



IBSA Rules 2017

**IBSA Amends to the IJF contest
rules, specific to visually impaired
athletes**





Competition Area



- The dimension of the competition area will be the maximum as described by IJF, ***10 x10 with a 3m security and 4 m when 2 competition areas adjoin***. The safety area and the completion area should be ***strong contrasting colors***.
- A ***1m distance*** should be set between the competition area and any object likely to be hit by the competitors.
- The ***Center Referee will guide the contestants from the edge of the tatami to the positions at which the contestants must start and end the contest***.
- The ***Center Referee shall position the athletes in the center of the Competition area, approximately 1.5 meters apart***, with the Center Referee one pace back from the contestants, facing the scoring table.
- The ***white (shiro)*** contestant shall be positioned to the Referee's right, and the ***blue (ao)*** contestant shall be positioned to the Referee's left.



Competition Time



Duration of contest:

men and women four (4) minutes



Judo outfit (Judogi)



All athletes being classified as ***B1 (blind)*** will have a ***red circle of 7 cm diameter on the upper part of both sleeves***. The centre of the circle should be positioned at ***about 15cm from the shoulder***. The officials will apply the rules specific to B1 athletes.



Position and Responsibilities of the Referee

The referee and the judges shall make sure that the surface of the tatami is in conformity with the safety rules of IBSA Judo.

One referee system

One Center Referee shall be present on the mat. They shall ***secure and assist the blind competitors*** during the contest.

The contest shall be ***assisted by*** a dedicated video ***care-system*** operated by the ***two judges, and with a commission member present.***

The IBSA Jury or the Referee Director will intervene only when there is a mistake that needs to be rectified or when they consider it necessary.



Position and Responsibilities of the Judges

The ***Center Referee*** shall guide both contestants ***from the edge of the tatami, to their assigned positions within the contest zone, facing each other.***

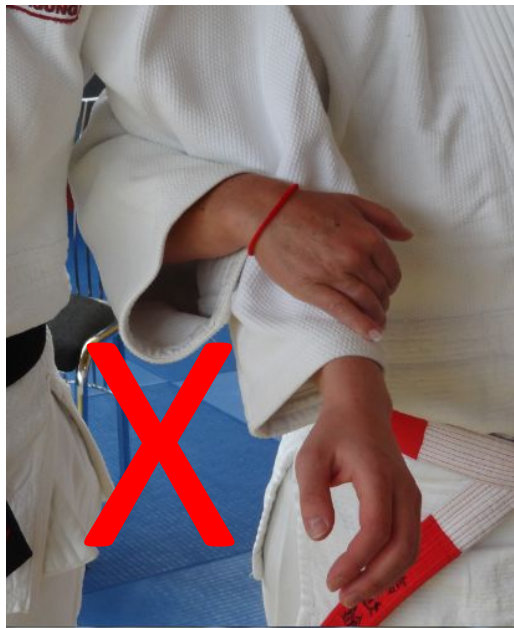
The judges will be in their respective seats, at the control table, monitoring the contest and operating the video care-system.

At the end of the contest, ***after the referee has declared the winner and the contestants have given the customary bow, The Center Referee shall guide both contestants back to the edge of the tatami,*** where an escort assistant or their coach will receive them.

See the escort procedure guidelines.



Position and Responsibilities of the Referee





Signs

Each time the Center Referee gives ***a score or penalty, in addition to the conventional sign and term***, he will also announce ***SHIRO (white) or AO (blue)***, to indicate the contestant receiving the award.

If the referee invalidates a score or penalty, the referee should also ***announce shiro (white) or ao (blue) according to the contestant who has lost the advantage.***



Signs

When declaring the winner of a contest in addition to the usual signal, the Center Referee will also ***announce shiro (white) or ao (blue) according to the winner's colour.***

In order to indicate to the athletes that they must adjust their ***judo gis***, the Referee shall approach and face the judoka, ***take his/her forearms and cross them in the conventional way.***

For better efficiency and to have a good grip it's necessary for the jacket to be well fitted in the belt, with the belt tightly.

If it's possible during the escort or if the athletes will go without escort to the center position the competitor shall arrange their Judogi and belt quickly between Matte and Hajime announced by the referee.



Signs

To indicate a ***non-combative penalty***, the Referee shall make the ***conventional sign and announced shiro (white) or ao (blue)*** accordingly.

Only in the case of a ***blind-deaf athlete***, will the referee approach the sanctioned athlete, oblige him ***to stretch his arm forward, with his palm downward, and the referee then make a rotative movement with his two index*** fingers in contact with the competitor's palm.

