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CJJIF Secretary Gen. Vladyslav Shypinskyi



Combat – Ju-Jutsu

Official tournament rules in the full-contact section.

Part 1. CHARACTER AND METHODS OF HOLDING TOURNAMENT

Article 1. Tournament Character.

1. The tournament can be:
 - personal,
 - team,
 - personal-team.
2. The character of a tournament is determined by tournament Regulations in every separate case.
3. In a personal tournament only participants' personal results and ranks in their respective weight categories are to be determined.
4. In a team tournament the teams are to contest each other which results in teams' ranking.
5. In a personal-team tournament the personal ranks of participants are determined, while team's rank is determined depending on personal results of their participants according to tournament Regulations.

Article 2. Systems and methods of tournament holding.

1. During a tournament participants contest in one group (a system without sub-groups) or, by way of seeding, are allocated to several sub-groups (a system with subgroups). The latter must include definition of the way best sportsmen to move into the next stage of tournament, the worse to abandon. Tournaments are divided into preliminary part and the final.
2. Tournament can be held by one of the following methods:
 - Olympic system (till first defeat);
 - Round system (all participants meet each other);
 - Out after two defeats.
 - Round systems with division to subgroups. Should a large number of sportsmen in a certain weight take part in a tournament, it is permitted to divide participants into two subgroups with precondition that strong sportsmen be seeded in different subgroups. In this case semifinal and final are to be held to determine the personal ranks of the participants. From each subgroup two sportsmen taking first and second places are to come out – participant taking first place in first subgroup is to contest with the participant taking second place in the second subgroup. The winners of semifinals are to meet in final to contest for 1st and 2nd places, the semifinal losers are to contest for the 3rd place. In a preliminary stage of the tournament participants are to contest each other by round method, and in final part - by Olympic system. In case when participants from one subgroup come out to the final their previous combat result is to be taken into account. Participants who do not reach final or semifinal stop competing.
3. The order of combats between participants (teams) is to be determined by seeding, chosen system and method of tournament holding.

4. System and method of holding preliminary and final parts of a tournament are chosen during a seeding (if not determined by tournament Regulations).

Part 2. TOURNAMENT PARTICIPANTS

Article 3. Age groups of participants.

Tournament participants are divided into the following age groups:

Group	Age
Childrens	8-11 years
Youth	12-15 years
Juniors	16-17 years
Adults	18 years and older

Article 4. Participants Admission.

1. Terms of participants' admission, their sports characteristics, qualification and age, as well as the list of documents to be applied to the credentials committee are envisaged by tournament regulations.
2. Application from organization to send its members for tournament is to be written on a preset form obligatory with certified stamps and signatures of organization head, coach and doctor, witnessing participants' correspondent readiness level.
3. Deadline for filing application forms is determined by tournament Regulations. The final application for participation is to be filed by representative of a team with the credentials committee before start of weighting.

Participants' admission is carried out by credentials committee consisting of representative of organizing party, chief referee or his deputy, chief secretary and committee members, who check participants' applications and documents for compliance with the requirements of tournament Regulations. Responsibility for participants' admission in disputable situations is laid upon representative of organizing party. Organizers of the event, as well as employees of the organization that holds in the region(country) competition does not bear any legal or medical liability for injuries or accidents that may happen during the competition, but obliged to ensure the presence of teams of medical staff in the competition. All competitors must be insured against accidents and injuries.

Article 5. Weights.

Participants are divided into the following weight categories:

Children's 8-9 years	Children's 10-11 years	Youth 12-13 years	Youth/ girls 14-15 years
25 kg	30 kg	40 kg	50 kg / 42 kg
30 kg	35 kg	45 kg	55 kg / 47 kg
35 kg	40 kg	50 kg	60 kg / 53 kg
40 kg	45 kg	55 kg	65 kg / 58 kg
45 kg	50 kg	60 kg	70 kg / 64 kg
Over 45 kg	55 kg	65 kg	75 kg / 70 kg
	Over 55 kg	Over 65 kg	Over 75 kg / 70 kg

Juniors/ girls 16-17 years	Women	Adults men's
55 kg / 47 kg	50 kg	62 kg
60 kg / 53 kg	56 kg	69 kg
65 kg / 59 kg	62 kg	76 kg
70 kg / 65 kg	68 kg	84 kg
75 kg / 71 kg	74 kg	92 kg
80 kg / 77 kg	80 kg	Over 92 kg
Over 80 kg / 77 kg	Over 80 kg	

National federations, of the national peculiarities, may impose additional age and weight categories during the domestic competitions.

Article 6. Participants' weighting.

1. Weighting procedure aims to determine whether participant's weight meets the limits of a certain weight category. Participant has a right to contest within weight category set up for him at weighting procedure, as well as in the higher weight categories.
2. Order and time of participants' weighting is set by Regulations. Sportsman, late or absent for weighting is not admitted for the tournament.
3. Within 1 hour before start of weighting, participants have a right to control their weight with balance, which is to serve official weighting.
4. Weighting is carried out once on the first day of tournament or on the eve and lasts for 1 hour.
5. Should weighting be held on the first day of tournament, it is to begin no later than 3 hours before tournament's start.
6. Participants from the same weight category are to weight on the same balance.
7. Weighting is carried out by a team of referees, appointed by chief referee, which include: deputy chief referee (one of the area managers), secretariat representative and two referees.
8. Before weighting participants pass superficial medical examination from tournament's doctor.
9. Participants are to weight in swimming trunks.
10. For weighting participant is to show passport (or identification document with photo).
11. Results of weighting are put into protocol, signed by all members of the referee team.

