

Competition organization and planning

Version 2.1 (October 2012)

Adapted (and translated) by Els Plees, Matthias Van Leuvenhaege and Nick Goemaere from 'JJIF competition rules, version 2.1' and 'Syllabus nationaal tafelmedewerker & wedstrijdorganisator September 2011 door Nick Goemaere en Matthias Van Leuvenhaege'

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1 Rules regarding who wins a fight

1.1 Duo system

- Winner by points: The duo that scored the most points, wins the fight.
 - Hiki-wake: If the points of the two couples are equal ("Hiki-wake"), the match will continue series by series until there is a winner.
- Winner by Fusen-gachi: The decision "Fusen-gachi" (win by walk-over) shall be given by the MR to the competing couple whose opponents don't appear for their match after they have been called for 3 times over at least 3 minutes. The winner gets 12 points and the non-appearing couple gets 0 points.
- Winner by Kiken-gachi: The decision "Kiken-gachi" (win by withdrawal) shall be given by the MR to the competing couple whose opponents withdraw from the competition during the match. In this case the withdrawer gets 0 points and the winner gets 12 points.

1.2 Fighting system

- Winner by Full Ippon: A competitor may win the match before the end of the fighting time, if one of the contestants achieved at least one Ippon in each of the three parts. This is called a Full-Ippon. In this case the losing competitor gets 0 points and the winner gets 50 points or the score he already achieved, if higher than 50.
- Winner by points: After the fighting time has expired the contestant who has the most points at the end of the match will be the winner.
- Winner by most ippons:
 - If the competitors have equal points at the end of the match, the contestant who achieves the most number of parts with one or more ippons wins the match.
 - If the score is equal both in total points and in number of different parts in which Ippons were achieved, the contestant who achieved totally more Ippons wins the match.
 - If the score is equal both in total points, in number of different parts with Ippon score and in number of Ippons, there will be an extra round of 2 minutes until the match is settled. There is a break of 1 minute between the additional rounds. The procedure may be repeated. The scores, Ippons and penalties from the initial round are carried forward into the extra round.
- Winner by Fusen-gachi: The decision "Fusen-gachi" (win by walk-over) shall be given by the MR to any contestant whose opponent doesn't appear for his match. The winner gets 14 points, after his opponent has been called for 3 times over at least 3 minutes.
- Winner by Kiken-gachi: The decision "Kiken-gachi" (win by withdrawal) shall be given by the MR to the contestant whose opponent withdraws from the competition during the match. In this case the withdrawer gets 0 points and the winner gets 14 points or the score he already achieved, if higher than 14.
- Winner by hansokumake: If a fighter gets a hansokumake, he loses the match with 0 points and the opponent gets 14 points or the score he already achieved, if higher than 14.

1.3 Ne-Waza system

- Winner by Ippon: A competitor may win the match before the end of the fighting time, if the other contestant taps.
- Winner by points: After the fighting time has expired the contestant who has the most points at the end of the match will be the winner.
 - If the competitors have equal points at the end of the match, the competitor with the most advantages will win.
 - If the score is equal both in total points and in number of advantages, there will be an extra round equal in time to the fight that ended in a tie, until the match is settled.
- Winner by Fusen-gachi: The decision "Fusen-gachi" (win by walk-over) shall be given by the MR to any contestant whose opponent doesn't appear for his match. The winner gets 14 points, after his opponent has been called for 3 times over at least 3 minutes.
- Winner by Kiken-gachi: The decision "Kiken-gachi" (win by withdrawal) shall be given by the MR to the contestant whose opponent withdraws from the competition during the match. In this case the withdrawer gets 0 points and the winner gets 14 points or the score he already achieved, if higher than 14.
- Winner by Hansoku Make: If a fighter gets a Hansoku Make, he loses the match with 0 points and the opponent gets 14 points or the score he already achieved, if higher than 14.

2 Weigh in

2.1 General rules

At the world and continental championships, the weigh in will be held the evening before the fights. This weigh in will take place in the presence of an official referee. Every participant has to show an official passport or ID card, budo-pass and medical checkup.

The weigh in room must not be too crowded: A line or tatami will be placed at one meter before the scale. Only the fighter getting the weigh in is allowed to cross this line/tatami.

There is no tolerance regarding the weight. The athletes can go on the scale without any clothing, if the limit weight would otherwise be exceeded.

2.2 Duo system

In the duo system, there is no need for a weighing. The duos do have to register with an official passport or ID card, budo-pass and medical checkup.

2.3 Fighting system

Each fighter has to go to the weighing before he or she can participate.

The official categories (for continental tournaments and world championships) are as follows:

Women	-49 kg	-55kg	-62 kg	-70 kg	+70 kg		
Men	-56 kg	-62 kg	-69 kg	-77 kg	-85 kg	-94 kg	+94 kg

For the younger competitors and at regional championships, it is possible to deviate from these official categories, depending on the need and/or desirability to do so.

