule change documents.

**Terms:**
- **New** = Actual rule change
- **Adjustment** = A change in the interpretation of an existing rule.
- **Partially NEW** = Part of this rule has been in effect in the past, but part of this rule has been added to or changed.
- **Reiteration (Clarification)** = This is not a change, it is a reaffirmation of how a rule is to be interpreted and applied. These reiteration notices generally occur because of erroneous applications.

### 1. The score **KOKA** will no longer be called or scored in Judo Competition. **NEW**

**U.S. Referee Commission Commentary**

1. Landings (buttock(s) or side of the thigh) that were considered **Koka** may score **Yuko** if the throw is deliberate (skillful technique), has force and shows clear control. (IJF is working on a video.)
2. Throws where the landings (to the buttock(s) or side of the thigh) are borderline, partially lack control or are weak (soft), **Koka** should not be scored.
3. We must reiterate that landings to the front/side are not to be scored.

### 2. Osaekomi Durations **Partially NEW**

<table>
<thead>
<tr>
<th>Duration</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 - 14.9 sec</td>
<td>No score</td>
</tr>
<tr>
<td>15 - 19.9 sec</td>
<td><strong>Yuko</strong></td>
</tr>
<tr>
<td>20 - 24.9 sec</td>
<td><strong>Waza-ari</strong></td>
</tr>
<tr>
<td>25 sec</td>
<td><strong>Ippon</strong></td>
</tr>
</tbody>
</table>

**U.S. Referee Commission Commentary**

1. This change needs no additional clarification.

### 3. There will be four **shido** penalties; the first one will be free (a warning). **Partially NEW**

**U.S. Referee Commission Commentary**

1. The first **shido** will be awarded and displayed on the scoreboard however, the opponent will NOT receive the score of **Koka**. Adapt for electronic boards with auto scoring for penalties.
2. During Golden Score, the first **shido** may be given by the referee without consultation with the judges.
3. The free shido should not be considered in the **hantei** decision in Golden Score unless it is absolutely the only difference between the two athletes (essentially impossible).
4. During Golden Score, the second **shido** may only be given after consultation with the judges. If 2 of the 3 officials agree to award the penalty, then the penalty is awarded and the contest is ended. The referee and judges have the option of consulting with the Jury.
5. If the team is split 2-1 against, the referee and judges just do not give the penalty and the Golden Score period continues. The referee and judges have the option of consulting with the Jury.

### 4. The Golden Score duration will change from length of the original contest to three minutes. **Partially NEW**

**U.S. Referee Commission Commentary**

1. The decision for **hantei** is based only on the **kinsas** that occur during the Golden Score period.
5. Dynamic Edge (IJF Wording)  “Let the fighters fight!”

“All actions are valid and may continue (no Mate) as long as either contestant has some part of his (or her) body touching the contest area”. (Similar Ne-waza criterion is to be applied).

U.S. Referee Commission Commentary (Dynamic Edge)

1. Translation: “Actions” are while the competitors are gripping (kumi kata) each other as long as they are moving rapidly (tsugi ashi, etc.), no attack (entry into a throw) need take place, but could take place.

2. A competitor in “action” may play in the safety area as long as either contestant has some part of his/her body touching the contest area. Any break in or stall of the action warrants Mate.

   This is very different from what we have been doing in the past. This is a more liberal application.

   The referee and judges must be cognizant of the safety issues brought about by this change.

3. The cardinal principle to follow is Continuity of the Action and Dynamic Action.

4. After the original attack inside, award the appropriate score (if any) for any subsequent renraku-waza or kaeshi-waza whether one player is inside (contest area) or both are in the safety area (outside), as long as there is “continuity” and there is no clear break in the dynamic action.

5. If the referee calls “Mate” in error and the judges believe the action and attack to be valid, they may nullify the Mate and score the throw. The Jury may be consulted.

6. Any attack in the Dynamic Edge situation should have immediacy of result (reasonable completion time).

Interpretational Adjustments

Negative judo penalties must be more strictly enforced. However, we must be sure that a penalty is given only when it is obvious. Referees must not hunt for penalties. If infractions happen, they must be penalized. Please do not go overboard.

There had been a trend for the past two years in some parts to not give any shido penalties unless they were “extremely” obvious. This trend is NOT what the IJF or the U.S. Referee Commission wants!

Generally more than five seconds means 6-8 seconds, not 15-20 seconds or longer!

Repeated offenses should be penalized even faster (4-5 seconds). Non-combativity is still 20-30 sec.

6. Article 27.1 Avoid taking hold (To avoid taking hold or prevent your opponent from taking hold)

   This includes blocking to prevent kumi-kata. This includes covers (gripping one’s own lapel in order to prevent the opponent from gripping), hold-aways (gripping one’s lapel and pulling it away out of reach of one’s opponent) etc.