Article 7. Responsibilities and rights of participants.

1. Participant is to:
 - strictly follow the Rules, Schedule and Regulations of a Tournament;
 - follow referees' requirements;
 - immediately come to the area after called by referees panel;
 - immediately inform the referees panel if it is impossible to keep on contesting for any reasons;
 - greet and follow up a ritual, approved for a tournament;
 - correctly behave with all the participants, referees, servicemen and audience;
 - contest with shortly cut nails, and in due sports uniform.
2. Participant has a right to:
 - turn to referees through a team representative; turn directly to chief referee at a personal tournament (in absence of representative);
 - to control weight with official-weighting balance within 1 hour before weighting procedure start;
 - timely get all necessary information about tournament course: tournament schedule, changes in schedule, next round's contestants, combat results, etc.;
 - use no more than 5 minutes of medical assistance in course of every combat.

Article 8. Participant's uniform and outfit.

1. Participant's uniform – ju-dogi (traditional combat ju-jutsu and judo uniform) of white or dark blue color, consisting of trousers and jacket. Sleeves of the jacket should cover an elbow (i.e. to reach forearm of an outstretched arm) and should be loose enough to have 5 cm between arm and a sleeve. Tail of a jacket should reach mid hip. The belt wrapped twice around the thigh or waist and tied with plain knot should tighten the jacket so that the tails of it not to set apart. The ends of the tied belt should not hang lower knees. Trousers should cover no less than two thirds of shanks and be loose enough to have no less than 5 cm between leg and the trousers.
2. Before going out to a combat area the first summoned participant is to be belted with red belt, a rival – with white or dark blue belt.
3. Participants contest barefooted or in soft shoes (on permission of chief referee).
4. Participants are forbidden to put on anything able to cause injury – rings, necklaces, watches, chains, etc.
5. Compulsory defending outfits of participant are bandage (protection of groin), special blowing-clutching gloves of no less than 8 ounces in weight. Bandage is to be put under the trousers. Gloves to be of a preset type with open fingers for clutching, with elastic, protective stuffing not removed or damaged. They are supposed to be safe for all the time of their use. Should be provided by organizers. For age groups of children, youths and juniors apply additional requirements on the use of protective gear:
 - Boys / Girls 12-15 years - bandage (protection of the groin), special shock-gripping gloves weight not less than 10 ounces, soft protection on shin, a helmet with a rigid protection of the front of

the head, burl at the request of an athlete, soft protection for girls hull;
- Juniors / Girls 16-17 years - bandage (protection of the groin), special shock-gripping gloves weighing not less than 10 ounces, soft protection to shin, open-faced helmet, burl, soft shell protection for girls.

Additional defending outfits, which might be used by participant, if permitted by Regulations are: sealed end, elbow-protectors, leg shields, preventing possible injuries. Covers for legs (shields) should not contain any solid parts (plastic, metal, bamboo, etc.)
Referees are to check defending outfits before fight.

Article 9. Teams representatives, coaches and captains.

1. Representative (head) of a team is intermediate between referee panel and participants. If a team does not have a special representative, the duties of the latter are to be carried out by team coach or captain.
2. Representative is responsible for discipline of a team's participants and provides for their timely coming for combats.
3. Representative participates in seeding, attends meetings of referee panel, if any.
4. Representative has a right to file in a written protest with a chief referee (look in art. Protests), accompanied with a reference to correspondent article and paragraph of the Rules.
5. Representative, coach and captain of a team are forbidden to interfere with instructions from referees and persons who hold tournament.
6. During combats representative is to be on a place, specially reserved for representatives.
7. Representative (coach) of a team can not simultaneously be referee of a tournament.
8. For not meeting the duties representative can be removed from heading a team.

Part 3. REFEREE PANEL

Article 10. Referee panel Staff.

1. Staff of referee panel is recommended by Directorship of Combat Ju-Jutsu International Federation.
2. Referee panel of a tournament consists of: chief referee panel – chief referee, deputy chief referee, (including area managers), chief secretary; referees – area and side referees, time-keepers, informers, participants' referees, serving staff – commentators, doctors, supervisor, etc.
3. Combat is to be judged by referee team consisting of: area manager, technical secretary and informer.
4. Actions by participants are estimated by neutral threesome referee panel, representing different teams. Each of them takes his own decision as to estimating participants' actions and in disputable moments should argument his actions with a correspondent item of the Rules.
5. Referee must have referee uniform, referee ID and tournament Rules.
6. Referee uniform consists of dark suit, white shirt and sports shoes. On permission of chief referee area and side referees might not wear jackets and put on bow-tie instead of necktie.

Article 11. Chief referee.