2.4 Ne-Waza system

In Ne-Waza, there are the following categories until the end of 2013:

Women	-58kg	-70kg	
Men	-70kg	-85kg	+85kg

3 Drawing

3.1 Different possible systems

3.1.1 Poules

(See attachments for examples of poules).

In a poule, every fighter or duo has to compete against all the other fighters/duos in the poule. This system is used if a category has 2 to 5 participants.

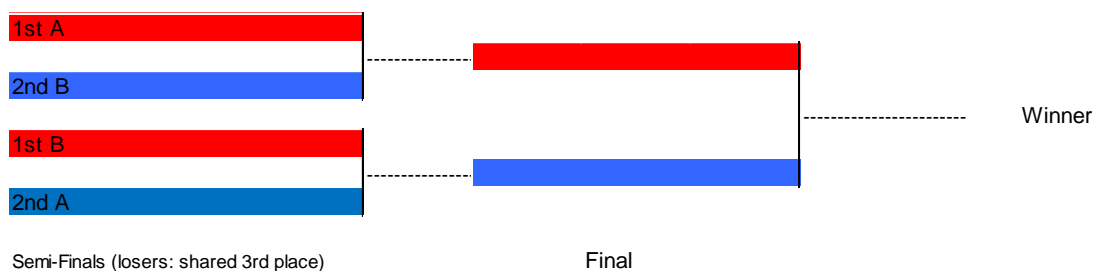
- 2 fighters/duos:
 - Best of three: Both fighters/duos compete each other at least two times. If both fighters/duos win each one fight, a third and deciding fight is held.
- 3, 4 or 5 fighters/duos:
 - Each participant competes with each other fighter/duo in the poule.
 - A poule of 5 can be finished without breaks.
 - A poule of 3 or 4 participants: these poules can't be finished without breaks. See also 'fight order'.

3.1.2 Combined poules

(See attachments for examples of combined poules).

Combined poules will be used if a category has 6 participants. In this system, the participants are divided over 2 smaller poules. These poules are finished like a normal poule of 3 participants. After the finishing of the small poules, the cross finals and final are held:

- The winner of poule A competes against the 2nd of poule B and vice versa: cross finals or half finals.
 - The winners of these two fights go to the final to determine the winner and the 2nd place.
 - The 2 fighters/duo's who lost the cross finals get a shared 3rd place.



3.1.3 Trees

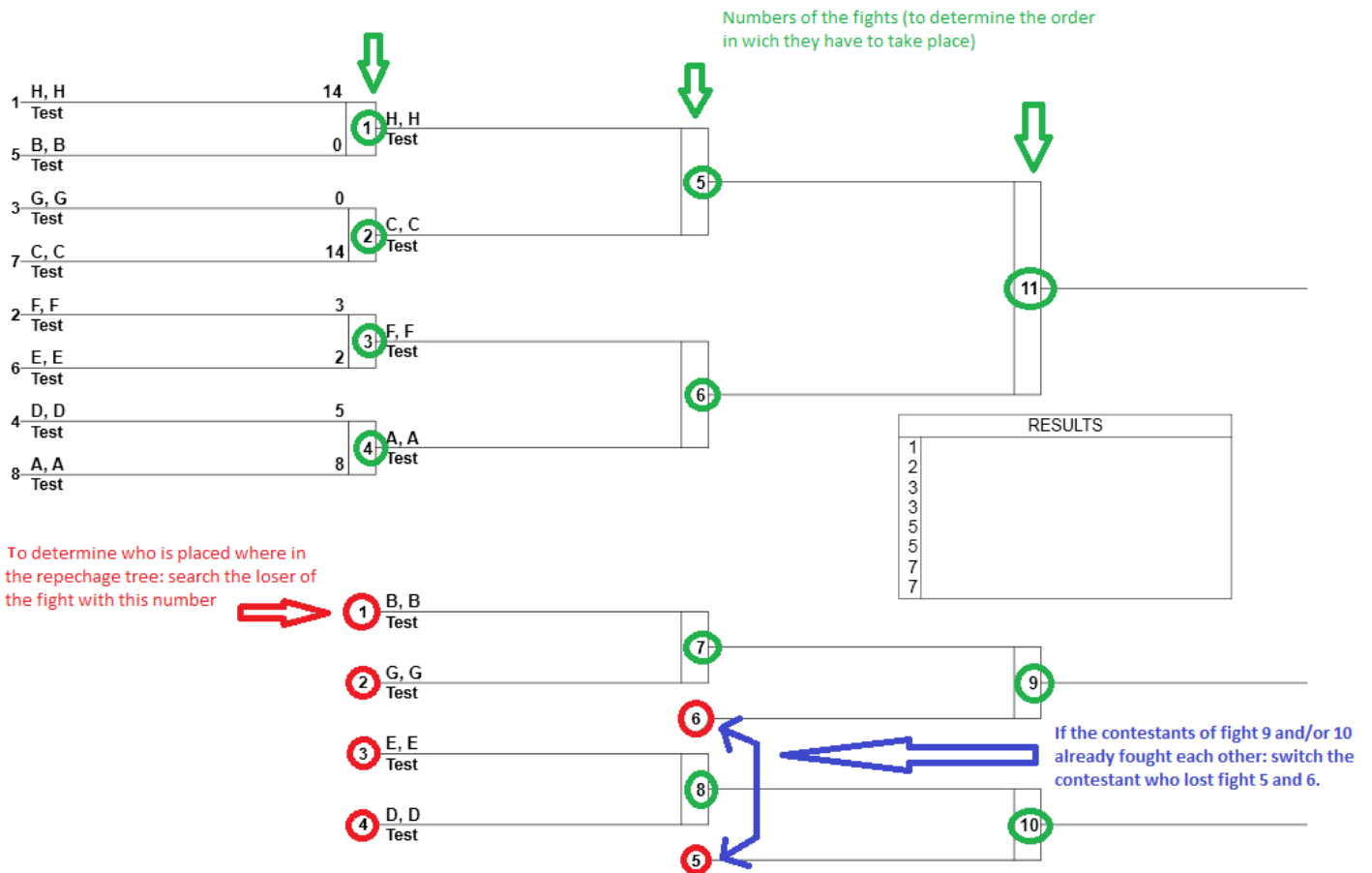
(See attachments for examples of trees).

