

JU-JITSU INTERNATIONAL FEDERATION (JJIF)



COMPETITION RULES

(Version 2.5 / June 17th 2014)

With Comments
(Not part of the Rules)

MEMBER of SportAccord
International Federations' Union



and IWGA
International World Games Association



II. JJIF Fighting System

Section 6 Generalities

- a. In Fighting-System two competitors compete against each other in a sportsmanlike competition with adapted means of Ju-Jitsu.
- b. The JJIF's Fighting-System is composed of 3 Parts:
 - Part 1: Punches, strikes and kicks
 - Part 2: Throws, take downs, locks and strangulations
 - Part 3: Floor techniques, locks and strangulations.

The contestants must be technically active before going into the next part. An act is technically valid when the competitor shows the technique with good balance and with controlled combinations ⁽⁷⁾.
- c. Attacks in part 1 are limited to the following areas: Head, face, neck, abdomen, chest, back and side.
- d. All strangulations are permitted except strangulations with the hand / fingers.
- e. The fighting time per match is 3 minutes. The Mat-Referee together with the Side-Referees should decide, after consulting the Table-Referee, if the last action happened before or after the end of the three minutes.
- f. Between two matches a recovery time of maximum 5 minutes will be allowed.

Section 7 Material

- a. The contestants are required to wear soft, short and light hand protectors and soft foot & shinbone protectors matching their belt-colour (red or blue).
- b. The protectors must be made of soft foam and should be at least 1cm thick and with upper limit of 2cm. ⁽⁸⁾
- c. Protectors must be in the right size and in good order.
- d. It is allowed to have jockstrap and mouthpiece. Female competitors may wear a chest protection.
- e. Foot & Shinbone protections, jockstrap and chest-protections must be worn under the Gi.

⁷ By combinations means:
 In part 1 they must make combinations with kicks or punches.
 In part 2 they must really be active to try to throw/ take down the opponent.
 In part 3 they must really try to make a good hold or really try to come out of the hold.
 In part 3: As long as there is a real will to fight and when there is a real progress in the engaged technique the action has to continue except that the majority of the fight should not take place on the ground.

⁸ If a contestant's gi and protectors do not follow the rules the competitor will not be allowed to start in the fight. In this case he can change his protectors / gi within two minutes. He will be punished by Shido for delaying the start of the match.

Section 8 Weight Categories

The following weight categories will be utilized in the World Championships and continental competitions held under the auspices of the JJIF for men and women:

Women: -49kg, -55kg, -62kg, -70kg, +70kg

Men: -56kg, -62kg, -69kg, -77kg, -85kg, -94kg, +94kg

Section 9 Referees ⁽⁹⁾

- a. The Mat-Referee (MR) who stays within the contest area shall conduct the match.
- b. Two Side-referees (SR) shall assist the MR and shall be situated in the safety area. The SR must place themselves where they can follow at any time the course of the match as best possible and award their points.
- c. The Table-Referee (TR) is responsible for the secretariat. He dictates the points and penalties to the secretaries and informs the MR about the expiry of the fighting-time, the Osae-komi-time and the injury-time.
- d. There may be two Table-referees at the finals if the number of referees allows it and if this can be done at all finals in the tournament.

Section 10 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 11 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 Part 1.
- c. As soon as there is contact between the competitors by holding the opponent, part 2 has begun. Punches, strikes and kicks are no longer allowed except when they are performed simultaneously with the initial grip.
- d. 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 in Part 3. ⁽¹⁰⁾

⁹ The referees should be from different countries if possible.

- e. The contestants can change between the different parts, but they must be active in all parts. ⁽¹¹⁾
- f. If a contestant only rushes towards the opponent without making a technical action or if he is dangerous to himself (“Mubobe”), a technical penalty will be given and the match will continue in part 1.
- g. Throws must start in the fighting area. The opponent may be thrown to the safety area, provided the throw presents no injury risk for the opponent.
- h. At the end of the match, the MR announces the winner and orders the standing bow first to each other, then to the referees, who are standing on one line in the fighting area opposite the table referees.