1. Chief referee manages tournament and is responsible before organizing party for its holding in compliance with these rules and Regulations.
2. Chief referee must:
 - check up readiness level of the premises which welcome a tournament, equipment and its compliance to the event, as well as make sure about availability of the respective documentation;
 - appoint referee teams for weighting procedure;
 - hold participants seeding;
 - approve schedule of a tournament;
 - allocate referees into teams for every area;
 - hold meetings of referee panel with participation of team representatives before tournament starts (for announcing schedule of a tournament and order of referee panel work), as well as hold daily meetings at the end of each day of a tournament (for discussion of tournament course and day results) and emergency meetings;
 - take all measures to exclude or correct possible mistakes of referees;
 - timely react to requests and protests from representatives (coaches, captains) of teams according to these rules;

- approve participants and appoint referee teams for the final;
 - estimate every referee's work by 5-scale system;
 - report to organizing party on a preset time.
3. Chief referee has a right to:
- cancel a tournament, if, by time of its start, the necessary equipment does not meet requirements of the Rules;
 - halt combat, take break-down or stop tournament in case of unfavorable conditions hampering normal course of holding the event;
 - make amendments in schedule of a tournament;
 - change functions of referees in course of tournament;
 - remove referees who commit blunders or fail to comply with their functions, making a special note in the report;
 - warn (or remove) representatives, coaches or captains of teams, who commit rudeness or enter an argument with referees or file in groundless protests;
 - halt announcement of a motion estimation or a combat result, if referees' decisions differ or if he does not agree with their decision for additional discussion and producing final decision;
 - not to admit participants, who do not meet requirements of the Rules or Regulations of a given tournament in terms of age, sports qualification or equipment.
4. Chief referee does not have a right to change tournament Regulations, neither has a right to remove or change referees during a combat.
4. Orders by chief referee are compulsory for execution for participants, referees, representatives and coaches of teams.
5. By instruction of chief referee one of his deputies or area managers might perform his functions.

Article 12. Chief secretary.

1. Chief secretary manages the work of tournament secretariat.
2. Chief secretary:
 - is part of credentials committee and referees team at weighting procedure;
 - participates in seeding;
 - makes up a Schedule of the tournament;
 - makes up an order of combats by rounds;
 - controls combat protocols registration;
 - draws up instructions and decisions of chief referee;
 - presents results of tournament for chief referee approval as well as necessary data for final report;
 - on permission of chief referee gives certain information to representatives, commentators and correspondents;
 - before start of a tournament checks up availability of participants for a given day of a tournament and their uniform compliance with the requirements of these Rules;
 - acquaints participants with the Schedule of a tournament;
 - notifies participants about order of their coming out to the area;
 - informs chief referee about nonappearance and removal of participants from tournament.
3. Chief secretary might have a deputy.

Article 13. Area manager.

1. Area manager settles at the referee table and manages the work of referee team.
2. Area manager:
 - staffs referee teams for combats with permission of chief referee;
 - summons and presents combat participants at the area, and announces results (if commentator's absent);
 - puts down warnings of a referee;
 - if necessary combines works of area manager and side referee;
 - in case of moonlighting positions of an area manager and side referee estimates participants acts and situations, and announces final decision of referees taken by majority of votes.
3. In case of necessity or essential divergence of opinion of referee threesome halts a combat and makes final decision after additional discussion of a disputable situation.

Article 14. Referee.

1. Being at the combat area referee manages the combat course, estimates actions and location of the participants and follows that the combat to pass in strict accordance to the Rules
2. Referee gives out commands in Russian or Japanese, which should be reflected in Regulations.
3. Referee:
 - participates in contestants presentation;
 - checks up availability of the necessary outfit of participants before start of a combat;
 - before start of a combat gives a command : “Take your positions” for participants to come out to the area;
 - in the beginning and in the end of a combat gives a command “Bow” (“Ray”) for participants to greet each other;
 - gives a command “Fight” (“Hadjime”) to start a combat and to resume it after breaks;
 - halts a combat with “Stop” command “(Yame)”:
 - if participants appeared in “out-of –the-area” position (art. 33);
 - if participants are not active enough and do no real try-outs to produce any technical actions;
 - if one of participants needs medical assistance with “Stop the time” gesture;
 - if there is disorder disclosed in outfit or uniform of participants;
 - if participant broke the Rules or produces forbidden motion and needs to be reprimanded or warned;
 - by time-keeper’s signal when the time of a combat is over;
 - by requirement of an area manager;
 - by request of side referee, if deems it is possible at a time given;
 - by ask of a participant, if deems it is possible at a time given;
 - if needs consultations in cases not envisaged by the Rules;
 - by participant’s signal of surrender, in case the latter clutched with painful or suffocating motion;
 - in case of knockout of one of the participants;
 - when there is obvious predominance of one of the participants in course of a combat;
 - if there is a decision about withdrawal of a participant from a combat or his disqualification;
 - when announcing combat’s results, stands at the middle of an area and shows the winner by putting his hand up.
4. If during a combat one participants is out of the area halts the combat, gets participants to the middle of the area and announces “Quit” (“Dzyegay”), and then reprimands participant who went out of the area.
5. If defending participant performs a forbidden motion, referee without stopping the combat requires to stop performing forbidden motion and issues an oral reprimand. In case of disobedience referee stops the combat and announces warning for a forbidden motion.
6. In case when one of the participants in result of a blow, throw or other technical action found himself in condition impossible to keep on combating, referee is to stop combat and start a loud and clear second counting, straightening fingers of a raised right hand by turn. Referee is to perform counting from one to five attentively observing participant’s condition.
7. Before starting countdown referee should send attacking participant to the starting position to the center of the area and then to start countdown.
8. In case participant managed to recover by count “four” referee gives a command to continue combating. In case of the second knockdown referee gives victory to the counterpart.
9. In case participant failed to recover by count “five” referee announces counterpart the winner.
10. In case one of the participants temporarily leaves the area to turn to a doctor referee is to send the other participant to the starting position in the center of a mat in sitting position on the knees back to the center of a mat.

