



IBSA Rules 2018

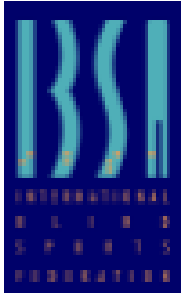
***Generally the IBSA –Rules
will follow the IJF-Rules !!***

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





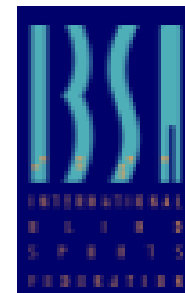
Competition Area



- The dimension of the competition area will be the maximum as described by IJF, **10 x10 with a 3m security and 4 m when 2 competition areas adjoin**. The safety area and the completion area should be **strong contrasting colours**.
- **In the center of the Competition area, approximately 1.5 meters apart, there will be white and blue tapes for the correct starting position.**
- The **white (shiro)** contestant shall be positioned to the Referee's right, and the **blue (ao)** contestant shall be positioned to the Referee's left.



Competition Time



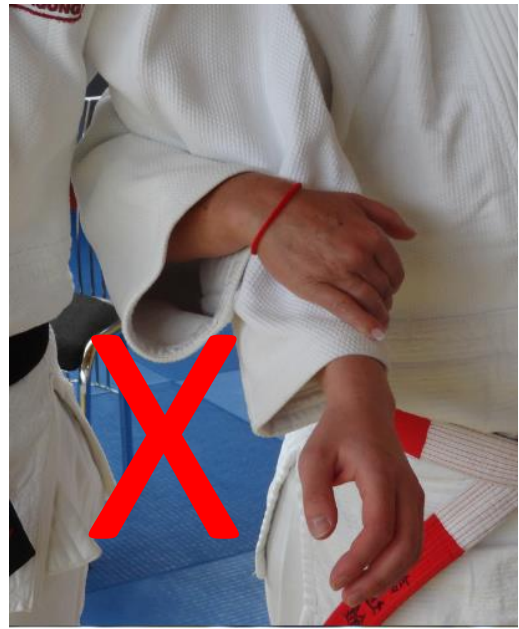
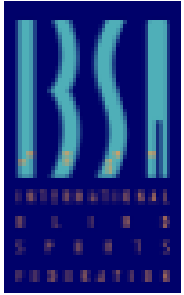
**Duration of contest:
same like IJF
men and women
four (4) minutes**

Additional to the IJF Rule:

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



Escort and control the athletes





Escort for the athletes with one referee system

Start the contest:

- The main referee will stand opposite of Joseiki on the edge. After the competitors have arrived on the edge of the tatami in center position left and right next to the main referee.
- The referee will take control of the athletes by their arm's.
- The referee and the athletes will go to the yellow edge and all bow together.
- The referees and athletes will walk to the starting positions on the tatami in distance 1,5 m. (blue and white tape)
- The referee will say Rei → then Kumikata → CONTROL THE STARTING POSITION → when all grips are correct → Hajime.



Escort for the athletes with one referee system

End of contest:

- When the contest is finished the referee will award the contest and announce Shiro (white) or Ao (blue).
- The referee will let the athletes shake hands.
- The athletes will return to their starting position.
- The referee will move between the athletes and turn around (with his back to Joseki).
- The referee will take control of the athletes by their arms and escort the athletes to the edge of the competition area, the referee and athletes will bow to Joseiki.



Procedure for Single Referee to guide Teams

Start the contest:

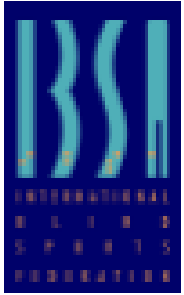
- Teams line up in order on the edge, left and right position to the referee.
- The Referee will acquire the first weight category of each Team in escort grip
- Remaining Team members place hand on shoulders of team-mates in order
- Escort both Teams onto the Tatami - **not necessary to bow on edge**
- Guide Teams into center of Tatami, facing Joseki
- Rei : Bow to Joseki - turn Teams to face each other – bow
- Walk back through Teams, Turn to face Teams & Joseki, Rei : Bow to each other
- First competitor pair stays on Tatami
- Turn & Acquire last pair of each Team, in escort grip
- Remaining Team members place hand on shoulders of team-mates in reverse order
- Escort remaining Team members off Tatami - **not necessary to bow on edge**
- Teams to sit in order, along-side coach
- The Referee will return to first pair, waiting on Tatami, begin contest
- Alternate Referee and Judges one by one, or 2,2,1 for full Team of 5 competitors



