

- 4. To make unnecessary calls, remarks or gestures to the opponent, referees, the secretariat or to anyone else.
 - 5. To make an uncontrolled action, such as roundhouse punches and kicks, which are not stopped even if they miss the opponent, and after a throwing-technique the opponent is not able to continue immediately.
 - 6. To make straight punches or straight kicks towards the head.
- d. In case of two “forbidden acts” the fight will be lost by “Hansoku-make”.
 - d. The following actions count as a “heavy forbidden act”:
 - 1. To apply any action which may injure the opponent.
 - 2. To throw or try to throw the opponent with any lock or strangulation.⁽²³⁾
 - 3. To make any locks on the neck or spinal column.
 - 4. To make any twisted locks at the knee or foot.
 - d. The first time a contestant makes a “heavy forbidden” act he will be punished by “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.
 - d. The second time a competitor loses by Hansoku-make in a tournament, he is expelled from the rest of the tournament.
 - d. If both contestants will be punished by Hansoku-make, the match will be repeated.

Section 15 Settlement of the Match

- a. 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.
- b. After the fighting time has expired the contestant who has the most points at the end of the match will be the winner.
- c. If the competitors have equal points at the end of the match, the contestant who achieved the most number of parts with one or more Ippon wins the match.
- d. If the score is equal both in total points and in number of different parts in which Ippon were achieved, the contestant who achieved totally more Ippons wins the match.
- e. If the score is equal both in total points, in number of different parts with Ippon score and in number of Ippon, 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.⁽²⁴⁾ The procedure may be repeated. The scores, Ippons and penalties from the initial round are carried forward into the extra round.

Section 16 Walk-over and Withdrawal

- a. 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.

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²³ A throwing technique in combination with a lock or strangulation is not allowed. (e.g. Kote-Geashi counts as a take-down technique)

²⁴ The fighters keep their points and penalties they already achieved.

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- b. 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.

Section 17 Injury, Illness or Accident

- a. In every case when a match is stopped because of injury on either or both contestants, the MR may permit maximum time of 2 minutes to the injured contestant(s) for the rest. The total rest per contestant in each match shall be 2 minutes.
- b. The injury-time starts on command of the MR.
- c. If one of the contestants is unable to continue, the MR and the SRs will make a decision after the following clauses:
 1. When the cause of the injury is attributed to the injured contestant, the injured contestant shall lose the match with 0 points and the opponent shall get 14 points or the score he already achieved, if higher than 14.
 2. When the cause of the injury is attributed to the uninjured contestant, the uninjured contestant shall lose the match with 0 points and the opponent shall get 14 points or the score he already achieved, if higher than 14.
 3. When it is impossible to attribute the cause of the injury to either contestant, the uninjured contestant shall win the match with 14 points or the score they already achieved, if higher than 14, and the injured contestant shall lose with 0 points.
- d. When one contestant is taken ill during the contest and he is unable to continue, he shall lose the contest with 0 points and the opponent shall get 14 points or the score already achieved, if higher than 14.
- e. The official doctor is to decide whether the injured contestant may continue or not.
- f. If a contestant loses consciousness or if they blackout, the fight must be stopped and the contestant will be expelled from the rest of the tournament.

Section 18 Team Competitions

Team competitions are possible and the rules are the same as for individual competitions.

Section 19 Reserves in Team Competitions

- a. Reserves may replace contestants who have been injured or taken ill.
- b. The reserve must be in the same weight class or in a lower weight class than the ones who are to be replaced.
- c. Reserves may not replace a disqualified contestant.
- d. Reserves must be announced and weighted at the same time as the ordinary contestants.