Article 15. Side referee.

1. There should be 2 side referees.
2. Side referees are to be located in the corners of the area. If necessary, the judge must side moving along the far edge of the site to get close to the participants, it is better to see the situation and, if necessary, assist the referee stop the fight to prevent injury athletes.
3. Side referee might propose to warn or remove participant(s).
4. In all cases when referee deems it is necessary to stop a combat, he makes a correspondent gesture, attracting main referee’s attention and points out certain moments of a combat.

5. In determining the outcome of the fight, side judge makes a gesture toward the athlete, in his opinion, won this match. In controversial situations involved in the judicial board meeting, expressing their opinion on this episode match.

Article 16. Referee-timekeeper.

1. Referee-timekeeper sits at the table of the area manager. He is responsible for countdown and gives a signal of a combat's end.
2. With stopwatch referee-timekeeper fixes a lateness of a participant's coming out to the area after the first summon and announces time after every 30 sec.
3. Referee-timekeeper by gesture of a referee "Stop the time" stops stopwatch and puts it on again after "Fight" command ("Hadjime")

Article 17. Technical secretary, informer, commentator.

1. Technical secretary sits at the table of the area manager and after end of a combat puts down a correspondent columns of a combat information to the referee protocol.
2. Removal of participant from a combat for a regular break of the rules is put down in the protocol with X sign, when participant is removed from combat according to art. 30 par. 2 and 3, X sing is used together with explanation "injury" or "break of the Rules".
3. In case participant does not show up for a combat he is removed from tournament. "Nonappearance" or "med" (removed by doctor) signs are put next to participant's last name.
4. Another entries in the protocol are forbidden.
5. Commentator announces Schedule and order of tournament holding, presents participants of the next combat, gives their sports characteristics, explains certain regulations of the tournament Rules and announces results of every combat after permission from chief referee.
6. Depending on technical equipment it is permitted to combine work of referee-timekeeper and informer or technical secretary and informer.
7. In case commentator's absent chief referee may permit area managers to present the next pair of participants, to announce estimations in course of combat, and result in the end.

Article 18. Doctor of a tournament.

1. Doctor of a tournament is part of referees panel with the rights of deputy chief referee in medical sphere and takes part in its work.
2. Doctor of the tournament:
 - is part of the commission to approve tournament venue;
 - checks whether applications are correctly filled, and whether there is doctor's approval for participants to take part in the tournament;
 - attends weighting procedure, carries out medical control (superficial examination, etc.) of participants;
 - follows up that sanitary-hygienic norms to be met at tournament venue;
 - medically exams and observes participants in the course of a tournament;
 - gives medical aid directly at the area, gives conclusions on possibility or impossibility of combat or tournament continuation, immediately reports on the issue to chief referee and gives a correspondent certificate for secretariat;
 - after the end of a tournament produces a report of medical-sanitary provisions of a tournament with pointing out cases of sickness or injuries.

Article 19. Tournament supervisor.

1. Supervisor is responsible for timely preparation and art designing of tournament venue, safety and servicing for audience and participants, radio connection inside the premises, follows up an order during tournament, as well as provides for all the necessary measures by instructions of chief referee.
2. Supervisor is responsible for preparation and aptitude of special equipment for holding tournament in accordance with the articles 37 and 38.

Part 4. REFEREEING RULES.

Article 20. Combat contents.

In Combat Ju-Jutsu it is permitted to perform throws, painful and suffocating motions, blows with legs and hands, imitation of blows, and other attacking and defending actions performed from certain positions of participants.

Positions of participants.

1. “Standing” – position of a sportsman when he touches the area with his feet only (stands on feet).
2. “Laying” – position of a sportsman, when he touches the area with any part of a body except for feet.

Throws.

1. Throw is a motion of a participant, resulting in rival’s loosing balance and falling to the area, touching it with any part of a body except for feet, i.e. finds himself in “laying” position.
2. Throw is also an action when defending participant intercept initiative and throws his rival, changing the character and flow of attacking part’s falling.

Painful and suffocating motions.

1. Painful motion is a clutch of a leg or hand of the rival, allowing to perform: bending (leveler), or rotation of a joint (knot), pinching of tendons or muscles (pinch) and making rival to acknowledge himself defeated.
2. Suffocating motion is mechanic squeeze of breathing and blood-circulating organs by way of tightening or squeezing, resulting in rival’s signaling surrender or loosing consciousness.

Blows and imitation of blows.

1. Blows are performed by legs and hands (including knees) into permitted destinations. Only accurate and accented blows are counted, that caused the loss of equilibrium in the extra time or the inability to continue the fight played more than 3 seconds.
2. Imitation of a blow is counted only in case of its accurateness, preciseness (with full fixation of a rival) into undefended surface. In case rival managed to cover, imitation is not counted.
3. Imitation of a hand blow is counted only in case when attacking part is in balanced position standing on his feet or on his knees, and his rival – in laying position.
4. Imitation of leg blow is performed from standing position – with stamping move into surface of the area near the rival’s head.

Article 21. Start and finish of a combat.