The double elimination tree is used for categories with 7 or more participants. In this system, a competitor has to lose 2 fights before he/she is definitely eliminated and loses the possibility to win a medal.

The trees are made up in such a way as to avoid, as much as possible, that the same participants have to compete each other multiple times. Even though, this can't be avoided completely.

All the fights in a tree structure are numbered. This has 2 purposes:

- To decide the order in which the fights have to take place (see also 'fight order')
- A participant who loses his/her fight will get a second chance in the repechage. In the 'repechage tree', the number of the lost fight has to be looked up, as to determine where in this repechage tree the competitor will be placed (see example).
 - One exception to this rule: If the contestants who will compete for the bronze medal are known, it will be checked if these persons already fought each other. If this is the case, the two contestants who enter the repechage tree as last (in the example: the losers of fight 5 and 6), will be switched.



3.2 Seeding

On World and Continental championships, to the extent of the possible, there has to be tried to avoid that the 'strong' fighters/duo's come out to each other in the first rounds and disable each other's possibility to win a medal. This can be done by 'seeding'. To do this, a ranking list of the participants of each category has to be made. There is an official JJIF ranking list (this list will become available on the JJIF webpage). Another option is to look at the results of the previous championship (Continental/World championship).

3.2.1 Poules

In a poule, there is no real elimination because either way, every participant has a fight against all the other participants of the poule. Therefore a seeding isn't really necessary in a poule.

3.2.2 Combined poules

If combined poules are used, the seeding will take place by placing the first and second person of a ranking list in the different 'small poules'.

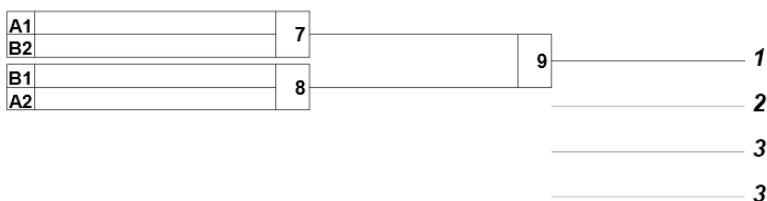
Example: The ranking of these six participants is

1 st	D	4 th	E
2 nd	A	5 th	B
3 rd	C	6 th	F

⇒ The participants have to be placed in the small poules one by one, and every time there has to be switched of poule in which the next participant will be placed.

