

## 2018 REFEREE EXAMINATION REVIEW:

### Medical Procedures:

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 to point to the injured contestant & indicate to the physician to take care of him/her quickly.
2. In the case of the Referee suspecting a knee injury, the Referee should determine at the appropriate time, by asking, if the contestant has an actual knee injury & needs an examination by the team doctor.
3. In the case of a persistent bleeding nose, that the Referee has already allowed a first medical incident visit by the accredited physician, should call for & allow the physician on for a second medical visit so the bleeding nose can again be properly treated & packed but uses no additional signal since it is the same injury as the first visit.
4. The Referee **may not** allow the team doctor to treat an injured contestant by using an anesthetic cream or spray before taping an injury.
5. 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 indicate the uninjured contestant the winner by **KIKEN-GACHI**. The injured contestant may continue with subsequent matches in the tournament if the Medic gives approval.

### Referee's Procedures:

1. According to the IJF Contest Rules the Referee has the sole responsibility of **conducting the contest & administering the judgment**.
2. If any throwing technique is applied simultaneously with the signal ending the contest it **shall** be counted as a valid technique.
3. The Referee should call **MATTE** when he/she perceives that a contestant is experiencing pain from a possible injury.
4. If one contestant executes a technique & the Referee is uncertain what score should be called, the Referee should **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.
5. In **TACHI-WAZA**, one contestant has started to execute a technique, but the Judges are standing. The Referee should generally **wait to take action until after the contestant has completed the action**.
6. The contestants are in **NE-WAZA** & no **OSAEKOMI** has been called, but one contestant has a definite advantage. One Judge stands up. The Referee should call **SONO MAMA at the appropriate time**, making sure no advantage is lost, then call the Judges for a conference.
7. After having consulted with the judges, when awarding HANSOKU-MAKE, the Referee shall 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.
8. 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 the Referee must change a called value on a throw.
9. 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 penalize the uninjured contestant with **HANSOKU MAKE**, say **SORE MADE & award the contest to the injured player**.

10. If a contestant has received a second **SHIDO** & the opponent subsequently scores & receives **WAZA-ARI**, the Referee should allow the contest to continue.
11. In the case when both contestants simultaneously merit the score of IPPON the proper call is **IPPON, SORE MADE, then immediately start a new match with the same contestants**.
12. 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** give an appropriate score **to both contestants**.
13. From **NAGE-WAZA** if the Blue contestant bridges (head & feet on the mat) upon landing to prevent White from scoring, the Referee must always call **HANSOKU-MAKE** to Blue for any type of bridge.
14. In all but Grand Prix events, in the Golden Score round, if Blue performs a prohibited act normally penalized with **SHIDO**, but had not been penalized in the original round, the Referee should **penalize Blue with SHIDO, then allow the play to continue**.
15. If the Referee & Judges, after the measurement 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 award **KIKEN-GACHI** to the opponent of the contestant who does not comply with the contest rules.
16. If the Referee believes the Blue contestant performed a "head dive" while doing a technique (like **UCHI MATA**), & during consultation with the judges it is determined that one judge disagreed & the other could "not see" as the White contestant's position blocked his view, the Referee may:
  - a) Consult with the Jury (if one is available); or
  - b) Do nothing & restart the contest; or
  - c) Penalize the Blue contestant with **HANSOKU MAKE (since both judges had different responses)**.
17. 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 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 call **IPPON**.
18. During **NE-WAZA**, the contest **will not** be stopped when both contestant's bodies are totally in the safety area if an **OSAE-, SHIME-, or KANSETZU-WAZA is in progress**.
19. If, while doing **NAGE-WAZA**, the Blue contestant's hand or knee touches the safety area supporting weight on it before White'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 indicate the score.

#### **Judge's Procedures:**

1. The ideal time for the Judges to check the scoreboard after the Referee has awarded a score is as soon as possible after the Referee awards the score at the first break in the action.
2. When a Judge wishes to talk with the Referee, other than to disagree on judgment calls (such as an incorrect score or unwarranted penalty on the scoreboard), he/she should contact the Referee by Radio. Should the radio have technical difficulties the Judges should stand.
3. The Referee awards an **IPPON** & both Judges agree on **WAZA-ARI**. The correct procedure is for the Judges to remain seated & radio the Referee to change the call.
4. If a contestant is permitted to leave the contest area during the contest, then the contestant, under normal conditions, **must be accompanied by one of the Judges of that contest**.

#### **Team Procedures:**

1. Any situation not covered by the IJF Contest Rules shall be dealt with & the decision rendered by the Referee & Judges (though consultation with the Jury may be prudent before rendering the decision).
2. The responsibility to see that the scores & penalties as announced by the Referee are properly designated on the scoreboard belongs to the Referee & the Judges.
3. If at any time, the Referee & the Judges all hold a different opinion of the value of a score for **NAGE-WAZA**, with one Judge expressing an opinion of a higher score & the other Judge an opinion of a lower score than that of the Referee, the Referee shall maintain his/her original decision. If at any time, the Referee & the Judges all hold different values of a score, after being informed by radio, the Referee shall award **the middle** value of the three opinions.
4. When opening the competition area, after the Referee team bows in at the edge of the safety area, they should 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.
5. If the Referee erroneously calls **MATTE** during **OSAE-WAZA**, causing the advantage to be lost & the contestants therefore stand up, the Referee should consult with the Judges, then with their assistance, put the contestants back in the **OSAE-WAZA** position achieved at the time that the **MATTE** was called, & then restart the contest from the time the original **OSAE-WAZA** was stopped.