1 minute before end of the fight, there will sound a ***short time signal***. This should indicate for the contestants that 1 minute remains in the contest.



Starting the contest

After the Referee guides the contestants to their respective positions, the referee will announce REI;

At this command the contestants will bow to each other.

The referee will then give a command for ***kumi-kata***.



starting position –
not correct



starting position -
correct



Note:

- The Referee shall make sure that the kumi kata is ***only a grip and not the beginning of the fight.***
- The Referee shall make sure that, at the beginning of the fight and at each resumption of kumi-kata, the two competitors are facing, and holding with one hand their opponent's judogi ***sleeve (between the elbow and the tip of the shoulder)*** and with the other hand, they are holding the opposite ***lapel (between the clavicle and the tip of the sternum)***. The elbows must be relaxed, and the posture erect.



starting position –
grip correct



long arms –
not correct



starting position –
grip not correct



Note:



Once Kumi kata is established, If any fighter ***changes this grip before Hajime***, then the referee can penalize – ***SHIDO***.

When the **kumi kata is correct**, the Referee shall immediately announce **Hajime** (start), at which point the two contestants are allowed to ***move, but only after hajime*** (start) is announced.

Warning:

Competitors must ***not release either or both hands until “hajime”*** has been announced. If they move then they may receive a SHIDO penalty.

If there is a ***problem with Kumi Kata***, the referee shall ***instruct first*** the **white (shiro)** contestant to obtain their ***grip***, then instruct the ***blue (ao) contestant to obtain their grip***. ***The order will be reversed the next time.***



Penalties in Starting Position



- **Avoiding gripping:**
the referee shall signal refusing the grip, as per the IJF.
- **Bent Posture or bowed head:**
the referee signal defensive posture, as per the IJF
- **General signs:**
the referee shall signal as per the IJF.



Penalized with SHIDO



(All the Penalty - situations will be given from the starting position!!!)

- It is FORBIDDEN:
- To negatively break the grip with 2 hands on the opponents hand, wrist, forearm or sleeve, **(1)**
- It is not considered '**breaking**' if **one of the two 2 hands** is on one's own Judogi **(2)**
- To break the grip off your own sleeve, **using one's own knee (3) and (4)**
- To break the grip **by striking the opponent's sleeve, arm, or hand. (5)**
- To physically dominate the opponent in **Kumikata without any real attack (crushing) (6).**



Penalized with SHIDO



***Negatively Preventing or Removing the opponents grip
will be penalized strictly !!! (Shido)***



Penalized with SHIDO

To block the lapel with ***1 hand (7) or 2 hands (8)***, without any intention to attack.

Cross gripping, belt gripping, one sided grips, pistol grips, pocket grips and all non-standard kumi kata should be held with positive intent, and activity, with the grip used in setting up for, or followed by an ***attack. (9, 10)***.

General remark:

Please, give the all contestants enough time to start their action – Referees should have a feeling for the B1 fighters!!!



Penalized with SHIDO



Non-standard gripping if used only for Negative Judo, will be penalized!!! (Shido)



Penalized with SHIDO

- Blocking/Defending one's own lapel **(11)**
- Contestants who do not engage quickly in Kumikata, or who ***avoid being gripped by their opponent (12)***
- When an opponent has their grip on one sleeve, it's not allowed, ***to PULL AWAY the arm***, so that the opponent cannot grasp the sleeve with their free hand, without immediately re-gripping or attacking.

General remark:

Especially for visually impaired-fighters, the grip always must be held with both hands, except when attacking!!!



Penalized with SHIDO



***Preventing or removing grip only for Negative Judo
will be penalized !!! (Shido)
Have feeling for the B1 contestant !!!***



Penalized with HANSOKU-MAKE

All attacks or blocks in *Tachi-Waza, below the belt*, with one or two hands, or with one or two arms, in attack or defense, such as combinations, blocking, counter-attack or moving from a standing position to the ground will be penalized on

first offense by SHIDO and
on *second offense by HANSOKU-MAKE*.

Feeling for B1

*Take into account the visual impairment of the contestant,
and whether their contact is incidental to protecting their
body or losing their balance*



Penalized with direct HANSOKU-MAKE for unsportsmanlike situations or against the JudoSpirit

- If one of both competitors get *direct Hansoku-make for unsportsmanlike situations or against the JudoSpirit* than the referee must announce to the secretariat
- In this case the judoka are *disqualified from the competition, without points.*



Application of MATTE

- When the referee announces ***matte (halt)***, he should be careful ***to not lose sight of the athletes***, and ***stay close***, without obstructing them. He should then ***accompany or guide them to their starting positions*** (if he deems it necessary, as some visually impaired B2, B3 judoka, can return to their start positions by themselves)
- The referee will then instruct them to take ***kumi kata (grip)***, and ***immediately announce hajime*** (start).
- The referee will ***repeat this same action***, each time ***matte (halt)*** has been announced.