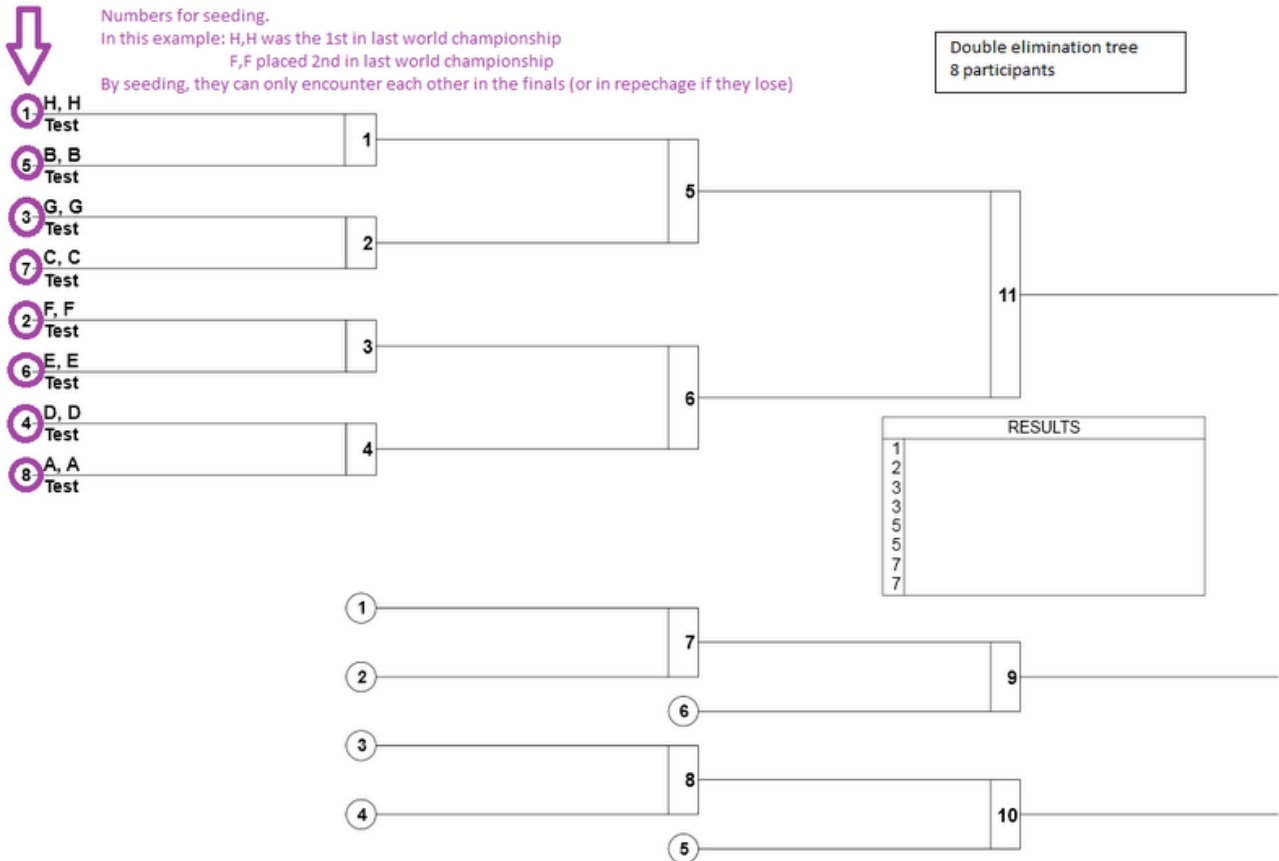
	1	3	5	Games won Gamesresults	Pl.
D, D [Test]					
C, C [Test]					
B, B [Test]					

	2	4	6	Games won Gamesresults	Pl.
A, A [Test]					
E, E [Test]					
F, F [Test]					



3.2.3 Trees

In a tree, there are numbers placed at the sides, next to the place for the name of the participants. If there is a ranking list available, The first name has to be placed next to '1', the second next to '2' and so on. The trees are made up in such a way that, by doing so, there is an 'automatic' seeding.



3.3 Spreading the countries across the different parts of the combined poules/trees

After the seeding, also the spreading of the countries (or at regional championships: the clubs) has to be taken into consideration. This to avoid that participants of the same county (club) meet each other in the first rounds and eliminate each other in this way.