Section 12 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 one or both contestants left the fighting area completely in Part 1 or Part 2. ⁽¹²⁾
 - 2. If both contestants left the fighting area completely in Part 3. ⁽¹³⁾
 - 3. To give one or both contestants a penalty in Part 1.
 - 4. If one or both contestants are injured or are taken ill.
 - 5. If one of the contestants can’t tap by himself during a strangulation or a lock.
 - 6. When Osae-komi time is expired
 - 7. If the contact in part 2 and part 3 is lost and the contestants will not continue in part 1 by themselves.
 - 8. In any other case when the MR finds it necessary (e.g. to reset the Gi or to deliver judgments)
 - 9. In any other case when one of the SRs finds it necessary and therefore claps his hands. ⁽¹⁴⁾
 - 1. 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:
 - 2. To give one or both contestants a warning in Part 2 or Part 3.
 - 3. To give one or both contestants a penalty in Part 2 or Part 3.
 - 4. Any other time the MR finds it necessary.
- d. After “Sonomama” the contestants continue exactly in the same position they were, when the Command was announced. To actually start again the match, the MR announces “Yoshi”.

¹⁰ If a contestant repeatedly goes down on his knees or sits directly he shall be punished passivity in Part 2. It is not allowed to lift the opponent laying down to apply a throwing technique. In this case the MR stops the fight by Matte.

¹¹ It is not allowed to hit the opponent when he has both knees on the mat. In this case the MR stops the fight by Matte.

¹² If one of the fighter leaves with both feet the fighting area only for a short while and returns immediately back, the match will not be stopped

¹³ If a SR claps his hands, the MR has to stop the fight.

¹⁴ The MR together with the SR should decide, after consulting the TR, if the last action happened before or after the end of the fighting time.

Section 13 Points

Scores must be marked by the majority of the referees, therefore at least two referees. If the referees give a score different from each other, the intermediate score prevails. If one of the referees doesn't see an action, the lower of the two remaining scores prevails.

- a. The following points can be given in Part 1:
(Punches, strikes and kicks must be applied with Hikite / Hikiashi, in good balance and control ⁽¹⁵⁾)
1. An unblocked punch, strike or kick (Ippon, 2 points)
 2. A partly blocked punch, strike or kick (Wazaari, 1 point)
- b. The following points can be given in Part 2:
(Throws, take downs, locks and strangulations)
1. Strangulations and locks in case the contestant can't clap by himself and the MR must stop the fight by announcing "Matte". (Ippon, 2 points)
 2. Strangulations and locks with tapping (Ippon, 2 points)
 3. A perfect throw ⁽¹⁶⁾ or take-down (Ippon, 2 points)
 4. A not perfect throw or take-down (Wazaari, 1 point)
- c. The following points can be given in Part 3:
(Floor techniques, locks and strangulations)
1. Strangulations and locks in case the contestant can't clap by himself and the MR must stop the fight by announcing "Matte". (Ippon, 3 points)
 2. Osae-komi ⁽¹⁷⁾, Strangulations and locks with tapping (Ippon, 3 points)
 3. An efficient control announced as "Osae-komi" during 15 seconds. (Ippon, 2 points)
 4. An efficient control announced as "Osae-komi" during 10 seconds. (Wazaari, 1 point)
- d. An efficient control started within the fighting time is allowed to continue until termination (even after expiry of the fighting time). If the control is broken before the 15 seconds the MR shall announce "Toketa".

¹⁵ A kick which will be caught by the opponent never can be counted as an Ippon.

¹⁶ A perfect throw after which the opponent lands on his stomach will be counted as an Ippon.

¹⁷ Osae-Komi can only be announced if:

1. The controlled person is lying on the floor.
2. The legs of Tori are free.
3. Uke is well encumbered and can't move freely. Tori has a good control over uke.