Procedure for Single Referee to guide Teams

End of contest:

- Athletes from last Team contest, are escorted to edge of Tatami
- Teams line up in order
- Acquire first weight category of each Team, in escort grip
- Remaining Team members place hand on shoulders of team-mates in order
- Escort both Teams onto the Tatami - **not necessary to bow on edge**
- Guide Teams into center of Tatami, facing Joseki
- Turn Teams to face each other
- Walk back through Teams, Turn to face Teams & Joseki
- Award winner (Rei) - Bow to each other
- Turn Teams to face Joseki. (Rei) - Bow to Joseki
- Allow players to shake hands each other
- Turn & Acquire last pair of each Team, in escort grip
- Remaining Team members place hand on shoulders of team-mates in reverse order
- Escort all Team members off Tatami - **not necessary to bow on edge.**



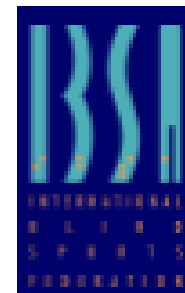
About IBSA Judo



- three categories of contestant:
- B1 (blind), B2 and B3 – competitors of this three categories fight together in the same competition
- The response of the referee will be to **guaranteed the protection of the B1 fighters** and that will **exist the same chances for all three categories**
- ***B1 (blind) will have a red circle on the upper part of both sleeves (about 15cm from the shoulder).***



Starting position



The referee will call **Kumi-Kata**.

The contestant have to take normal Kumi Kata!

 ***only a grip and not the beginning of the fight***

- one hand on *sleeve* (between the elbow and the tip of the shoulder) – **upper arm** and
- with the other hand, the opposite *lapel* (between the clavicle and the tip of the sternum) - **not in the neck or on the shoulder**
- the elbows must be relaxed
- the arms must be bowed and
- the contestant must be in posture erect - (**heads up – no bowing**)



Starting position:



starting position –
grip correct



long arms –
not correct



starting position –
grip not correct

14



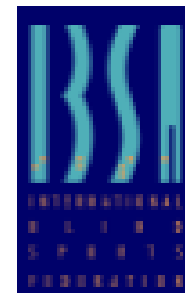
starting position –
not correct



starting position -
correct



Note:



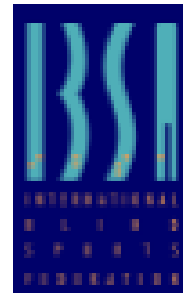
- *If changes this grip before Hajime → SHIDO.*
- *Can move and change the grip only **after hajime***

Gesture for Shido in starting position

- **Avoiding gripping in starting position:**
the referee shall signal refusing the grip like IJF
- **Bent Posture or bowed head in starting position:**
the referee signal defensive posture like IJF
- **Not correct starting position with the legs:**
the referee handle to his own leg



Note:



Remark:

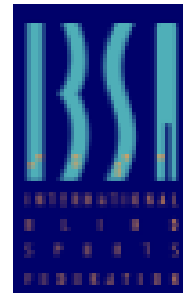
If there is a ***problem with Kumi Kata, the referee shall instruct***

→ ***first*** the **white (shiro)** contestant to obtain their ***grip***,
then instruct the ***blue (ao) contestant to obtain their grip.***

→ The order will be reversed the next time before Hajime.

If any contestant ***change the grip again*** – the referee will ***cancel the Kumi Kata and give Shido for this contestant.***

Have feeling for the B1 contestant !!!