#### Scoreboard Procedures:

1. What action should the Referee take if at the end of the contest, the scoreboard indicates:  
White: **1 WAZA-ARI, 2 SHIDO**; Blue: **1 WAZA-ARI**? Go to Golden Score.
2. What action should the Referee take if at the end of the contest, the score-board indicates:  
White: **1 WAZA-ARI, 1 SHIDO**; Blue: **1 WAZA-ARI, 2 SHIDOS**? Go to Golden Score.
3. With no other scores in the match, after scoring a **WAZA-ARI** Blue receives 3 **SHIDOS** in a row. The recorded score should become: White: No score; Blue: **HONSOKU MAKE**.

#### Penalties:

1. Generally, if Blue is found to be wearing a hard or metallic object, the Referee may indicate to Blue to remove the object without penalty should the object not have caused any injury to White, since it should have been found at **GI**-check. However, if it had injured White the Referee must penalize Blue with **HANSOKU MAKE**.
2. 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 immediately.
3. If both contestants infringe upon the rules at the same time with the same level infractions, the Referee must call **MATTE** & assess an appropriate penalty to both contestants.
4. If Blue puts a hand or arm (from the elbow to the wrist), foot or leg (from the knee to the ankle) directly on White's face, the Referee may immediately call **MATTE** (or **SONO MAMA** if White is in the advantageous position) & penalize Blue with **SHIDO**, or should White have an advantage, wait until the advantage is lost or at the appropriate time.
5. 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 call **SONO MAMA** at the appropriate time, assess a **SHIDO** against Blue, then restart the contest with **YOSHI**.
6. The following prohibited acts are **all SHIDO** violations:
  - a. Refusing to take hold of the opponent

- b. To be excessively defensive after **KUMI KATA** is established.
- c. False attacks.
- d. To hold the opponent's sleeve ends in a defensive posture.
- e. Finger-locking the opponent to prevent action.
- f. Intentionally disarranging the **GI**, or untying the belt without permission.
- g. Pulling the opponent down into **NE-WAZA** without skill.
- h. Finger in the sleeve or pants cuff.
- i. Abnormal grips without immediately attacking (cross grips, two-handed grips, gripping the belt, etc.).
- j. Non-combatively (no attacks for 25 seconds).
- k. Illegal gripping (pistol grip, cat's paw grip).
- l. Bear Hugging.
- m. Encircling with the belt or **GI** any part of the opponent's body
- n. Taking the **GI** in the mouth.
- o. To put a hand or arm (from the elbow to the wrist), foot or leg (from the knee to the ankle) directly on the opponent's face.
- p. To put a hand or foot in the opponent's jacket or belt, collar or lapel.
- q. To apply chokes using the belt or bottom of the jacket.
- r. To intentionally go outside the contest area.
- s. Scissoring the trunk, head or neck of the opponent (**DOJIME**);
- t. Kicking with the knee or foot to break a grip, & kicking the opponent's leg or ankle.
- u. Bending the opponent's fingers back to release a grip.
- v. Attempting SHIME- or KANSETSU-WAZA from a TACHI WAZA position
- w. Gripping or blocking below the belt, throwing with a throw requiring a leg grip.

7. The following prohibited acts are **all HONSOKU MAKE** violations:

- a. **KAWAZU KAKE.**
- b. **KANI BASAMI.**
- c. **KUSABE GARI.**
- d. **KANSETSU WAZA** to any joint other than the elbow.
- e. **DAKI AGI** (to lift the opponent who is lying on the **TATAMI** off the **TATAMI** to drive him back onto the **TATAMI**).
- f. To disregard the Referee's instructions.
- g. To make unnecessary or derogatory remarks or gestures to the opponent or officials.
- h. To make any action to injure the opponent (especially to the opponent's neck).
- i. To fall directly to the ground while doing techniques like **WAKE-GATAME.**
- j. Head dives (eliminates player from the match, but not the tournament); back-falling **KATA GURUMA.**
- k. To fall backward while controlling the opponent who is clinging to the back
- l. Wearing a hard or metallic object.
- m. Any action against the spirit of Judo.
- n. To land in a bridge (head and feet, back to the tatami) to avoid being scored upon.

#### **Miscellaneous:**

1. 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 do nothing.
2. Blue works into an **OSAE-WAZA** & the Referee calls **OSAEKOMI**. The **OSAEKOMI** shall be effective even if Blue maintains complete control of White & both bodies go entirely outside the contest area.
3. The sleeves of the jacket must reach to the wrist as a maximum & 5 cm. above the wrist joint as a minimum. A space of 10-15 cm. shall exist between the sleeve & arm (inclusive of bandages), on the entire length of the sleeve.
4. The Contest Area must be 10 meters on a side for International contests.
5. The Safety Area should be 18 meters on a side for all contests

6. When Blue loses a contact lens & it cannot be found quickly & Blue 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 award **KIKEN-GACHI** to White.
7. **OSAEKOMI** cannot be called if Blue is above White & holding White, but in-between White's legs, or if one of Blue's legs is entangled by White's legs.
8. **SHIDO** shall be given to a contestant who steps out of the contest area, perpendicular to the side of the contest area, only if his/her next step is not back into the contest area.