3.3.1 Poules

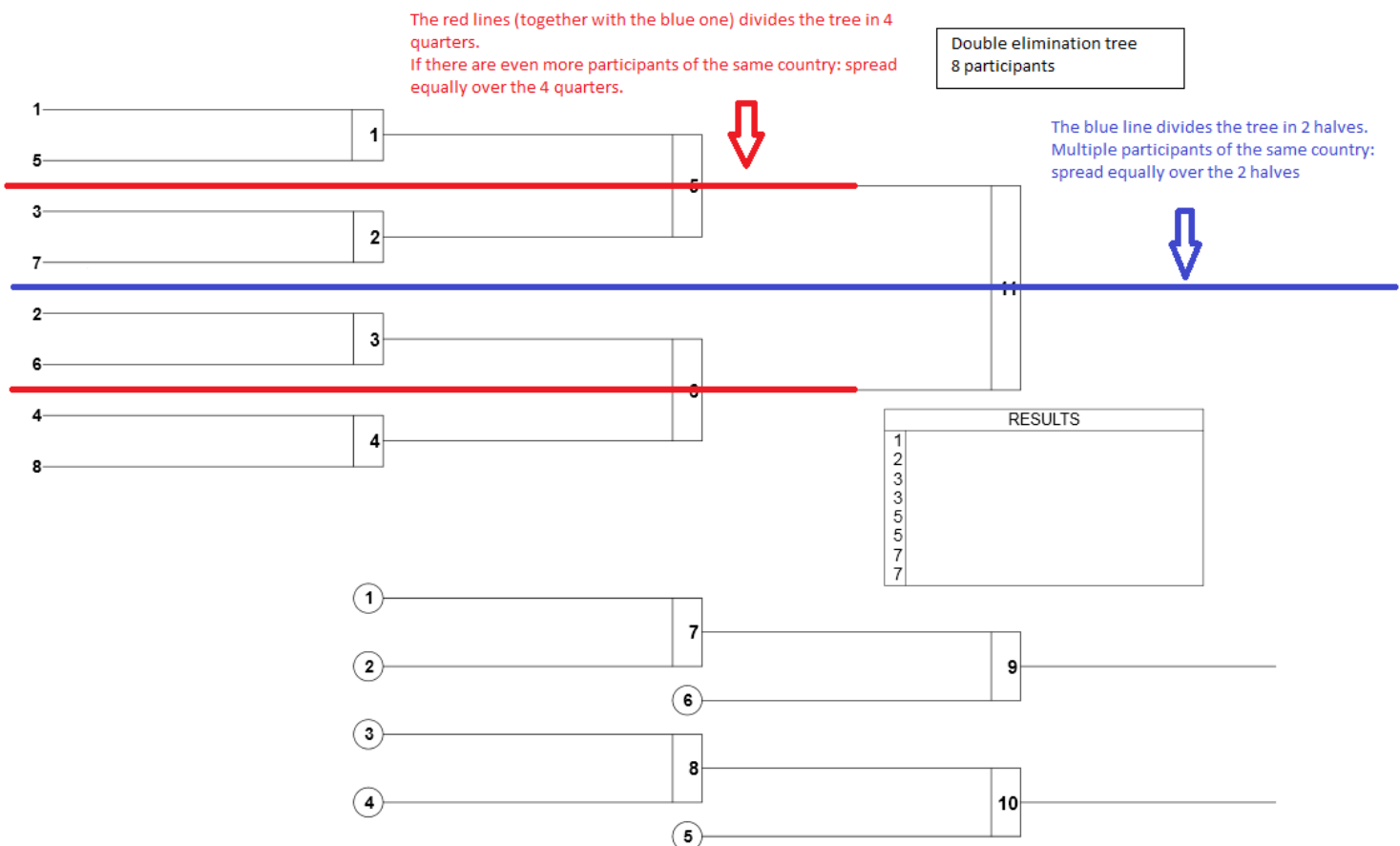
In poules, it is preferred that, if more participants are submitted by the same country (club), these participants have to compete each other as soon as possible. Thereby, it is avoided that they meet each other in the last fight of a poule and can possibly 'decide' themselves who wins and who loses.

3.3.2 Combined poules

Spreading the countries (clubs) in combined poules is done in the same way as seeding: if there are more participants of the same country (club), divide them over the different poules and try to avoid to place multiple fighters/duo's of the same country (club) in the same poule, if possible. If there do are multiple participants of the same country (club) in the same small poule, the rules of 3.3.1. should be applied.

3.3.3 Trees

In a tree, the countries (clubs) should be spread across the different halves or quarters of the tree.



3.4 Need for redraw after excluding or including a competitor in a category

If, after the draw was made, another competitor should be included in the category, a redraw should be made. At regional championships, the redraw can be made without problems. At official international championships, in order to be able to make a redraw, all the participating countries of that category should sign for approval.

If, after the draw is made, a competitor is excluded, he/she/they is/are deleted in this category.

- The original drawing will be displayed to the participants, coaches and public.
- The fight against the excluded participant is seen as 'kiken gachi'. The opponent 'wins' the fight against the excluded competitor and the category continues without any changes.

4 Exclusion of a competitor after the start of the fights

- If a fighter has given up his fight (willingly or not) already 2 times:
 - He/she doesn't lose the points already made in previous fights.
 - He/she is still allowed to compete in further fights.
- Hansokumake: If a competitor has got a hansokumake two times in the same championship, he is excluded from that championship.
 - This participant also loses all the points he/she already made during the competition. Hence, he/she isn't able anymore to win a medal.

5 Fight order

For the participants, an optimal fight order is a good balance between enough time between two fights and not too much. It's best that the different fights don't follow too soon, so the participants can recuperate. On the other hand, there can't be too much time in between the fights, to avoid cooling down and having to warm up again.

Between two fights of the same competitor (fighter or duo), there should be at least one other fight or a break of 5 minutes.