Signs and signals

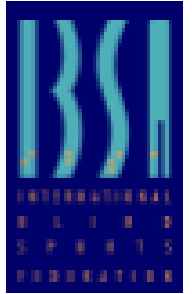
*score or penalty, in addition to the conventional sign and term, he will also announce **SHIRO** (white) or **AO** (blue),*



General remark :

For VI contestant it is absolutely necessary to **fight with 2 hands all the times !!!**

If one of the fighter loses one or two hands – must give **immediately Matte!**



Penalized with SHIDO

- When an opponent has their grip on one sleeve, it's not allowed, ***to PULL AWAY back the arm***, so that the opponent cannot grasp the sleeve with their free hand
→ ***immediately Matte and SHIDO***
- The grip with **one hand** is allowed only for **immediately attack**

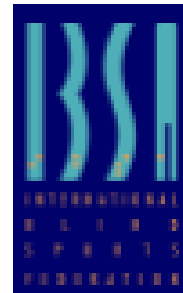
Especially for visually impaired-fighters, the grip always must be held with both hands, one hand except when attacking!!!

Leg grabbing

All attacks or blocks in *Tachi-Waza, with leg grabbing*, with one or two hands or with one or two arms, in attack or defense, moving from a standing position to the ground will be penalized same system like IJF

Feeling for B1

Take into account the visual impairment of the contestant, and whether their contact is incidental to protecting their body or losing their balance → no penalty



General remark:

In order to indicate to the athletes that they **must adjust** their *judogis*

→ the Referee shall approach and face the judoka, **take his/her forearms and cross them in the conventional way.**

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

Please, give the contestants **enough time to start their action**

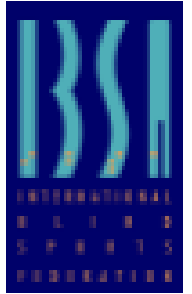
→ Attention: The **time feeling of B1 fighter is totally different to the B2 or B3 contestant**

Application of **MATTE**

- When the referee announces **Matte** he should be careful ***to not lose sight of the athletes***, and ***stay close***.
- ***accompany or guide the athletes to their starting positions***
(some visually impaired B2, B3 judoka, can return by themselves)

Attention:

If one of the fighter is in Ne-Waza position and the referee have to give Matte – please the fighter should stand up alone.



Leaving the Contest Area – J O G A I

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

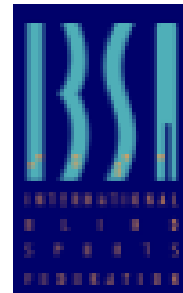
JOGAI, repetitively and very loud,

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

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

***Remarks: For JOGAI - the referee must be in a central position!!!
Usually a B1 or deaf contestant normally can not be punished.***

BUT! Is it method to going outside, then also for B1- or Deaf-athlete the referee can penalize with SHIDO!!!



Rules at the edge of tatami

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

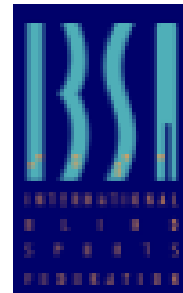
IBSA Rule for edge:

If one of the fighter is completely out (2 feet) → outside

Remarks:

Please, give the contestants enough time to change direction.

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



Coaching rules

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

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


In this case that the coach announce instruction to the referee or unathletic comments or against the spirit of Judo → **the same procedure like IJF Rules**

Remarks

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

Calling rules for IBSA

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



Direct HANSOKU-MAKE for unsportsmanlike situations or against the JudoSpirit

If one of the competitors get ***Direct Hansoku-make for unsportsmanlike situations or against the JudoSpirit*** than the contestant will ***disqualified from the competition, without points, without medal.***

The referee and judges are authorized to penalize competitors also in all situations when is not respected especially interest and protection of the visually impaired B1 judokas

Generally IBSA Rules will follow the same system of IJF for unsportsmanlike situations or against the JudoSpirit



Remarks for Team-Competition

- All ***contestant*** that have been ***confirmed*** in the fight list → ***must fight in their contest***
- If an contestant request ***not to fight*** →
 - ***he will lose the fight and***
 - ***the whole team will disqualified from the competition***



SPECIFIC IBSA AMENDMENTS FOR DEAF ATHLETES

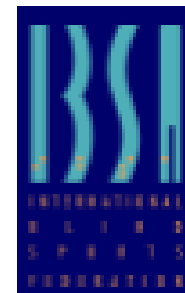




Judo outfit for also *DEAF-athletes*

yellow circle having a diameter will be sewn on the upper arm of the judogi on both sides.