1. After being summoned before start of a combat participants stand on the edges of the area.
2. The first participant summoned (with red belt) stands to the referee’s right, and his rival (with white or dark blue belt) to the referee’s left. The participants are to bow while coming out or leaving the area.
3. Before start of a combat participants by command of a referee take their positions in the center of the area and after the command “Bow” (“Ray”) bow to referee and then to each other.
4. Combat ends with the referee’s command.
5. After the combat’s finished participants are to take the same positions on the area as before the combat’s start for announcing the winner. After the winner’s announced participants are to bow to each other, then to the referee and leave the area back forward.
6. Blow or throw, started or performed during combat-finished signal is to be estimated.

Article 22. Course and length of a combat.

1. The length of a combat is stipulated by tournament Regulations within the following limits:
 - Fore adults and juniors – 2-5 min.
 - For youth – 2-4 min.
2. Countdown of a combat starts after the first command of a referee “Fight” (“Hadjime”). Breakdown time followed by referee’s gesture “Stop the time” is not included into the pure time of a combat.
3. During a combat participants do not have a right to leave an area without referee’s permission. If needed participant may leave the area after referee’s instruction to bring his uniform (outfit) to order.
4. In case referees acknowledge draw after the set time’s out, the sportsmen are given additional time of 1 minute. In semifinal and final combats additional time might be given twice. If the situation does not change after that 1 min. of additional time is given up to the first technical motion to be

performed. If there is no technical estimated motion performed, the winner is determined by common decision of the referees.

Article 23. Number of combats.

1. If a tournament lasts one day, the number of combats for adults cannot be more than 8.
2. If the tournament lasts more than one day, the number of combats for one person cannot exceed 5.
3. For youth the tournament must last one day, the number of combats cannot exceed 6.
4. Rest-time between combats should be no less than 20 min.

Article 24. Result and estimation of a combat.

1. The result of a combat can be victory of one of the contestants and defeat of the other one, as well as defeat of both participants.
2. In exceptional cases (excluding semifinal and final combats) a Draw might be announced. At the same time both participants do not get penal points.
3. Victory might be:
 - pure;
 - by reprimands;
 - by referees' decision.

Article 25. Pure victory.

1. Pure victory awarded:
 - For performing painful or suffocating motion or knockout;
 - In case of obvious predominance of one of the participants;
 - In case of a withdrawal or disqualification of a participant;
 - In case a combat cannot be continued (refusal, nonappearance, withdrawal by doctor or representative);
 - contactless simulation blows to the head or spine, with full control of the enemy on the ground, if the opponent is unable to protect themselves from attack inflicted.
2. Suffocating motion is counted in case one of the participants while being suffocated gives a signal of surrender or loses consciousness.
3. Painful motion is counted in case one of the participants while being clutched for arm or leg with painful motion gives a signal of surrender.
4. Surrender signal is given by double clap with hand or foot to the area or rival's body. Any outcry of participant, clutched with painful or suffocating motion is considered as surrender signal (except for case, foreseen by art. 34, par. 3). Referee might stop the combat within youth category if further continuation of a combat might cause injury.
5. Knockout is counted in case one of the participants is not in condition to keep on combating in 5 seconds as result of a blow, throw or other technical motion.
6. Re knockdown is counted if one of the participants as a result got hit, throw, or other technical steps again unable to continue the fight for 3 seconds.
7. A clear advantage - If during the fight one of the participants demonstrated a loss of desire to continue the fight or attack is unilaterally without any response from the opponent's pain 5 seconds, then stops the fight and his opponent is awarded victory mean apparent advantages.
8. Simulating shocks - If during the fight one of the participants in the fixed position stalls second participant, who as a result of fixation is not able to protect vital organs and change in body position, and produces three times a clear imitation of blows to the head or spine (or next to the mat) hands elbows or knees. This simulation is estimated as the net win, striking in the spine or knees and elbows to the head - produces beats in disqualification of the participant. Imitation is not valued - if the other party is actively fixing legs or hands, torso or limbs beating the participant and the center of gravity breaks the locking member does not impact on the protected party. If the center of gravity attacking party moved to the head of an opponent and provides fixes impact on the opponent, resulting in fixation of feet or hands, the attacker does not lead to active protective action is protected - simulation of collapse measured.
9. Removal of disqualification or fight the enemy - is three times after warning the participant for prohibited actions or outputs beyond tatami. After prohibited actions caused injury opponent. Participants may knock an opponent outside the ground or throws strikes, causing the

opponent is punished by a warning output. Beating is not pushing the opponent outside the ground with both hands or out of mutual admiration.

Article 26. Victory till the first active motion.

1. At the end of basic and additional time, the time until first active motion is given.
2. Active motion is:
 - blow resulting in unbalancing;
 - amplitude throw on the back, with a separation of two feet on the mat attacked;
 - throw stalling with subsequent fixation of the victim on his back more than 3 seconds;
 - non-responding long-lasting attack;
 - ousting rival outside of the area by blows or throws;
 - imitation of blows while fully controlling the rival;
 - disqualification of the participant by going beyond the site or that any action prohibited by technical.

Article 27. Victory by referees' decision.

In case the winner is not determined after main and additional time ran out the referees determine the winner individually by the whole impression of a combat, activity of participants, their physical preparation, quality of attacking and defending motions performed.

Article 28. Withdrawal, disqualification.

