

OKLAHOMA JUDO ASSOCIATION

REFEREE WRITTEN EXAMINATION

DEVELOPED BY THE OJA REFEREE COMMITTEE

Revised January 1, 2014

INSTRUCTIONS

- 1. Make no marks whatsoever on any portion of this written exam.**
- 2. Completely blacken the appropriate space on your answer sheet corresponding to each of your selected answers.**
- 3. If you make an error, erase it cleanly and reselect the correct answer or draw an “X” over the error.**
- 4. For each question, there will be one, and only one, most appropriate or “best” answer.**
- 5. After you finish the examination, you must return this examination, unmarked, along with your answer sheet.**

GOOD LUCK

REFEREE EXAMINATION (Choose the best choice in each case):

1. When a contestant suffers a bloody nose & the Referee considers this to be a minor medical incident, the referee's signal in this case after the accredited physician has been summoned with a bent arm gesture is:
 - A) to point to the injured contestant & indicate to the physician to take care of him/her quickly.
 - B) to indicate with the palm down pointing the fingers toward the injured contestant & with the other hand extend the index finger straight up from a closed fist to the scoring table.
 - C) to gesture toward the injured contestant with two hands, palms up.
 - D) to gesture toward the injured contestant with one hand, palm up.

2. In the case of the Referee suspecting a knee injury, the Referee should:
 - A) award KIKEN-GACHI to the uninjured contestant.
 - B) determine at the appropriate time, by asking, if the contestant has an actual knee injury & needs an examination by the team doctor.
 - C) immediately call the team doctor to make an examination, after the action is completed based on your suspicion.
 - D) examine the injured contestant to determine the degree of injury.

3. The ideal time for the Judges to check the scoreboard after the Referee has awarded a score is:
 - A) when the contestants' action ceases.
 - B) immediately after the Referee announces the score.
 - C) when the Referee announces MATTE.
 - D) as soon as possible after the Referee awards the score at the first break in the action.

4. If any throwing technique is applied simultaneously with the signal ending the contest:
 - A) it shall not be counted as a valid technique.
 - B) the Referee shall call the Judges to discuss the situation.
 - C) it shall be counted as a valid technique.
 - D) the Referee shall announce SORE MADE, & award an appropriate score.

5. When Blue is injured & cannot continue, & the Referee & Judges, after consultation, have established White committed an infraction which was the cause of the injury, after the team doctor leaves the competition area, the Referee shall:
 - A) penalize the uninjured contestant with HANSOKU MAKE, say SORE MADE, & award the contest to the injured player.
 - B) say SORE MADE, point to the injured contestant & say KIKEN MAKE.
 - C) say SORE MADE, point to the uninjured contestant & say KIKEN GACHI.
 - D) penalize the uninjured contestant with SHIDO, call SORE MADE & then give the award to the uninjured contestant saying KIKEN GACHI.

6. Any situation not covered by the IJF Contest Rules shall be dealt with & the decision rendered by the:
 - A) Jury;
 - B) Referee & Judges;
 - C) Tournament Director;
 - D) Technical Director.

7. The Referee should call MATTE when he/she perceives that:
 - A) a contestant is experiencing pain from a possible injury.
 - B) a contestant is about to perform a prohibited act.
 - C) it is necessary for one contestant to take a short rest.
 - D) one contestant escapes from a NE-WAZA technique.

8. If one contestant executes a technique & the Referee is uncertain what score should be called, the Referee should:
 - A) look to one of the Judges & see what they give & give that score.
 - B) stop the contest immediately & confer with the Judges.
 - C) award the lowest possible score, the Judges will make the correction if necessary.
 - D) make a judgment call, after making eye contact for confirmation with the judge who has the clearest view, quickly after the execution of the technique.