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





Start of Contest

- Referee assist the *athlete to bow applying one hand on the belly and the other in the back.*
- The Referee have to *stay close to him/her and announce REI.*

- announce **Hajime** giving one tap on *the shoulder blade of the deaf athlete.*

Application of MATTE

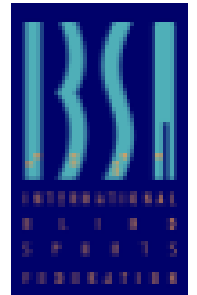
- *announcing **Matte**, the referee should tap him /her twice on the shoulder blades.*



1 x



2 x





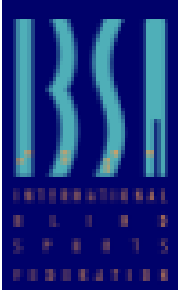
Sign for Ippon



Sign for Waza-ari



Sign for Ippon

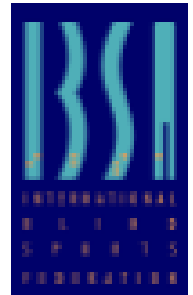
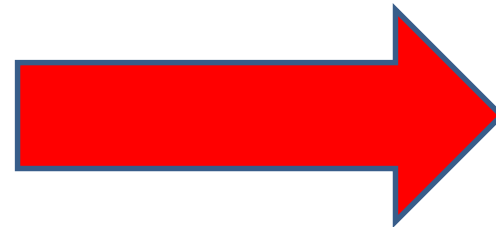




Signs for SHIDO

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

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



Signs

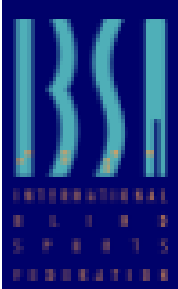
To indicate a ***non-combative penalty***, the Referee shall make the ***conventional sign and announced shiro (white) or ao (blue)*** accordingly.

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

After that the referee make the **sign for Shido** on ***the top of the athlete's hand***.



Signs for Hansokumake



an H in the palm of his/her hand



Signs for 1 minute before end

1 minute before end of the fight will ***hear a short time signal***.

This is the temporary informa sound tion for the blind athletes remaining contest time of 1 minute.

The ***referee is looking for a suitable moment to give “Matte”*** and indicate to the ***deaf fighter with the finger drawing a watch on the left arm*** at the point where you normally wear a watch.



If it's not a good moment for this – please do n't do it. !!!

Signs for going outside – Attention !!!

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

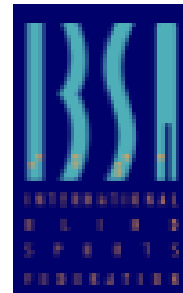
Exception!!!

To indicate to a **deaf player** who **going outside** of the contest area **repeatedly direct and without attack**.

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

(That's means – next time will be penalty!)

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



Signs for going outside

Next time after the sign for attention:

To indicate to a *deaf player* who *going outside* of the contest area *repeatedly direct and without attack.*

The referee will give the *standard sign for Shido* and *additionally on the back of the hand with one finger drawing a vertical line upwards.*



Sonomama-Yoshi

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

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

Attention:

Some times it is necessary to control the deaf player to hold still - additional with to hands - on the back and the head

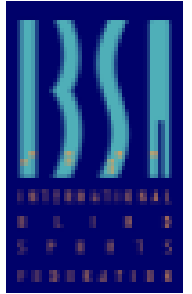
OSAEKOMI

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

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

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

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



Remarks

The IJF rules are apply generally.

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