

**JU-JITSU INTERNATIONAL FEDERATION
(JJIF)**



**COMPETITION RULES
Comments**

(Version 2.0 / January 1st 2010)

MEMBER of GAISF
General Associations of International Sports Federations



and IWGA
International World Games Association



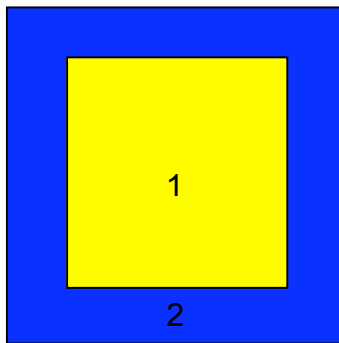
Comments

I. Generalities

Section 2 Competition Dressing and Personal Requirements

If a competitor will not follow this rule, he is not allowed to start the match. He has the possibility to change the complained items of equipment and to show up again within 2 minutes.

Section 3 Competition Area ¹



- 1 Fighting Area
- 2 ~~Warning~~ Safety area
- ~~3~~ Safety area
- 1+2 ~~Contest~~ competition area
- ~~1+2+3~~ Contest area

The distance between Secretariat and Contest area must be at least 2m
 The distance between the audience and Contest area must be at least 3m.

Section 4

- a. A chair for the coaches is allowed beside the mat.

¹ Technical Convention, Bucharest, January, 30th 2009

II. JJIF Fighting System

Section 5 Generalities

- b. By combinations means:
In part 1 they must make combinations with kicks or punches.
In part 2 they must really be active to try to throw/ take down the opponent.
In part 3 they must really try to make a good hold or really try to come out of the hold. ⁽²⁾
In part 3: As long as there is a real will to fight and when there is a real progress in the engaged technique the action has to continue without however that all the fight takes place on the ground. ⁽³⁾

Section 6 Material

- c. If a contestant's the gi and protectors do not follow the rules the competitor will not be allowed to start in the fight. In this case he can change his protectors / gi within two minutes. He will be punished by Shido for delaying the start of the match. ⁽⁴⁾

Section 8 Referees

The referees should be from different countries if possible. ⁽⁵⁾

Section 10 Course of the match

- d. If a contestant repeatedly goes down on his knees directly he shall be punished passivity.
It is not allowed to lift the opponent laying down to apply a throwing technique.
In this case the MR stops the fight by Matte.

Section 11 Application of „Hajime“, „Matte“, „Sonomama“ and „Yoshi“

- b. 2. If a SR claps his hands, the MR has to stop the fight.
9. The MR together with the SR should decide, after consulting the TR, if the last action happened before or after the end of the three minutes. ⁽⁶⁾

² Referee Course Corfu Greece, July 18th – 24th 2003

³ Technical Convention, Sofia, January 28th, 2007

⁴ Technical Convention, Sofia, January 28th, 2007

⁵ Technical Convention, Sofia, January 28th, 2007

⁶ Referee Course Greece, July 18th – 24th 2003

Section 12 Points

- a. A kick which will be caught by the opponent never can be counted as an Ippon.
(⁷)
- b. 3. A perfect throw after which the opponent lands on his stomach will be counted as an Ippon. (⁸)
- c. Osae-Komi can only be announced if:
1. The controlled person is lying on the floor mostly on his back or on his stomach.
 2. The legs of Tori are free.
 3. Uke is well encumbered and can't move freely. Tori has a good control over uke.

Osae-Komi time continues, even when:

1. The controlled person is able to catch a leg of Tori
2. The controlled person can turn on the side or back.

If ~~more than half of~~ both bodies are completely outside the warning fighting area, the Osae-Komi time will be stopped by "Toketa".

Sankaku-Jime must be applied with one arm inside the crossed legs.

Sankaku-jime and Juji-gatame count as an Osae-komi as long as there is a full control of Uke's upper body. (⁹)

Straight leg locks with control of uke's upper body must be seen as an osae-komi. Unless uke is able to rotate the body it will be toketa. (¹⁰)

Different points for control-technique can't be accumulated (e.g. an Osae-Komi which is held longer than 10 seconds and an arm lock won't give a Waza-Ari and an Ippon) This is only possible, if the MR stopped before the Osae-Komi by announcing "Toketa".