III. JJIF Duo System

Section 20 Generalities

- a. The JJIF-Duo System is aimed at presenting the defence of one contestant against a number of predetermined attacks from a contestant of the same team. The attacks are divided into 4 series of 5 attacks each:
 - A. Gripping attacks
 - B. Embracing and neck lock attacks
 - C. Punches, strikes and kicking attacks
 - D. Weapon attacks ⁽²⁵⁾
- b. Every attack must be prepared by one pre-attack such as pushing, atemi, pulling. ⁽²⁶⁾
- c. Every attack can be carried out right-handed or left-handed at the free choice of the team.
- d. The defence is completely at the defender’s choice, as well the respective roles or the change of the roles as attacker and defender, as well the respective position of the feet. ⁽²⁷⁾
- e. The Mat Referee (MR) draws 3 attacks from each series. The other couple will use the same attacks but in a different order called by the MR.
- f. Upon the first attack of each series, Tori (defender) shall have the jury on his right side, after the attack may come from either side.
- g. The scores of the presentation will be given after each series by the Jury. Upon the Mat-Referee’s command “Hantei” they hold their respective score table over their head. ⁽²⁸⁾
- h. If necessary the MR indicates incorrect attacks by the correspond sign and by saying the number of the wrong. ⁽²⁹⁾
- i. When the same couple is involved in consequent matches, a recovery time of maximum 5 minutes will be allowed between the two matches.

Section 21 Material

- a. The secretariat shall be composed of a minimum of 2 people.
- b. The fighters are allowed to use one soft stick and one rubber knife. The stick shall be between 50cm and 70cm.

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²⁵ In Series D the attacker can start with both weapons in his hands.
²⁶ The pre-attack and the attack must be applied by the attacker.
²⁷ The change of the role as attacker and defender can also be changed during a series.
²⁸ The MR reads first all sores. When he sees, that the scores were counted on the screen, he puts down all the score cards.
²⁹ The sign “incorrect attacks” will be shown by the MR if the attacker shows an other attack than the one indicated by the MR.

Section 24 Course of the Match

- a. The couples stay facing one another in the middle of the competition area approximately two meters apart. The first drawn couple (Couple 1) has red belts and stays on the MR's right side. The second couple (Couple 2) wears blue belts. At the sign of the MR the couples will make a standing bow first to the Mat-referee and then to each other. Couple 2 leaves the contest area and goes to the safety area.
- b. The match starts, when the MR announces the first attack by calling the number of the attack and by giving the respective sign with the hand. ⁽³¹⁾
- c. After the end of the series A the contestants of the first couple kneel down and get their scores. After that they leave the contest area and go to the safety area. Couple 2 also shows series A and gets its scores. Couple 2 starts with series B and gets its scores, after that couple 1 proceeds with series B and gets its scores. Couple 1 starts series C, etc, and couple 2 starts series D, etc.
- d. After the demonstration of the last series of the last couple the match has finished. The two couples take the same position as in the beginning of the match on request of the MR. The MR asks the secretary for the winner and shows it by raising the hand and calling the respective colour of the belt.
- e. If the points of the two couples are equal ("Hikiwake"), the match will continue series by series until there is a winner. The couple with the blue belts starts with series A.
- f. After the MR announces the winner he orders the standing bow first to each other, then to the referees

Section 25 Score System

- a. The scores are given from 0 to 10 (1/2 number interval)
- b. The highest and the lowest scores are taken away.

Section 26 Jury

The Jury shall consist of 5 licensed referees, each one from a different country.

Section 27 Walk-over and Withdrawal

- a. 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, the non-appearing couple gets 0 points.
- b. 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.

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³¹ The MR shows the number first to the contestants, then to the Jury.

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Section 28 Injury, Illness or Accident

- a. When an injury, illness or accident occurs, the active couple has a right to a maximum time of 2 minutes rest before continuing (the total rest per couple in each match shall be 2 minutes).
- b. If a couple cannot continue after an injury, "Kiken-Gachi" is given to the other couple.

Section 29 Team Competitions

Team competitions are possible and the rules are the same as for individual competitions.

Section 34 Secretariat

- a. The secretariat is placed opposite the position of the MR at the beginning of the fight.
- b. The secretariat shall be composed of two scorekeepers and one timekeeper.
- c. One of the secretaries keeps a record of the competition on paper; the second one can control an electronic scoreboard.
- d. If there is any difference between the two score registers then the paper one is the correct one.