Leaving the Contest Area – J O G A I

As the contestants approach the safety area, the referee will move *toward the center of the contest area, and will announce*

JOGAI, repetitively, so that the contestants modify the direction of their movement towards the referee's voice.

If, despite the announcements of JOGAI, by the referee, the contestants intentionally exit the competition area, ***SHIDO can be given, to the contestant deliberately exiting the contest area.***

Please, call JOGAI repeatedly!!!

Remarks: The referee must be in a central position!!!

Consideration must be given to the B1 and Deaf contestant .



Rules at the edge of tatami

The IJF *rules, concerning the edge with 1 or 2 feet, shall not apply to IBSA contests.*

Leaving the mat *without action* in **disregard** of the command "**Jogai**" shall be penalized with Shido.

Remarks:

Please, give the contestants enough time to change direction.

Referees should have feeling for the blind (B1), and deaf contestants.



Coaching rules

Contrary to the coaching rules of the IJF, the IBSA Coach

during the entire contest, may give verbal instructions only to the contestants.



SORE MADE



- When sore made (end of combat) has been announced, the Referee should ***accompany or guide the athletes to their starting positions***. If necessary, the referee should direct them to ***adjust their judogis***.
- After the referee has announced the ***Winner of the contest***, with the appropriate signal, and the ***announcement of shiro (white) or ao (blue)***, he will then ask the contestants to bow to each other as he ***announces Rei***.
- The ***Center Referee will then guide both athletes back to the edge of the competition area, where they will bow***, and where their escort assistants or their coach will receive them.



IPPON, WAZA-ARI

The referee will
announce either score
Ippon shiro (white)
or Ippon ao (blue).



Waza-ari shiro
Waza-ari ao



Scoring

- ***Scoring will be by the IJF regulation :***

Ippon :

- for a ***throw direct to the back***, with force, speed, and control
- for an **Osaekomi with control for 20 seconds**
- for a submission or a successful application of **Shime-waza**, or **Kansetsu-waza**.

Waza-ari :

- for a ***throw landing***
- Includes those ***given Yuko in the past***
- landing on ***both elbows***
- for an **Osaekomi of 10 seconds or more, but less than 20 seconds**
- Waza-ari do **not add up**
- Two Waza-ari are **no equivalent of one Ippon**.



OSA EKOMI



The Referee will ***announce osaekomi in the traditional way***; if a ***penalty*** is to be given, the usual ***procedure is followed***:

- if a penalty has to be given to the contestant in the ***position of advantage***, the referee will announce Matte, have the competitors resume their ***starting position*** and then give the penalty and/or score together with the ***announcement of “shiro” or “ao”*** as appropriate.
- if a penalty has to be given to the contestant in the ***position of disadvantage***, the referee will announce the penalty, but will allow the osaekomi to continue, and wait for the appropriate moment to confirm the ***penalty, either after “matte”, or*** consequently to the end of the osaekomi.



Remarks

At the beginning, during, or at the end of the contest, the contestants are not allowed to ***make religious acts, gestures, or signs, while they are on the tatami***

Calling rules for IBSA

After the first call, if one of the contestants is on the tatami, ***in 30 seconds, an interval call will be repeated, after the next 30 seconds, the contestant on the tatami will win by Fusen Gashi.***



***The referee and judges are authorized to penalize competitors
in all situations when the Spirit of Judo is not respected,
and so particularly in the interest and protection
of the visually impaired B1 judokas***



SPECIFIC IBSA AMENDMENTS FOR DEAF ATHLETES





Judo outfit (Judogi)



When a participant is also ***deaf***, a ***small yellow circle having a diameter of 7 cm will be sewn on the upper arm of the judogi on both sides.***

This in order for the officials to apply the rules according to these special circumstances.





Judo outfit (Judogi)



If they are B1 and deaf then they will have a yellow and red circle on both arms.