Osae-Komi time continues, even when:

1. The controlled person is able to catch a leg of Tori
2. The controlled person can turn on the side or back.

If both bodies are completely outside the fighting area, the Osae-Komi time will be stopped by "Toketa".

Sankaku-Jime must be applied with one arm inside the crossed legs.

Sankaku-jime and Juji-gatame count as an Osae-komi as long as there is a full control of Uke's upper body.

Straight leg locks with control of uke's upper body must be seen as an osae-komi. If uke is able to rotate the body, it will be toketa.

Different points for control-technique can't be accumulated (e.g. an Osae-Komi which is held longer than 10 seconds and an arm lock won't give a Waza-Ari and an Ippon) This is only possible, if the MR stopped before the Osae-Komi by announcing "Toketa".

Section 14 Penalties

- a. Penalties must be given by the majority of the referees. ⁽¹⁸⁾
- b. “Light forbidden acts” will be punished by “Shido” and the opponent gets 1 Wazaari. The following actions count as light forbidden acts:
1. If one or both contestants show passivity or minor technical infringements. ⁽¹⁹⁾
 2. “Mubobe”
 3. To deliberately go outside the fighting area with both feet ⁽²⁰⁾.
 4. To purposely push the opponent outside the fighting area.
 5. To purposely deliver kicks or punches after the beginning of Part 2.
 6. To make any further actions after “Matte” or “Sonomama” has been announced.
 7. To deliver punches, strikes and kicks to the legs.
 8. To deliver punches, strikes and kicks at the opponent if he is lying down.
 9. To make locks on fingers or toes.
 10. To make cross-legged locks around the kidneys and stretch the legs.
 11. To make a strangulation with bare hands / fingers.
 12. If a contestant comes unprepared to the mat and delays the contest. ⁽²¹⁾
 13. If a contestant is wasting time on purpose (by arranging the Gi, by taking the belt off, taking off the gloves etc.)
- d. A “Forbidden acts” will be punished by “Chui” and the opponent gets 2 Wazaari:
1. To make attacks like kicking, pushing, punching, hitting the body of the opponent in a hard way. ⁽²²⁾
 2. To throw the opponent from the fighting area to the area outside the safety area.
 3. To disregard the MR’s instructions.

¹⁸ Mistakes made by the application of score and penalties, should be corrected by the three referees and the table referee in charge.

¹⁹ Passivity Part 1: One or both do not show any activity with the aim to get points.
One or both contestants go directly to part 2 or 3.
One or both contestants do not show combinations before going into the next part.

Passivity Part 2: If one or both do not show any activity with the aim to get points.
If one or both contestants only blocks the attacks or the movement of the opponent or both contestant goes down on the floor on purpose.
If the contestants refuse to go to part 2 but are active in part 1.
A fighter makes a false attack by throwing itself on the ground purposely without technique to break the contact

Passivity Part 3: If one or both do not show any activity with the aim to get points.
If a contestant is repeatedly passiv after penalties, he can be punished by Chui
(Disregard MR instructions)

²⁰ If one of the competitors leave the fighting area for a short time and if he comes back into the fighting area, the fight mustn’t be stopped.

²¹ The punishment will be given after the standing bow before the fight will be started by “Hajime”

²² A technique which is stopped by the opponents body / head instead of the attackers control of the technique is an example of c1. A technique which causes the head to move due to contact is an example for c1.

Techniques that cause bleeding (but not due to re-opening of an existing wound) must be evaluated by the MR and SRs to determine if it a penalty per c1 (Forbidden Act) or e1 (Heavy Forbidden Act) based on the situation.

Techniques (excluding straight techniques) to the head that merely touch or are within 10cm are valid scoring techniques. Contact to the body is considered “skin-touch” contact. Otherwise, it may be construed as hard contact per c1.

Other criterion for c1 that needs to be looked at is if hard contact occurred because the opponent moved into the technique. In this case, there was no intent by the attacker to induce hard contact, and may be even a penalty of Mubobi to the opponent, if there is precedence of failure to protect one’s self or reckless behavior.

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.

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.

- 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.

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