1. Participant is to be withdrawn from a combat by decision of chief referee with acknowledging the rival pure winner:
 - in case participant cannot continue combating by doctor's conclusion because of injury, incurred in course of a combat;
 - for nonappearance at the mat within 2 min. after the first summon;
 - for non-readiness for a combat within 2 min. after the first summon (absence of the necessary outfit, uniform);
 - after getting two Reprimands and being in threat to get third Reprimand, if the referee threesome are united in their decision or if the decision of referee threesome majority is supported by chief referee.
2. Participant is to be withdrawn from tournament by decision of chief referee, if he cannot continue taking part in tournament by doctor's conclusion because of sickness or injury incurred in the course of a combat.
3. Participant is withdrawn from tournament (disqualified) by chief referee decision:
 - for rude and unethical behavior towards a rival, participants, referees and audience, for refusal to perform tournament ritual, greeting a rival or incorrect performance of a greeting;
 - for executing forbidden motion, resulting in a rival injury which makes it impossible for a rival to continue taking part in tournament (by conclusion of a doctor);
 - for nonappearance for a combat;
 - for lying to referees.
4. If fighters simultaneously break the rules and are subjects to disqualification, both of them are deemed losers.

Article 29. Evasion of a fight.

1. Evasion of a fight is:
 - exit the limits of the area during combat from standing or laying positions;
 - false turning to doctor with the aim to rest, recover, etc.;
 - use of clutch only for defending, without real attempts to attack;
 - intentional "dragging out the time" – disordering uniform or outfit of participant, long-lasting adjusting of uniform or outfit, etc.
2. Participants withdrawn from a final combat for evasion of fight are deprived of medals.

Article 30. Combat near the area's limit.

1. "Outside of the area" position is when:

- one of the participant in “standing” position stepped over the limit of the area with both feet;
 - the body of one of the participants in laying position moved over the limit of the area.
2. In the course of a combat “outside of the area” position is defined by the referee, and in disputable moments – by majority of the referee threesome.
 3. If participants appeared in outside of the area position, they move back to the middle of the area by command of the referee and resume combat from standing position. Without referee’s command participant is not to stop combat near the limit.
 4. Any technical motion, started in “outside of the area” position is not counted.
 5. A throw started at the area is counted in case it is ended “outside of the area”.
 6. Withholdings, dangerous positions, painful and suffocating motions, started at the area are permitted to perform till one of the participants still touches working surface of the area with any part of the body.

Article 31. Forbidden motions and actions.

1. At a tournament it is forbidden to:
 - throw a rival to his head; throw clutching the head with both hands (without clutching a hand or uniform of a participant attacked);
 - intentionally hold rival’s mouth or nose, impeding breath;
 - scratch, bite, pinch;
 - twist or bend the neck, backbone of a rival backwards;
 - press the head, body and throat of a rival with elbows and knees;
 - clutch, press on or set arms and feet against groin and face (between eyebrows and mouth) of a rival;
 - clutch fingers, hair, ears;
 - perform “leveler” of a knee, bending leg not in the angle of its natural bend;
 - perform painful or suffocating motion with a jerk;
 - wrap the belt end or jacket tail around any part of a rival’s body;
 - intentionally creep away of leave the area or to push out a rival;
 - blow rival into grain, back, back of the head, parietal area, and joints against the natural bend;
 - perform pokes and blows with fingers, palm, edge of a palm, open glove, head into face;
 - blow into head with a knee or elbow from “laying combat” position;
 - kick from “laying combat” position.
2. In youth category it is forbidden to blow the body of a rival against the surface, after lifting it from “laying on the back” position.
3. In case referees do not notice performance of a forbidden motion by one of the participants, the suffering part is allowed to give a signal by voice or gesture. False signal is considered and punished as a forbidden motion.
4. The following actions are also forbidden:
 - clutching the edge or cover of the area;
 - intentional disordering the uniform, taking off or throwing away any part of outfit, tying belt of bring uniform to order without referee’s permission;
 - chatting between the participants.

Article 32. Reprimands and warnings.

1. Depending on the level of violation referee sequentially issues to the fault part: first reprimand (oral), first warning, second warning and disqualification.
2. Referee has a right to issue “oral reprimand” to participant for actions, which might lead to breach of the rules.
3. Oral reprimand is not fixed and does not impact the outcome of a combat.
4. Warning is issued to participant for considerable breach of the rules or for repeated violation after getting “oral reprimand”.
5. The breaches of the Rules, which deserve reprimand, or which might result in withdrawal of a participant from combat or tournament (art. 28) are:
 - being late at the area;
 - all types of evasions of fight (according to these Rules) and other forbidden actions(art. 31);
 - breach of discipline;
 - chatting at the area;

- tips, accompanied by unethical behavior of representative, coach or other participants of the team, situated near the area, break of art. 9, par. 5, 6.
6. For non-readiness or being late for a combat for over than 30 sec. after the first summon a participant gets reprimand, for over 1 min. late – warning.
 7. In case participant, clutched with painful, suffocating or withholding motion creeps outside the area's limits, he is immediately punished for intentional exit outside of the area's limits with first, second warning or withdrawal from a combat.

Article 33. Announcement of a combat result.