Start of Contest



If one athlete is also ***deaf***, the Center Referee will ***stay close to him/her and announce REI.***

The Center Referee will assist the ***deaf athlete to bow applying one hand on the belly and the other in the back.***

The referee will then have both athletes take kumi kata and immediately announce Hajime ***giving one tap on the shoulder blade of the deaf athlete.***





Application of MATTE



If the athlete is ***deaf, when announcing Matte (halt), the referee should tap him /her twice on the shoulder blades.***





End of Contest



At the end of the contest, in the case of an athlete who is deaf, ***the referee should tap him /her twice on the shoulder blades.***

The ***Center Referee will assist the athlete to make the customary bow, after awarding the contest winner,*** by again bending the deaf athlete forward. Afterwards the Center Referee will guide both athletes to the edge of the competition area.





Sign for Ippon

The referee will announce either ***ippon shiro (white)*** or ***ippon ao (blue)*** as appropriate.

In the case of an athlete who is deaf:

- the referee will trace an ***“I”*** ***on the palm of his/her hand***
- ***turning their hand towards his/her chest***, if the ***advantage*** is attributed to him/her,
- ***turning it towards the opponent***, if the ***advantage*** is attributed ***to the opponent***.





Sign for Ippon

The referee will announce either ***waza-ari shiro (white)*** or ***waza-ari ao (blue)*** as appropriate.

- the referee will trace an ***“W”*** on the palm of his/her hand
- ***turning their hand towards his/her chest***, if the ***advantage*** is attributed to him/her,
- ***turning their hand towards the opponent***, if the ***advantage*** is attributed ***to the opponent***.





Signs



In ***addition to the conventional signs for*** visually impaired athletes, made to indicate the invalidation of an ***opinion expressed***, as described above, if the athlete is also deaf, the referee ***will trace a large X*** on the ***palm of the athlete's hand***.





Penalty for non-combativity

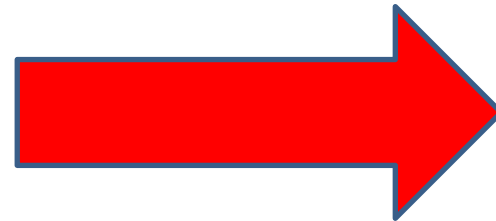
To indicate a ***non-combativity*** penalty, after having made the ***conventional sign and announced shiro (white) or ao (blue)*** accordingly, the Referee will approach the sanctioned athlete, ***will oblige him to stretch his arm forward, with his palm downwards and the referee will make a rotative movement*** with his two index fingers in contact with the competitor's palm of hand.



Signs for SHIDO

As above and also ***tap the top of*** the athlete's ***hand*** with:

- ***one finger*** (in the case of ***first shido***)
- ***two fingers*** (in the case of ***second shido***)
- In the case of a ***third penalty*** the athlete will receive ***Hansoku-make***





Signs for Hansokumake

If given to the deaf athlete, the referee will trace an ***H in the palm of his/her hand***





Signs for 1 minute before end

1 minute before end of the fight will ***hear a short time signal***. This is the temporal orientation for the blind athletes over the remaining contest time of 1 minute. The ***referee is looking for a suitable moment to give “Matte”*** and indicate to the ***deaf fighter with the finger drawing a watch on the left arm*** at the point where you normally wear a watch.





Signs for going outside – Attention !!!

To indicate to a ***deaf player*** who ***going outside*** of the contest area ***repeatedly***.

The referee ***turns his fist in the palm of the fighter's hand – for attention!***

Thereafter, the referee takes the flat hand of the competitor between the thumbs and index fingers and ***guides them along a line.***

The ***deaf*** athletes ***cannot hear*** the announcement ***“JOGAI”***.
If the athlete is ***deaf and blind (B1)*** the referee normally must ***never give Shido for stepping out.***



Signs for going outside

To indicate to a ***deaf player*** who is ***penalized a shido for going outside*** of the contest area. The referee will give the ***standard sign for Shido*** and ***additionally on the back of the hand with one finger drawing a vertical line upwards.***





Sonomama-Yoshi

In the case of ***Sonomama*** and an athlete who is ***deaf***, the referee should also ***give a quick pressure with his open palm on his/her head.***

When the referee announces ***YOSHI***, so that the contest may continue, he will ***quickly give another pressure on the head with his open palm.***



OSAEKOMI

The referee will announce osaekomi in the traditional way and announce ***shiro (white) or ao (blue)***.

If a penalty should be given, he will follow the usual with the announcement of ***“shiro” or “ao”*** as appropriate.

After Matte, for the deaf contestant, the referee will trace an ***“I”, “W” on the palm of the hand***

- ***turning it towards his/her chest, if the advantage is attributed to him/her,***
- ***turning it towards the opponent, if the advantage is attributed to the opponent.***



Remarks

The IJF rules are apply generally.

Please respect the handicaps of visually impaired people or deaf athletes and develop a feeling for it during the competition.