9. During NE-WAZA, Blue performs KANI BASAMI skillfully on White, the Referee should:
 - A) signal WAZA-ARI for Blue.

- A) call IPPON for Blue.
 - B) stop the contest, confer with the judges & penalize Blue with HANSOKU-MAKE.
 - C) call WAZA-ARI, because it is not possible to score IPPON from KAWAZU GAKE according to the current rules.
 - D) give whatever score is appropriate as KAWAZU-GAKE is illegal only if it injures the opponent & is then penalized by HANSOKU-MAKE.
19. In the case of a persistent bleeding nose, that the Referee has already allowed a first medical incident visit by the accredited physician, what does the referee do next?
- A) Allows the physician on for a second medical visit so the bleeding nose can again be properly treated & packed & informs the scorer that it is the second medical visit for the same injury.
 - B) Calls for the physician & gestures toward the injured contestant with two hands, palms up.
 - C) Allows the contestant to repack the bleeding nose without a medical examination being recorded against the contestant.
 - D) Indicates with the palm down pointing the fingers toward the injured contestant & with the other hand extend the two (index & middle) fingers straight up from a closed fist to the scoring table.
20. Although the period may vary depending upon the circumstances, generally an initial state of non-combativeness may be taken to exist when a contestant does not attack his/her opponent for more than:
- A) 10 seconds; B) 15 seconds; C) 20 seconds; D) 25 seconds.
21. In the case when both contestants simultaneously merit the score of IPPON the proper call is:
- A) IPPON, SORE MADE, then start new match with same contestants;
 - B) HIKI WAKE; C) SO SATSU; D) KINSA for both.
22. The Referee awards a WAZA-ARI & both Judges indicate YUKO. What is the correct procedure?
- A) The Judges should approach the Referee & request the Referee to change the call to YUKO.
 - B) The Judge closer to the scoreboard should direct the recorder to change the score on the board to YUKO so as not to divert the Referee's attention from the action.
 - C) If the Referee doesn't see their seated signal after a few seconds, they should stand while maintaining their signal, & if still unacknowledged, the closest Judge should approach the Referee & tell him/her to change the call.
 - D) The closest Judge should immediately stand while maintaining the YUKO signal, then after an nominal time, if he hasn't been seen, should approach the Referee & request the Referee to change the call to YUKO.
23. Blue moves back towards the edge of the contest area drawing White with him & begins lateral movement along the edge of the contest area, & then Blue executes a TOMOE-NAGE where all but one of Blue's feet goes outside during the throw, but Blue controls White causing him to land largely on his back with considerable force & speed. The Referee shall:
- A) Call MATTE, with no penalty for Blue for not going completely outside while executing a technique started inside the contest area.
 - B) Call MATTE & penalize Blue with SHIDO for going outside the contest area with one foot.
 - C) Call IPPON.
 - D) Call MATTE & penalize Blue with HANSOKU MAKE for going outside the contest area.
24. The contestants are in NE-WAZA & no OSAEKOMI has been called, but one contestant has a definite advantage. One Judge stands up. What should the Referee do?
- A) Call SONO MAMA at the appropriate time, making sure no advantage is lost, then call the Judges for a conference.
 - B) Ignore the Judge until the action stops.
 - C) Call MATTE, then call the Judges for a conference.
 - D) Call the Judge over while the action continues & discuss the reasons for his/her standing.
25. If a contestant has received the third SHIDO & the opponent subsequently scores & receives WAZA-ARI,

- the Referee should immediately:
- A) Allow the contest to continue.
 - B) Announce SORE MADE, then have the contestants stand on their marks & announce SOGO GACHI, while indicating the winner with the appropriate gesture.
 - C) Announce SOGO GACHI, SORE MADE, then have the contestants stand on their marks & indicate the winner with the appropriate gesture.
 - D) Announce AWASETE IPPON, SORE MADE, then have the contestants stand on their marks & announce SOGO GACHI, while indicating the winner with the appropriate gesture.
26. In the Golden Score round, if the Blue contestant performs a prohibited act normally penalized with SHIDO, but had not been penalized in the original round, which of the following actions is true:
- A) The Referee should consult with both Judges, after penalizing Blue with SHIDO, announce SORE MADE & award the contest to White.
 - B) The Referee, shall penalize Blue, but allow the contest to continue since this was the first SHIDO & is therefore just a warning.
 - C) The Referee shall immediately, without consultation, give the penalty & end the contest.
 - D) The officiating team must check with the Jury before ending the contest.
27. With no other scores in the match, after scoring a WAZA-ARI Blue receives 3 SHIDOS in a row. The recorded score should be:
- A) 1 WAZA-ARI & 2 SHIDOS for Blue. C) 1 WAZA-ARI & 2 SHIDOS for Blue & 1 YUKO for White.
 - B) 1 WAZA-ARI & 3 SHIDOS for Blue. D) 1 WAZA-ARI & 3 SHIDOS for Blue & 1 WAZAARI for White.
28. During NE-WAZA, Blue attempts to secure an OSAE-WAZA on White. While trying to escape that technique, White's hand very briefly makes incidental contact with Blue's face. The Referee should:
- A) do nothing.
 - B) call MATTE & penalize White with SHIDO.
 - C) call SONO MAMA & penalize White with SHIDO.
 - D) allow the action to continue, but penalize White with SHIDO.
29. After having consulted with the judges, when awarding HANSOKU-MAKE, the Referee shall:
- A) step between the standing contestants, facing & pointing to the violator & announce HANSOKU-MAKE, then step back, & announce SORE MADE, then indicate the winner with the appropriate gesture.
 - B) turn to the violator, demonstrate or announce the prohibited act, then step between the standing contestants, facing & pointing to the violator, & announce HANSOKU-MAKE then step back, & announce SORE MADE, then indicate the winner with the appropriate gesture.
 - C) turn to the violator, demonstrate or announce the prohibited act, then point to the violator, & announce HANSOKU-MAKE then face front, & announce SORE MADE, then indicate the winner with the appropriate gesture.
 - D) turn towards the violator, demonstrate the prohibited act, point at the violator & announce HANSOKU-MAKE, face forward & announce SORE MADE, step forward & indicate the winner with the appropriate gesture.
30. In TACHI-WAZA, one contestant has started to execute a technique, but one of the Judges is standing. The Referee should generally:
- A) call MATTE immediately.
 - B) call SONO MAMA immediately.
 - C) wait to take action until after the contestant has completed the action.
 - D) continue the contest, but call the Judge over to discuss the reason for his/her standing.
31. During NE-WAZA, the contest will be stopped when:
- A) more than ½ of at least one contestant's body is in the safety area.
 - B) both contestant's bodies are totally in the safety area.
 - C) at least ½ of both contestant's bodies are in the safety area.
 - D) one contestant's body is totally in the safety area.
32. The Referee shall raise one hand above his head towards the front & wave it from side to side 2 or 3