Section 35 Course of the match

- a. The contestants start facing one another in the middle of the competition area approximately two meters apart. The contestant with the red belt stays on the MR's right side. At the sign of the MR the competitors will make a standing bow first to the referees and then to each other.
- b. After the MR announced "Hajime", the match starts in standing position.
- c. As soon as there is contact between the competitors by holding the opponent, they are allowed to go to the ground immediately.
- d. A competitor is allowed to jump into the guard directly.
- e. As soon as both contestants have both knees on the floor or one of the contestants is sitting or laying on the floor the match continues at the ground.
- f. The contestants can change between the different positions, but they must be active.
- g. At the end of the match, the MR announces the winner and orders the standing bow first to each other, then to the referee, who is standing in the fighting area opposite the table referee.

Section 36 Application of "Hajime", "Matte", "Sonomama" and "Yoshi"

- a. The MR shall announce "Hajime" to start and to restart the match after "Matte".
- b. The MR shall announce "Matte" to stop the match temporarily in the following cases:
 1. If both contestants left the fighting area completely in a not recognizable position. The referee will restart the match in the middle of the fighting area in standing position
 2. If one or both contestants are injured or are taken ill.
 3. If a contestant taps.
 4. If one of the contestants can't tap by himself during a strangulation or a lock.
 5. In any other case when the MR finds it necessary (e.g. to reset the Gi or to deliver judgments)
 6. The fight has finished.
- c. "Sonomama" shall be used if the MR must temporarily stop the fighters. In this case, the contestants are not allowed to move anymore. "Sonomama" will be announced:
 1. If both contestants left the fighting area completely in an easy recognizable position to bring them back to the middle of the fighting area.
 2. Any other time the MR finds it necessary.

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- e. Sweeps
 1. If a contestant is laying underneath his opponent and if he is able to change his position to be on top, he will be rewarded with 2 points. ⁽⁴⁰⁾
 2. If the sweep starts in an osae-position and ends in the guard position (or half-guard position) no points will be rewarded.
 3. If the sweeping contestant, stop the movement, to go for a submission, he will not be rewarded with 2 points.
 4. If a contestant turns his opponent from “turtle position” (on his hands and knees) on his back, the action will only be rewarded with 2 points, if it is followed by an osae-komi that scores points.
- f. Taking the back

Any actions of Tori followed by a taking the back of Uke during 5 seconds were rewarded with 2 points.

A taking the back in the standing position will only rewarded with 2 points, if the opponent was brought to the ground.
- g. Locks and stragulations
 1. All strangulations are allowed, except with a belt, bare hands or fingers.
 2. All locks on shoulder, elbow and wrist are allowed.
 3. Locks on legs or feet are allowed in bending, stretching and compression.
 4. A lock or strangulation, that almost submitted the opponent, will be rewarded with advantage.
 5. All kind of twisted locks on knee and foot are forbidden. If a contestant apply a straight leg lock, the opponent try to escape by twisting his body and has to tap because of the pain, he will loose the match by submission.

Section 38 Penalties

- a. One passivity warning per fight and per contestant is possible.
- b. “Light forbidden acts” will be punished by “Shido” and the opponent gets 2 points. The following actions count as light forbidden acts:
 1. If one or both contestants continue showing passivity after the warning.
 2. To put the fingers inside the sleeves or trousers of the opponent.
 3. To put the hand into the face of the opponent.
 4. To go to the ground without a grip at the opponents gi.
 5. To escape from the fight on the ground and stand up without any contact.
 6. To apply a strangulation over the chin of the opponent. ⁽⁴¹⁾
- c. The following actions count as a “heavy forbidden act” and will be punished by “Hansoku-make”:
 1. If a competitor gets 4 Shido.
 2. To leave the contest area deliberately.
 3. To avoid to tap by leaving the fighting area.
 4. To apply any action that may injure the opponent.
 5. To make any locks on the neck or spinal column. ⁽⁴²⁾

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⁴⁰ The points shell only be awarded if the athlete can stabilize the position.

⁴¹ If strangulation has started correctly and the opponent has to tap because he moved his chin under the strangulation so he will loose the match by lppon.