1. Announcement of a combat result winning by knockout, painful, suffocating motions or in terms of obvious predominance is: In this combat the winner is fighter with red (white or dark blue) belt (last name and winner's team).
2. In case of withdrawal, disqualification, refusal or nonappearance of a rival the outcome of the combat is announced as follows: In this combat preterm winner is fighter with red (white or dark blue) belt (last name and winner's team).
3. In case of winning by referees' decision: In this combat the winner by referees' decision is fighter with red (white or dark blue) belt (Last name and winner's team).

Article 34. Protests.

1. Protest can be registered in a written form in connection with rude violation of Rules or existence of unordinary situation.
2. Procedure of protest registering:
 - the protest is registered with chief referee by representative (coach, captain) of a team;
 - protest in one of the official languages includes the reason of the protest and compulsory pointed out article and paragraph of the Rules considered to have been violated;
 - the protest against result of a combat is to be registered before the end of a round within a certain weight category;
 - protest against unordinary situation (break of Regulations, order of weighting and seeding of participants, making-out pairs, misinformation from officials, etc.) is registered immediately after the situation appearance to give referee panel time to on-the-fly take a decision with minimal damage to the course and outcome of the tournament;
 - register of a protest is accompanied with paying out a certain cash, amount of which is determined by tournament Regulations.
3. Consideration of a protest:
 - in case of protest acceptance it is considered by chief referee with involvement of referees and persons who allegedly broke the Rules as well as interested parties (without the right to discuss the protest);
 - decision on the protests should be taken on the day of their registration: in personal tournament – before start of the next round combats; in team tournament – before start of the next combat;
 - for other reasons – in terms, allowing to correct mistakes with minimal damage to the course of tournament;
 - in case chief referee finds it necessary the reviewing of video record is possible;
 - chief referee takes final decision and in a written form informs all the interested parties;
4. in case of protest's allowing the cash sum paid is returned.

Article 35. Tournament ritual.

1. Area and side referees should line up on the edge of the tournament area and perform a general bow before taking their positions. Main referee is situated in the center. Before exiting the area referees get together again and perform a general bow.
2. After announcing estimation, punishment or warning, an announced sportsman is to bow towards referee.
3. In case of a needed waiting for one of the partners (for medical assistance and control) a sportsman left at the area is to sit down on his knees in the center of the area, back to it.
4. After finish of a combat and winner announcement, sportsmen are to bow and left the area back forward.
5. Sportsman is to bow when entering or leaving the area.

Article 36. Features of the fights and judging for different age groups of participants.

- Children 8-11 years (boys / girls):

Competitions for this age group are held in a standing position and the ground. Fights start from a position of standing facing each other.

Allowed actions: may struggle in the standing position and on the ground to perform authorized technical action. Allowed to conduct any technical actions aimed at changing the position of an opponent for the purpose of evaluated actions.

Estimated actions: amplitude throw, with separation of two feet on the mat opponent on his back or side, access to pain or smothering reception - score **waza-ari**. Two waza-ari evaluation for a one athlete gives him a **ippon** (net win), in which case the fight ending early. If an athlete earned a one waza-ori of the combat, the battle is won mainly in waza-ari. If both athletes could earn by rating waza-ari in fixed time, add extra time. In the absence of perceived technical activities that involve evaluation of waza-ari, or with equal assessments to determine the winner of the estimated activity of the participants.

Activity: an indicator of activity can serve as a rating - yucca, yucca for any given shot dumping separation of one foot on the mat, keeping the opponent in the supine position at the top of the head, across the body side of the body within 10 seconds. In one battle maintenance is estimated only two times. If the athlete is no match, no core, no extra time is not earned any assessment or for technical validity, nor the activity, the result of the match is determined by three judges decision.

The main bout time 2 minutes, extra time 1 minute.

Blocked technical steps than all illicit technical actions described in these rules for the adult age group, also prohibited - any strikes any part of the body, suffocating methods with two hands and two legs, a sharp pain or stuffy performance techniques (for compliance with these rules of judicial monitoring team, which is obliged to record only clear way out of pain or smothering admission without waiting for delivery of the opponent). Fight is stopped - at a fixed valuation of technical actions, in violation of the rules one of the participants in the absence of changes in the position for 10 seconds.

- 12-15 years (boys / girls) and youth 14-15 years (boys / girls):

Competitions for this age group held similar events in the adult age group, starting from a position of standing. Features members of equipment described above.

Allowed actions: may shock and wrestling technique, including throws and ground fighting in the implementation of authorized technical action. Allowed to conduct any technical actions aimed at changing the position of an opponent for the purpose of evaluated actions.

Estimated steps:

- Unwillingness or inability to continue to fight an opponent, as a result of knockout blow or throw (5 seconds without reduction), pain or smothering method for passing an opponent reevaluation waza-ari for one of the athletes - score ippon (net win) - battle ends prematurely;
- Knock down from hitting or throwing (3 seconds without renewal), unrequited shock series for 3-4 seconds, the amplitude throw away from the mat 2 feet on the back or side, imitation collapse hands on the mat next to the opponent's head with its full fixation and the inability to protective actions - score waza-ari. If an athlete earned a waza-ari evaluation, the battle is won mainly in waza-ari. If both athletes could earn by rating waza-ari in the fixed time is given additional time. In the absence of perceived technical activities that involve evaluation of waza-ari or ippon, or when equality assessments to determine the winner of the estimated activity of the participants.
- Activity: the activity can serve as an indicator of assessment - yucca, yucca is given for a clear shot in the head, which caused an obvious change in head position, for any shot at a distance of 1 foot and throw or dumping of fixation or continuation of active moving. Mutual shock series, strikes in any part of the body except the head or throw dumping, in which rival moved to a dominant position - not scored. If the athlete is no match, no core, no extra time is not earned any assessment or for technical action or activity by or with equal ratings, match result is determined by judicial decision of judies. Basic time of the fight is 2 minutes, extra time 2 minutes.