times while signaling a score with the other hand when:

- A) a technique does not merit the awarding of any of the three scores.
 - B) the Referee must change a called value on a throw.
 - C) a technique warranting a score started after the time signal indicating the end of the contest is sounded.
 - D) a technique warranting a score is executed outside the contest area.
33. Which of the following statements is true?
- A) When a contestant executes a SUTEMI WAZA & throws his/her opponent on his/her back & rolls over the opponent without separating from him/her, the referee may not award a score.
 - B) Generally, when a contestant is wearing a hard or metallic object, the Referee must immediately penalize the violator with SHIDO.
 - C) The Referee may allow the team doctor to treat an injured contestant by using an anesthetic cream or spray before taping an injury.
 - D) If a contestant puts a hand, arm, foot or leg directly on the opponent's face, the referee must call MATTE (or SONO MAMA) at once & give SHIDO to the contestant who applied the prohibited act.
34. When Blue attacks with O UCHI GARI & White begins to counter with O UCHI GAESHI & both contestants subsequently land at the same time more or less facing each other the Referee may **NOT**:
- A) Give an appropriate score to Blue.
 - B) Give an appropriate score to White.
 - C) Give an appropriate score to both contestants.
 - D) Do nothing, indicating "no score" to either contestant.
35. Blue works into an OSAE-WAZA & the Referee calls OSAEKOMI. The OSAEKOMI shall be effective even if:
- A) White manages to turn more than 90° with the front of his body down towards the mat.
 - B) Blue maintains complete control of White & both bodies go entirely outside the contest area.
 - C) Blue performs a serious prohibited act.
 - D) White correctly entangles Blue's leg with his legs.
36. The sleeves of the jacket must reach to the wrist. A space of x cm. shall exist between the sleeve & arm (inclusive of bandages), on the entire length of the sleeve.
- A) x = 3 to 5; B) x = 8 to 10; C) x = 10 to 15; D) x = 5 to 8.
37. If, while doing NAGE-WAZA, the Blue contestant's hand or knee touches the safety area supporting weight on it before the White contestant's body lands on the safety area, though there is no alteration of the continuity of the throw started within the contest area, the Referee should:
- A) stop the contest & call both Judges for a conference to discuss the situation.
 - B) call MATTE immediately & penalize Blue with SHIDO for touching the safety area, while the closest judge indicates the technique was "outside".
 - C) call MATTE & restart the contest with HAJIME.
 - D) indicate the score, while the closest Judge indicates "inside".
38. If the Referee erroneously calls MATTE during OSAE-WAZA, causing the advantage to be lost & the contestants therefore stand up, the Referee should:
- A) consult with the Judges, then with their assistance, put the contestants back in the NE-WAZA position achieved at the time that the MATTE was called, & then restart the contest from the time the original OSAE-WAZA was stopped.
 - B) restart the contest from the standing position.
 - C) award whatever score the original OSAEKOMI deserved, then put the contestants back in their original OSAE-WAZA position, & restart the OSAEKOMI from the beginning.
 - D) award whatever the score the OSAEKOMI deserved & restart the contest from the standing position.
39. Of the following prohibited acts, which are **all** SHIDO violations?