   This also now includes crushing (excessive obi-tori gripping). That is keeping the opponent in a bent-over posture using an over-the-back “crushing” grip to prevent kumi-kata.

   The time frame on this is generally more than five seconds.

   Application of any negative judo penalties, such as refusal to grip should be made with logical (intuitive) timing and should be made in conjunction with the dynamic (spirit) of the contest.

7. Article 27 Excessively Defensive Posture (Generally more than five seconds.)

   This prohibited act will be penalized more quickly (6-8 seconds). The goal is to discourage wrestling and wrestling style tactics.
8. Article 27 False Attack  
   The referee will be more vigilant in the enforcement of false attacks including diving at the legs without 
a clear attempt at a throw, drop *seoi-nage* without a clear attempt at a throw or similar unskillful attacks. 
These are mitigated of course by the opponent’s obvious defense. A true failed attack is not a false attack.

9. Article 27 Hikikomi (Hikikomi) Unskillful take downs in order to enter Ne-waza  
   This includes unskillful *tomoe-nage*, unskillful *sumi-gaeshi* and similar unskillful attacks where the 
intent is to enter *ne-waza* and not to throw one’s opponent. These types of attacks should be penalized with *shido*.

   The uses of *Tomoe-nage* to enter into *Juji-gatame* or similar techniques (*Hikikomi gaeshi*) are acceptable 
as long as the attack is continuous and skillful.

10. Article 27 Pants Grasping  
    A player may NOT "first" grab the trouser leg(s) then attack, but may grab the trousers to assist in 
    finishing an attack that has already been initiated. Grabbing the trousers first, results in an immediate *Mate* 
    and (*shido*). Grabbing the pants in the midst of an ongoing attack or even simultaneously in order to finish 
    the attack should not be stopped or penalized.

    Grabbing (Grasping) the leg (not pants) – arm-hook or hand-hook (as in *Morote-gari* and *Kibisu-gaeshi*) 
    without grabbing the trousers/pants is still legal. These actions should not be stopped or penalized and any 
    subsequent action should be scored.

11. Judogi Control Article 3  
    There will be stricter enforcement of the *judogi* criteria. At National and International Events it is the 
    responsibility of the coach, manager and competitor to meet the *judogi* rules.

    The new *judogi* caliber (*Sokuteiki*) will be available at National Level and at Elite point events.

    Before coming to a tournament, a competitor and his or her coach should be sure the competitor’s *judogi* 
    meets all the *judogi* requirements as outlined in Article 3 of the Refereeing (Contest) Rules.

    Before the competitor comes onto the contest area (On-deck) a *gi* caliber (*Sokuteiki*) will be available at 
each contest area so the contestant and/or coach may check to see if the *judogi* meets all the requirements 
of the rule.

    When a competitor comes to the contest area s/he has assumed responsibility that the *judogi* is legal.

    This official judogi check will be done only if after a visual inspection, which the referee and judges do 
every contest when the competitors are walking up to the side edge of the mat, one of the officials on the 
mat believes that the *judogi* may not meet the *judogi* requirements.

    If the referee and judges determine (all agree) that the *judogi* is “illegal” after measuring it with the 
*judogi* caliber (*Sokuteiki*), then that contestant will lose by *Hansoku Make*.

    If two officials believe the *judogi* is illegal, then they will consult the Jury. If only one official believes 
the *judogi* is illegal, the contest will be allowed to continue.

    This *Hansoku Make* will eliminate the competitor only from that contest, not from any subsequent 
contests.

    Future discussion by the U.S. Referee Commission will be taking place with regard to the application 
of this rule at Local and Regional tournaments.

12. Long Landings: (It ain’t over until it’s over) (Continuity of the landing):  
    Judgment on how a throw should score is based on the entire landing from the initial point of contact or 
impact to the final part of the body or back landing on the *tatami* when all *controlled* movement ceases.

    The complete landing in *nage-waza* must be considered in total for scoring purposes, even if the action 
is slow, uneven (slight hesitation), or irregular (e.g. opposite side), so long as there is no clear break in the 
technique. The landing must be continuous.
INT. JUDO FEDERATION
IJF Referee Commission

REFEREERING RULES ALTERATIONS
< TEST EVENT ON WC JUNIOR BANGKOK’08 >

SCORING:
The number of scores will be reduced to: **YUKO, WAZA-ARI** and **IPPON**.

TIMING IN OSAEKOMI-WAZA:
The time for Osaekomi will be **25 seconds**.
15 sec. = Yuko.
20 sec. = Waza-ari.
25 sec. = Ippon.