Additional time lasts until the first active estimated technical action in accordance with the rules of competition for the adult age group.

Blocked technical actions similar rules for the adult age group, additionally prohibited imitation collapse knee to the head and spine.

In assessing the technical actions, apart from evaluation ippon, the battle does not stop.

The actions of three judges at a fixed assessments. Fixed estimates produces each judge three judges on the mat with their gestures. Accounting is a judge at the table, leading protocol "Table-referee." Actions "Table-referee" controlled the chief judge competitions. Rated entered into the protocol, if the gesture made at least

the second of the 3 judges on the mat. During the battle, if action is not assessed, the judges show - 2-3 cross movements with his hands with open palms, which means "action is not rated." In the case of mutual attack judges show "Tory-masen." Any technical action, made athletes should not be left without attention to the judges! If the award of "waza-ari" - throwing a hand with appropriate bandage parallel to the floor. "Ippon" - arm straight up. Activity "Yucca" - hand down at an angle of 45 degrees.

Part 5. EQUIPMENT OF THE TOURNAMENT VENUE.

Article 37. Area for a combat.

1. Tournament in Combat Ju-Jutsu might be held at a wrestling mat, (tatami) with size of 6x6 meters but not more than 8x8 meters..
2. Tournament venue is to be divided into two zones: tournament zone and safety zone.
3. Tournament zone is separated from safety zone with colored line around the area (usually red) of 1 m width. Colored line around the area is called dangerous zone; it is included to the size of the area for combats.
4. Safety zone behind the area should be no less than 2 m.

Article 38. Implements for tournament.

1. Sound signal (gong) might be of any system, but should be loud enough.
2. Balance for weighting should be accurately adjusted.
3. Stop-watches (or electric stop-watches) should have a device for its turning off and on without deleting the data before end of a combat.
4. For informing participants of a tournament and representatives about the Schedule and course of a tournament an informational board is to be installed. Size, design of a board and its place are to be pre-agreed with the secretariat of tournament.
5. Every combat area should have sufficient amount of red and white (dark blue) belts and gloves.

Article 39. Requirements to tournament venue.

1. The area is to be lighted from above with reflected or scattered lighters with a protective net. Coefficient of a natural light of the venue is to be no less than 1:6.
2. The temperature inside the premises should be $+15^{\circ}+25^{\circ}$ C. Air ventilation is to provide for triple air exchange per hour.
3. In case of outdoor tournament the temperature is to be $+15^{\circ}-+25^{\circ}$ C. The outdoor area is to be protected from direct sun rays.

APPENDIX

Tournament Regulations.

1. Tournament Regulations approved by the organizing party, as well as the Rules, is a basic document-guide for the referees and tournament participants. It should not contradict with these Rules. Otherwise the referee panel is to take these Rules as a guide.
2. Regulations articles are to be accurate and should not contain items which can be differently interpreted.
3. Tournament Regulations include the following parts:
 - aims and tasks of the tournament;
 - venue and time of the tournament;
 - organization responsible for holding the tournament;
 - chief referee and chief secretary (by name);
 - participants and teams (conditions for admission of teams and participants, their weight categories, age, classification, affiliation with a team and organization);
 - order and deadlines for applications filing, the list of documents necessary for the credentials committee;
 - the schedule of a tournament with days and time of weighting and combats in each weight category;
 - length of combats;

- conditions for participation and estimation (determination of personal and team championship);
 - system of results estimation;
 - order of personal and team championships awarding;
 - conditions of sportsmen and teams reception.
4. Changes and supplements to the tournament Regulations might be made only by the organization which adopted them, but no later than before start of seeding and with compulsory notification of representatives of all participants.

Referees' gestures.

R – referee, S – side referee, M – area manager

#	Gesture	R	S	M	Description of gestures
1	Presentation of participants	X			Stands face towards referee table and symmetrically to the participants. During presentation of a participant reaches out a hand towards him.
2	«Participants to places»	X			With straight hands with open arm (palm down) shows to the places, assigned for combat start.
3	Bow greeting («Ray»)	X			Points at participants then bends hands in elbows, directs fingers towards each other (palms down, forearms parallel to the floor) and announces “Bow” (“Ray”).
4	Stop of halt of a combat («Yame»)	X			Raises hand at the face level, palm forward, fingers vertically up, announces “Stop” (“Yame”).
5	Exit from the area	X	X		Shaking hand horizontally (palm open with big finger up), forearm on the waist level, announces “Exit”.
6	Warning	X			Holding the punished participant for his hand and turning to the side referees, raises the forefinger up (forearm vertically on the breast level)
7	Stop the time	X			Covers open arm (fingers up) with the other arm on the breast level.
8	Winner announcement	X			Holds both participants' forearms, raises winner's hand up when announced.
9	Referees decision		X	X	Raises a hand up towards participant a referee considers the winner.

Note: all gestures are to be showed within 3 seconds. First a performed action is showed, then a correspondent estimate, reprimand or warning.