1. Holding the belt too long without an attack; 2. Finger in the sleeve; 3. Scissoring the head or neck; 4. Disobeying the Referee's command; 5. Sweeping the supporting leg; 6. Refusing to take hold of the opponent; 7. Bending the fingers back; 8. Kicking with the knee to break a grip.
A) All of the above; B) 3,7,8; C) 1,2,4; D) 2,5,6.
40. Blue pulls White down into NE-WAZA, not in accordance with the rules. White takes advantage of this situation & continues into NE-WAZA. The Referee should:
A) call MATTE, then have the contestants go to their marks, assess a SHIDO against Blue & then restart the contest with HAJIME.
B) let the contest continue but assess SHIDO against Blue.
C) let the contest continue but assess HANSOKU MAKE against Blue.
D) call SONO MAMA at the appropriate time, assess a SHIDO against Blue, then restart the contest with YOSHI.
41. If the cause of an injury is not attributed to either contestant, & the physician determines that the injured contestant cannot continue the contest, the Referee shall:
A) indicate the uninjured contestant the winner by KIKEN-GACHI. The injured contestant may continue with subsequent matches in the tournament if the same physician later declares him/her fit to continue.
B) indicate the uninjured contestant the winner by KIKEN-GACHI. The injured contestant may not continue in the tournament.
C) declare HIKI WAKE & the injured contestant shall be allowed to recover & have the contest replayed.
D) indicate the injured contestant the loser by KIKEN-MAKE & then indicate the uninjured contestant the winner by KIKEN-GACHI.
42. If the Referee & Judges, after measuring with a caliper, agree that the judogi of a contestant does not comply with the contest rules, the Referee, after consultation with the Judges must:
A) order the contestant to change as speedily as possible into a judogi which does comply.
B) award KIKEN-GACHI to the opponent of the contestant who does not comply with the contest rules.
C) penalize the contestant who does not comply with the rule with HANSOKU MAKE, & indicate the opponent is the winner.
D) allow the action to continue, since the contestant has already started the contest.
43. If a contestant is permitted to leave the contest area during the contest, then the contestant must, under normal conditions:
A) return within 5 minutes or else the opponent will be declared the winner by KIKEN-GACHI.
B) be accompanied by the Referee of that contest.
C) be accompanied by one of the judogi control officials of that contest.
D) be accompanied by one of the Judges of that contest.
44. In the standing position, a contestant will be initially penalized with SHIDO if he/she grasps the opponent's sleeve, collar or lapel on the same side with both hands, without attacking:
A) for 3 seconds; B) for 5 seconds; C) for 10 seconds; D) immediately.
45. If both contestants infringe upon the rules at the same time with the same level infractions, the Referee must call MATTE &:
A) assess an appropriate penalty to both contestants.
B) restart the contest as the penalties are equal.
C) call both Judges in to discuss the situation.
D) decide which one of the contestants will receive the penalty.
46. The International contest area must be ? meters on a side.
A) 7; B) 8; C) 9; D) 10.
47. If Blue bends back the opponent's fingers in order to break White's grip, the Referee shall:

- A) Penalize Blue with HANSOKU MAKE.
- B) Call MATTE, warn Blue not to continue that grip.
- C) Penalize Blue with SHIDO.
- D) Do nothing, as the act is not an infraction.

48. When one of the contestants loses his/her contact lens & it cannot be found quickly & he/she complains to the Referee that he/she cannot compete without the lens, the Referee's proper decision would be, after consulting with the Judges to:

- A) allow the contestant whatever time is necessary to find the lens & to have the lens put back into the eye.
- B) award KIKEN-GACHI to his/her opponent.
- C) discuss the matter with the contestant's coach & team doctor.
- D) award KEGA-MAKE to the contestant who has lost the lens.

49. When Blue does KUSABE-GARI to White, Blue should receive a ?.

- A) SHIDO; B) Score; C) HANSOKU MAKE; D) Nothing, as it is not an infraction.

50. When opening the competition area, after the Referee team bows in at the edge of the safety area, they should:

- A) walk to the outside edge of the contest area & bow, then the Judges turn & face each other, the Referee steps back & the team bows again.
- B) walk to the inside edge of the contest area & bow, then the Judges turn & face each other, the Referee steps back & the team bows again.
- C) walk into the outside edge of the safety area & bow, then the Judges turn & face each other, the Referee steps back & the team bows again.
- D) take their positions directly when entering on the mat.

RSC-EXAM (1/94)
Latest Revision (1/14)