Section 13 Penalties

- a. Mistakes made by the application of score and penalties, should be corrected by the three referees and the table referee in charge.
- b. 1. Passivity Part 1: One or both do not show any activity with the aim to get points.
One or both contestants go directly to part 2 or 3.
One or both contestants do not show combinations before going into the next part.
~~A fighter always goes purposely to the warning area to spare time in part 1. (¹⁴)~~

⁷ Referee Course Rhodos Greece, July 15th – 19th 2002

⁸ Referee Course Corfu Greece, July 18th – 24th 2003

⁹ Technical Meeting JJIF Summercamp Creta Greece, July 11th 2006

¹⁰ Technical Meeting JJIF Summercamp Creta Greece, July 11th 2006

¹¹ Technical Convention, Sofia, January 28th, 2007

Passivity Part 2: If one or both do not show any activity with the aim to get points.

If one or both contestants only blocks the attacks or the movement of the opponent or both contestant goes down on the floor on purpose.

If the contestants refuse to go to part 2 but are active in part 1.

~~A Fighter always goes purposely to the warning area to break the grip. ⁽¹²⁾~~

A fighter makes a false attack by throwing itself on the ground purposely without technique to break the contact ⁽¹³⁾

Passivity Part 3: If one or both do not show any activity with the aim to get points.

If a contestant is repeatedly passiv after penalties, he can be punished by Chui (Disregard MR instructions) ⁽¹⁴⁾

12. The punishment will be given after the standing bow before the fight will be started by “Hajime”
- c. 1. A technique which is stopped by the opponents body / head instead of the attackers control of the technique is an example of c1. A technique which causes the head to move due to contact is an example for c1. Techniques that cause bleeding (but not due to re-opening of an existing wound) must be evaluated by the MR and SRs to determine if it a penalty per c1 (Forbidden Act) or e1 (Heavy Forbidden Act) based on the situation. Techniques (excluding straight techniques) to the head that merely touch or are within 10cm are valid scoring techniques. Contact to the body is considered “skin-touch” contact. Otherwise, it may be construed as hard contact per c1. Other criterion for c1 that needs to be looked at is if hard contact occurred because the opponent moved into the technique. In this case, there was no intent by the attacker to induce hard contact, and may be even a penalty of Mubobi to the opponent, if there is precedence of failure to protect one’s self or reckless behavior.

¹² Technical Convention, Sofia, January 28th, 2007

¹³ Technical Convention, Sofia, January 28th, 2007

¹⁴ Referee Seminar Unterhaching Germany, April 28th – 30th 2006

2. ~~Throwing from the main competition area (not in the warning area) to the safety area is not a forbidden act.~~
~~Throwing from the warning area to the safety area is a forbidden act, if more than half of the thrown person lands outside the warning area.~~
~~Throwing from the main contest area (not in the warning area) outside the safety area is a forbidden act, if more than half of the thrown person lands outside the warning area.~~

 - e. A throwing technique in combination with a lock or strangulation is not allowed. (e.g. Kote-Geashi counts as a take-down technique)
 - h. After a fight means for the whole tournament.
14. d. The fighters keep their points and penalties they already achieved.

III. JJIF Duo System

Section 19 Generalities

- b. For series C, uke would attack with a strike or kick of uke's choice before executing the prescribed strike or kick indicated by the MR. The pre-attack and the attack must be applied by the attacker. ⁽¹⁵⁾
- c. the change of the role as attacker and defender can also be changed during a series.
- g. The MR reads first all sores. After he put down the highest and the lowest score ~~he reads the counting scores once more.~~
- h. The sign "incorrect attacks" will be shown by the MR if the attacker shows an other attack than the one indicated by the MR. The sign "weak attack" will be shown by the MR if the attacker doesn't close the grip.

In Series D the attacker can start with both weapons in his hands.

Section 22 Criteria of Judging

- b. ~~Showy techniques, incorrect and weak attacks, unnecessary yelling, uncontrolled techniques should be punished by deductions of points.~~
~~The weapons should be controlled at all times.~~
~~If a technique can't be finished because of an accident, it can't be repeated. In this case the jury judges only the other two techniques.~~ ⁽¹⁶⁾

Attack

Incorrect attack	2 points
Grips which were not closed	½ point
Pre-attack and attack are not logically connected	½ point
Bad balance	½ point
Weak attack	½ point
Attack misses the target	½ point

deduction

Defence & take down to the floor

Defence insufficient	½ point
No balance breaking	½ point
Actions were too quickly applied	½ point
Uke is jumping	½ point
Show technique	½ point
Actions are not logically connected	½ point
Unnecessary yelling	½ point

¹⁵ Referee Seminar Unterhaching Germany, April 28th – 30th 2006

¹⁶ Referee Course Corfu Greece, July 18th – 24th 2003

Control on the floor

Control of the weapon

½ point

Insufficient control (Lock, Strangulation) of Uke

½ point

Atemi misses Uke

½ point

Section 23 Course of the Match

The MR shows the number first to the contestants, than to the Jury.