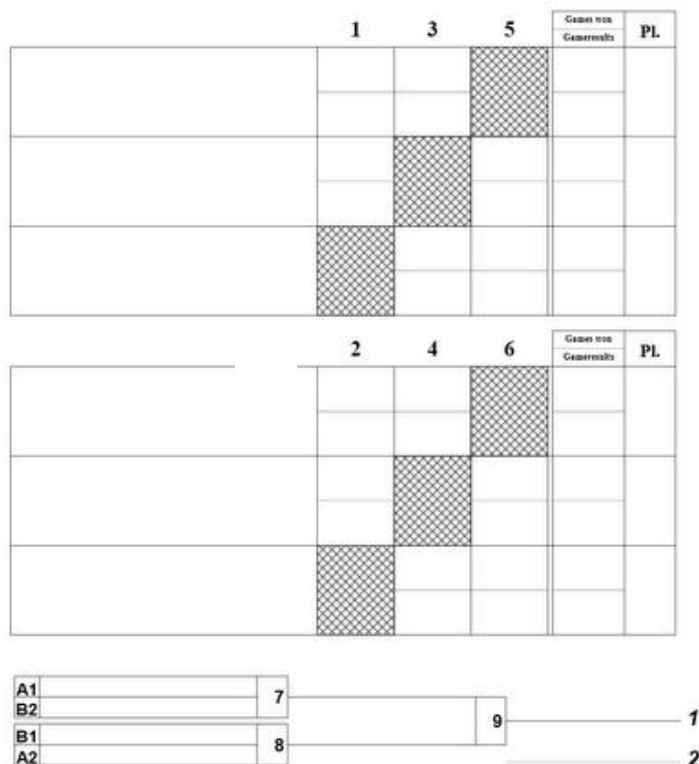
To assure a fluid course of the tournament, breaks in between fight should be avoided to the extent of the possible.

Therefore trees should be processed in the order determined by the numbers of the fights written in the trees. If this is done, there should be no breaks, there is enough time between fights of the same competitor and the tree can be finished smoothly without any problems. (For example: see point 3.1.3: green circles around the numbers that determine the fight order.)

A large poule (5 participants) can be finished fight by fight without breaks. Smaller poules (2 to 4 participants) require breaks. To avoid that, on a tatami, there are no fights for a short while, different poules (or poules and parts of a tree/combined poules) can be mixed.

For example: 2 poules with each 3 participants, use following fight order: First fight poule A, first fight poule B, second fight poule A, second fight poule B, third fight poule A, third fight poule B

With combined poules, the poules as such can be finished without breaks (see above: example 2 separate poules). Between the poules and the (cross) finals, and between the cross finals and finals, there has to be a break. This break can be filled with a fight of another poule/combined poule/tree. (See example: the numbers above the poules, are the numbers of the fight order. Between fight 6 and 7 and between fight 8 and 9, a fight of another poule/combined poules/tree can be held.)



6 Processing the fights: determining the places

6.1 Poules

If all the fights of a poule are finished, the places of the participants are determined as follows:

- The competitor who has won the most fights, is the winner. The one with the second most winning fights is second, and so on.
- If there is an ex-aequo following rule will be applied:
 - Points balance: for each competitor(s), a balance is made: all the points he/she/they made are added up, and the points made against this competitor(s) are subtracted. A ranking is made with the person (duo) with the most positive points balance is placed higher.
 - If there is still an ex-aequo between 2 participants:
 - The fight between the two participants who have the ex-aequo will be looked up. The participant who won this fight, will be placed higher in the ranking.
 - If all the above still give an ex-aequo, the fight(s), concerning the participants with the ex-aequo, will have to be redone.

6.2 Combined poules

The competitor who has won the final, is placed 1st. The loser of the final is 2nd.

With cross finals: The competitor(s) who lost the semi-finals is (are) placed 3rd.