SCALE OF PENALTIES:
The scale of Penalties will be as follows:
1.Shido = **Free warning!!!**
2.Shido = Yuko for the opponent.
4.Shido = Ippon for the opponent.

(The fourth Shido obviously means Hansoku-make).

GOLDEN SCORE.-
The ‘Golden Score’ will be reduced to 3 minutes only (Juniors & Seniors).
1.Shido = **Free warning only!!! (No winning score)**.

BORDER LINE-RULES:
All the actions are valid and may continue (no Mate) as long as either contestant has some part of their body touching the contest area.
(Similar criteria than in Ne-waza).

*Bangkok, 26th October 2008.*
KUMI-KATA

A - refusal of Kumi-Kata grasp
   A – Rechazo de toma de kumi-kata
   A - refus de prise de kumi-kata

The "blue" contestant is positive, he seeks the grasp.
The "white" contestant is negative, he prevents the grasp.

El competidor "azul" es positivo, busca el bloqueo.
El competidor "blanco" es negativo, suelta o hace que suelte el bloqueo.

Le combattant "bleu" est positif, il cherche la saisie.
Le combattant "blanc" est négatif, il lâche ou fait lâcher la saisie.

B - blocking by Kumi-kata with repulsing
   B –bloqueo por kumi-kata rechazándole
   B - blocage par le kumi-kata en repoussant

The "blue" contestant pushes with his arms in a blocking position and prevents the "white" contestant's attack.

El competidor "azul" empuja con los brazos en posición de bloqueo e impide al competidor "blanco" que ataque.

Le combattant "bleu" pousse avec les bras en position de blocage et empêche le combattant "blanc" d'attaquer.

C - blocking by Kumi-Kata with crushing
   C - bloqueo por kumi-kata apretujando
   C - blocage par le kumi-kata en tassant

The "blue" contestant is negative, his grasp blocks the "white" contestant by crushing to prevent his attack

El competidor "azul" es negativo, su bloqueo para al competidor "blanco" apretujándole para impedirle que ataque.

Le combattant "bleu" est négatif, sa saisie bloque le combattant "blanc" en le tassant pour l'empêcher d'attaquer.
EXCESSIVE DEFENSIVE POSTURE / POSICIÓN DEFENSIVA EXTREMA

The "blue" contestant has an excessive defensive posture. The "white" contestant can't make an attack.

El competidor "azul" lleva una postura defensiva extrema lo que impide un ataque de parte del competidor "blanco".

Le combattant "bleu" a une position défensive extrême rendant impossible une attaque du combattant "blanc".

GRASP OF TROUSER / AGARRO DEL PANTALÓN

The "white" contestant takes hold of the trouser leg with a hand to block or attack.

El competidor "blanco" agarra el pantalón con una mano para bloquear o para atacar.

Le combattant "blanc" saisie le pantalon à une main pour bloquer ou pour attaquer.

FALSE ATTACK / FALSO ATAQUE / FAUSSE ATTAQUE

A - sutemi

The "white" contestant is negative, he falls on the back without unbalancing the "blue" contestant. There is no action or intention of projection.

El competidor "blanco" es negativo, se echa de espaldas sin desequilibrar al competidor "azul", no hay acción o intención técnica de proyección.

Le combattant "blanc" est négatif, il se jette sur le dos sans déséquilibrer le combattant "bleu", il n'y a pas d'action ou intention technique de projection.

B - with the knee

The "blue" contestant is negative, he falls to knees, without unbalancing or technical intention of projection of the "white" contestant.

Le combattant "bleu" est négatif, il se jette à genoux, sans déséquilibrer ou intention technique de projection du combattant "blanc".

SHIDO
Official IJF
JUDOJI SOKUTEIKI
11/4/08
Mizuno—contact Hatashita Sports
212 769-1823 or Lia@HatashitaSports.com

Instructions will be included
In order to enforce the proper size and measurements of Judogi as defined by the Competition Rules and fair conditions for athletes, the IJF has approved the special measuring device SOKUTEIKI and a new procedure of Judogi control, starting from 1st January 2009. All the NFs are requested to carefully inform their athletes and coaches.

1. In all IJF events there will be a sufficient number of Sokuteiki devices available in warming-up zones for competitors to check their own Judogi before entering the contest area prior their fights. Upon entering the contest area, each competitor will be regarded as having assumed full responsibility that his / her Judogi complies fully with the Competition Rules.

2. If in doubt, a referee on the mat can check the competitors´ Judogi using the Sokuteiki device. Should the Judogi not comply with the Rules, the referee, after consulting with the judges, shall penalize the competitor by Hansokumake and declare the opponent winner.