



**5. Dynamic Edge (IJF Wording)**

“Let the fighters fight!”

**Partially NEW**

“All actions are valid and may continue (no *Mate*) as long as either contestant has some part of his (or her) body touching the contest area”. (Similar *Ne-waza* criterion is to be applied).

**U.S. Referee Commission Commentary (Dynamic Edge)**

1. Translation: “Actions” are while the competitors are gripping (*kumi kata*) each other as long as they are moving rapidly (*tsugi ashi*, etc.), no attack (entry into a throw) need take place, but could take place.
2. A competitor in “action” may play in the safety area as long as either contestant has some part of his/her body touching the contest area. Any break in or stall of the action warrants *Mate*. This is very different from what we have been doing in the past. This is a more liberal application. The referee and judges must be cognizant of the safety issues brought about by this change.
3. The cardinal principle to follow is **Continuity of the Action and Dynamic Action**.
4. After the original attack inside, award the appropriate score (if any) for any subsequent *renraku-waza* or *kaeshi-waza* whether one player is inside (contest area) or both are in the safety area (outside), as long as there is “continuity” and there is no clear break in the dynamic action.
5. If the referee calls “*Mate*” in error and the judges believe the action and attack to be valid, they may nullify the *Mate* and score the throw. The Jury may be consulted.
6. Any attack in the Dynamic Edge situation should have immediacy of result (reasonable completion time).

**Interpretational Adjustments**

**Negative judo penalties must be more strictly enforced.** However, we must be sure that a penalty is given only when it is obvious. Referees must not hunt for penalties. If infractions happen, they must be penalized. Please do not go overboard.

There had been a trend for the past two years in some parts to not give any shido penalties unless they were “extremely” obvious. This trend is NOT what the IJF or the U.S. Referee Commission wants!

Generally more than five seconds **means 6-8 seconds**, not 15-20 seconds or longer!

Repeated offenses should be penalized even faster (4-5 seconds). Non-combativity is still 20-30 sec.

**6. Article 27.1 Avoid taking hold (To avoid taking hold or prevent your opponent from taking hold)**

**Adjustment**

This includes **blocking** to prevent *kumi-kata*. This includes covers (gripping one’s own lapel in order to prevent the opponent from gripping), hold-aways (gripping one’s lapel and pulling it away out of reach of one’s opponent) etc.

This also now includes **crushing** (excessive obi-tori gripping). That is keeping the opponent in a bent-over posture using an over-the-back “crushing” grip to prevent *kumi-kata*.

The time frame on this is generally more than five seconds.

Application of any negative judo penalties, such as refusal to grip should be made with logical (intuitive) timing and should be made in conjunction with the dynamic (spirit) of the contest.

**7. Article 27 Excessively Defensive Posture (Generally more than five seconds.)**

**Reiteration**

This prohibited act will be penalized more quickly (6-8 seconds). The goal is to discourage wrestling and wrestling style tactics.

**8. Article 27 False Attack**

**Reiteration**

The referee will be more vigilant in the enforcement of false attacks including diving at the legs without a clear attempt at a throw, drop *seoi-nage* without a clear attempt at a throw or similar unskillful attacks. These are mitigated of course by the opponent's obvious defense. A true failed attack is not a false attack.

**9. Article 27 Hikkomi (Hikikomi) Unskillful take downs in order to enter Ne-waza**

**Reiteration**

This includes unskillful *tomoe-nage*, unskillful *sumi-gaeshi* and similar unskillful attacks where the intent is to enter *ne-waza* and not to throw one's opponent. These types of attacks should be penalized with *shido*.

The uses of *Tomoe-nage* to enter into *Juji-gatame* or similar techniques (*Hikkomi gaeshi*) are acceptable as long as the attack is continuous and skillful.

**10. Article 27 Pants Grasping**

**Partially NEW**

A player may NOT "first" grab the trouser leg(s) then attack, but may grab the trousers to assist in finishing an attack that has already been initiated. Grabbing the trousers first, results in an immediate *Mate* and (*shido*). Grabbing the pants in the midst of an ongoing attack or even simultaneously in order to finish the attack should not be stopped or penalized.

Grabbing (Grasping) the leg (not pants) – arm-hook or hand-hook (as in *Morote-gari* and *Kibisu-gaeshi*) without grabbing the trousers/pants is still legal. These actions should not be stopped or penalized and any subsequent action should be scored.

**11. Judogi Control Article 3**

**NEW**

There will be stricter enforcement of the *judogi* criteria. At National and International Events it is the responsibility of the coach, manager and competitor to meet the *judogi* rules.

The new *judogi* caliper (*Sokuteiki*) will be available at National Level and at Elite point events.

Before coming to a tournament, a competitor and his or her coach should be sure the competitor's *judogi* meets all the *judogi* requirements as outlined in Article 3 of the Refereeing (Contest) Rules.

Before the competitor comes onto the contest area (On-deck) a *gi* caliper (*Sokuteiki*) will be available at each contest area so the contestant and/or coach may check to see if the *judogi* meets all the requirements of the rule.

When a competitor comes to the contest area s/he has assumed responsibility that the *judogi* is legal.

This official *judogi* check will be done only if after a visual inspection, which the referee and judges do every contest when the competitors are walking up to the side edge of the mat, one of the officials on the mat believes that the *judogi* may not meet the *judogi* requirements.

If the referee and judges determine (all agree) that the *judogi* is "illegal" after measuring it with the *judogi* caliber (*Sokuteiki*), then that contestant will lose by *Hansoku Make*.

If two officials believe the *judogi* is illegal, then they will consult the Jury. If only one official believes the *judogi* is illegal, the contest will be allowed to continue.

This *Hansoku Make* will eliminate the competitor only from that contest, not from any subsequent contests.

Future discussion by the U.S. Referee Commission will be taking place with regard to the application of this rule at Local and Regional tournaments.

**12. Long Landings: (It ain't over until it's over) (Continuity of the landing):**

**Reiteration**

Judgment on how a throw should score is based on the entire landing from the initial point of contact or impact to the final part of the body or back landing on the *tatami* when all **controlled** movement ceases.

The complete landing in *nage-waza* must be considered in total for scoring purposes, even if the action is slow, uneven (slight hesitation), or irregular (e.g. opposite side), so long as there is **no clear break** in the technique. The landing must be continuous.