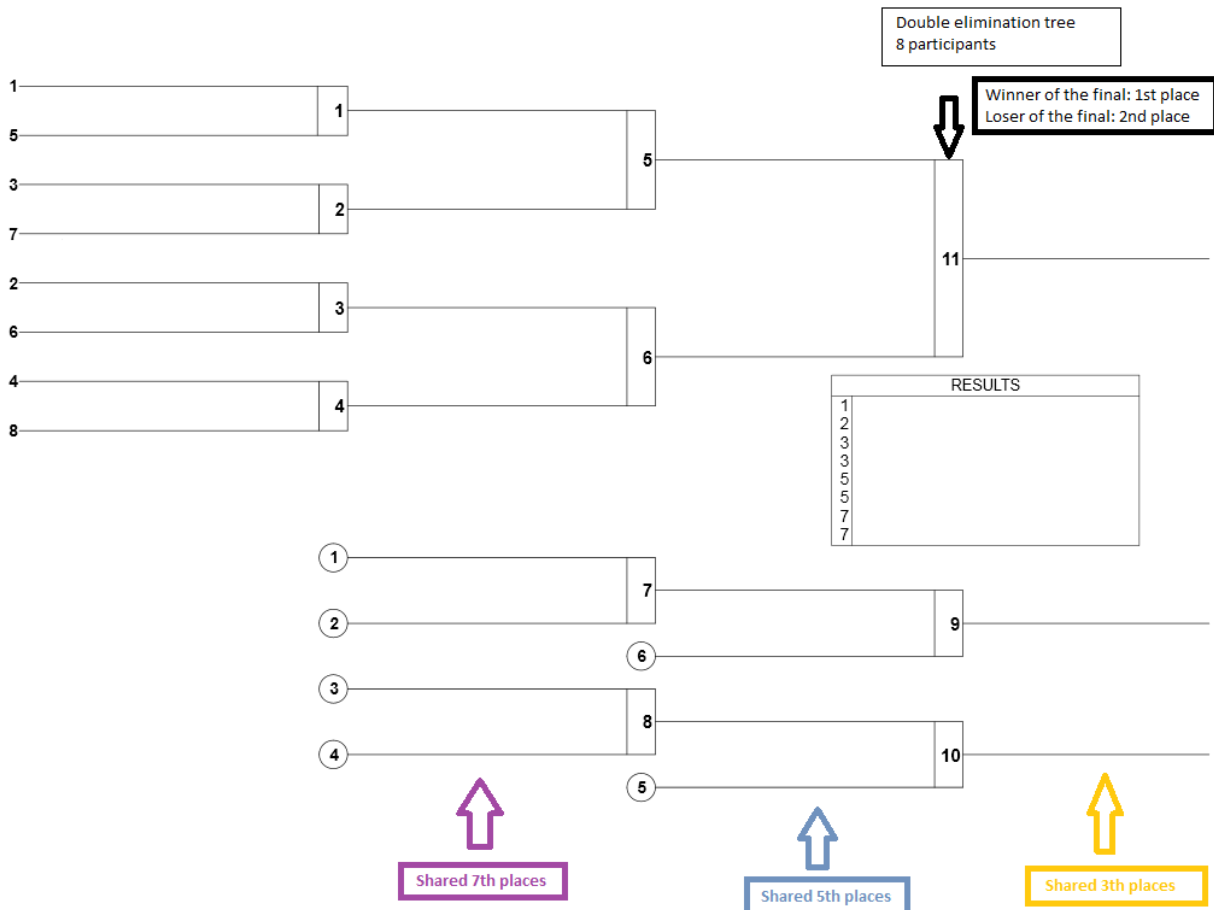
The competitors who placed 3rd in the small poules, get a shared 5th place in the category.

The competitors who placed 4rd in the small poules, get a shared 7th place in the category.

6.3 Trees

The competitor who has won the final, is placed 1st. The loser of the final is 2nd. The competitors who won the fights for the bronze medals in the repechage tree, are placed 3rd.

To determine the other places, the tree should be looked at backwards. For each 'step' gone back in the repechage tree, the competitors who lost those fights, get a shared 5th, 7th, 9th, ... place.



7 Attachments

7.1 Poules

Poule of 2 (best of three):

Category:											
	Names	Club/country	1 x 2	rust	1 x 2	rust	1 x 2	# winners	points balance	Points	Place
1			1	5 min	1	5 min	1	0	0	0	
2			1	5 min	1	5 min	1	0	0	0	

Poule of 3:

	1	2	3	Games won Gameresults	Pl.

Poule of 4:

	1	2	3	4	5	6	Games won Gameresults	Pl.

Poule of 5:

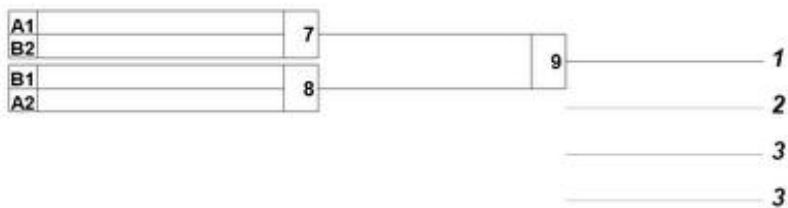
	1	2	3	4	5	6	7	8	9	10	Games won Gamesresults	Pl.
		█		█	█		█	█		█		
		█	█		█	█		█	█			
	█		█		█		█		█	█		
	█		█	█		█		█		█		
	█	█		█		█	█		█			

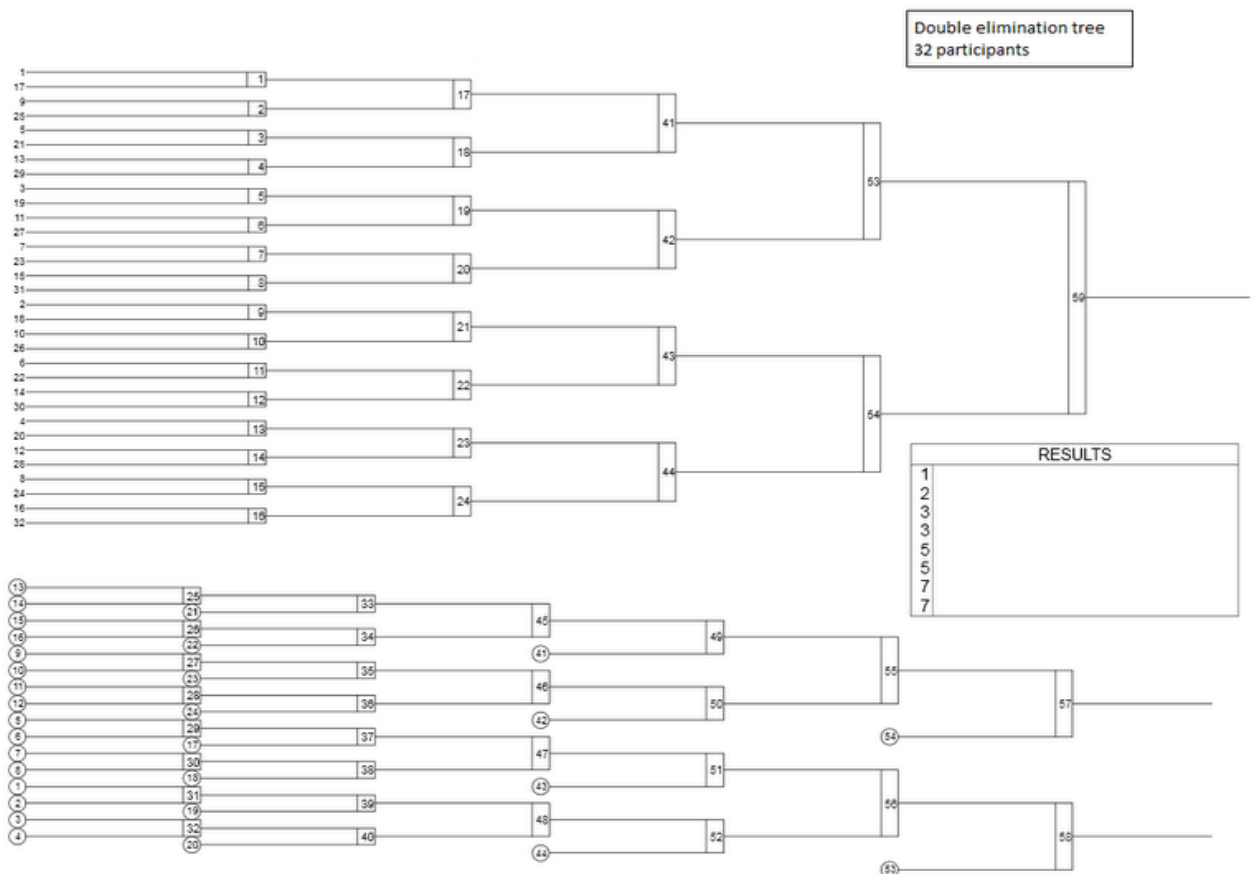
7.2 Combined poules

Combined poule of 6 with cross finals:

	1	3	5	Games won Gamesresults	Pl.
			█		
		█			
	█				

	2	4	6	Games won Gamesresults	Pl.
			█		
		█			
	█				





7.4 Criteria for Grand Slam Tournaments

These criteria will be included in the revised 'organization & sporting code', but are mentioned here to. The criteria will be implemented in the future Grand Slam Tournament, starting after the World Games/ Combat Games 2013.

- Participating countries: minimum 4
- Referees: minimum 25% international referees
- Number of athletes in a category: minimum 4 (at least 1 win), in order to be included in the ranking list
- Maximum 3 persons from the same country, in the same category, will be ranked during the same tournament
- Representation of the JJIF board (at least 1 person): organizers to cover local expenses
- Application of the JJIF financial rules, as JJIF-approved events
- Application for hosting a Grand Slam Tournament
 - Deadline 1st application: June 30th of the previous year
 - Deadline full application: October 30th of the previous year
 - Content: sportive/organizational/financial/administration
 - Must use JJIF Scoreboard system, pool system, round-robin etc.
 - Registration data to the database
 - Report for press work within 5 days
 - Result lists in 24 hours, in our format
 - VIP side (under the patronage of..., advertising, political figures)
 - Time line of invitation, announcement etc:
 - Announcement 1 year before
 - First invitation 6 months before
 - Last invitation 2 months before