

IBSA Judo Rules 2025 - 2028



***All IBSA judo rules are
judged according to
the IJF rules with
exception to specific
visually impaired
athletes.***



**Only these exceptions of the IJF rules,
are described in the following
amendment**

INDEX:



1. Application rules for selection of IBSA- referees.....	3
2. Two categories of contestant: J1 and J2.....	4
3. Escort and control of the athletes.	5
4. Entering contest Area.....	5
6. Escort of J2 athletes.....	6
7. Starting position & Kumi Kata.....	7
8. Shido can be given for	9
9. Kumi-kata problems	9
10. ... Grip with both hands:.....	9
11. ... Penalized with SHIDO	9
12. ... Leg grabbing:	10
13. ... From ground-work to standing-position.....	10
14. ... Rules at the edge of contest area.	10
15. Jogai.....	10
16. ... Signs and signals.	11
17. ... MATÉ.....	11
18. ... Correct Judogi.....	11
19. ... End of the contest.....	11
20. ... Coaching rules.	12
21. ... Athlete does not appear.....	12
22. Special attention.....	12
23. Remarks.....	12
24. Judo outfit for hearing impaired athletes.	14
25. Start of contest.	15
26. Signs for score and penalty.....	16
a. Sign for Ippon.	16
b. Sign for Waza-Ari.	16
c..... Sign for Yuko.	16
d. Cancel the score or penalty.....	16
e. Sign for first Shido.....	17
f. Sign for second Shido.	17
g..... Sign for Hansoku-Make.	17
h. Attention for going outside.....	18
i. Sign for going outside.	18
j. Sign for last minute.....	18
k. Sonomama – Yoshi.	18
27. ... Remarks.....	19

1. Application rules for selection of IBSA- referees.



- IBSA referee applicants must be **active IJF-referees**.
- The selection for IBSA World Championships, IJF and IBSA joint events, IBSA Grand Prix, World Games and Paralympic Games the referee will be nominated by the IJF Referee commission in collaboration with the IBSA Referee commission.
- The IBSA referee must be qualified in the IBSA rules by the IBSA referee commission-
- To be selected for the IBSA World Championships and Paralympic Games the referee must be qualified by the IBSA Judo Referee Commission with at least 2 current classifications.

According to the spirit of the Kodokan Judo, the athletes on the competition area must fight their opponent

*with both hands,
with using techniques appropriate to the Kodokan Judo,
with the aim to obtain an Ippon,
with the combative/aggressive attitude and the spirit.*

2. Two categories of contestant: J1 and J2

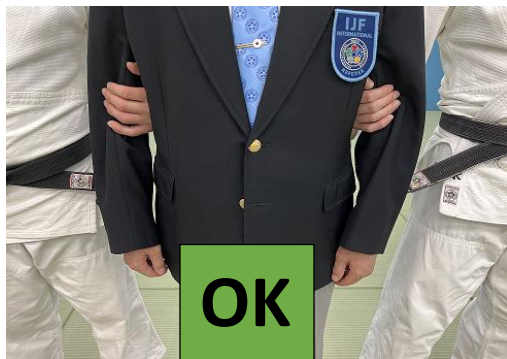
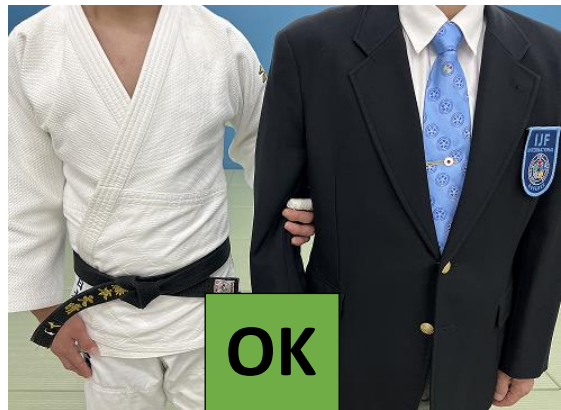
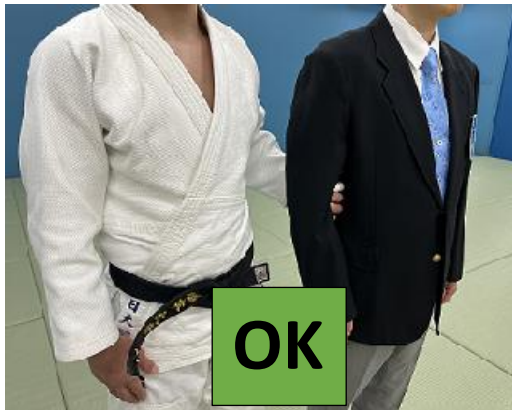


- **J1 (blind)**, *(has a red circle (7 cm diameter) on the back number of the judogi).*

- **J2 (visually Impaired)**

(The categories J1 and J2 do not compete against each other unless there are not enough athletes to fulfil 2 separate medal events. In that case it is possible to deviate from this in mutual consultation).

3. Escort and control of the athletes.

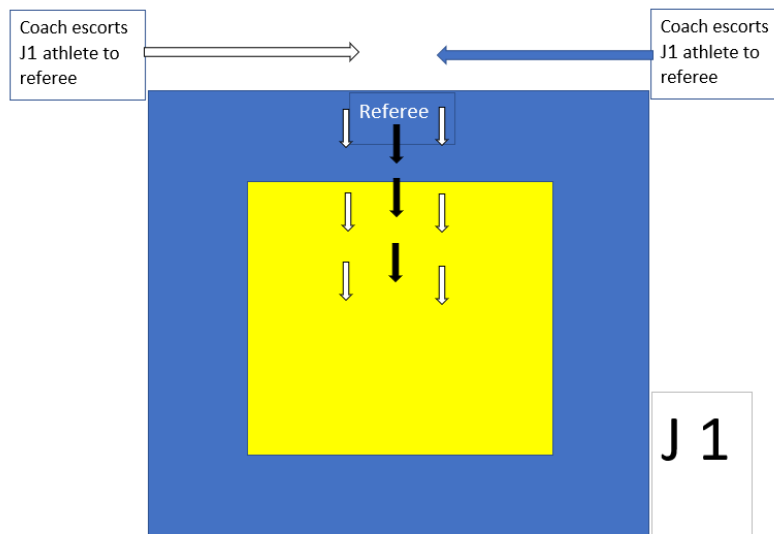


4. Entering contest Area

- The referee will stand opposite to Joseki on the edge.
- The coach escorts the athlete to the referee. If the coach cannot escort the judoka, the local staff will escort the athlete.
- competitors' position - left and right next to the main referee.
- The referee helps the athletes to hold the arm/elbow of the referee
- bow together.

5. Escort of J1 athletes.

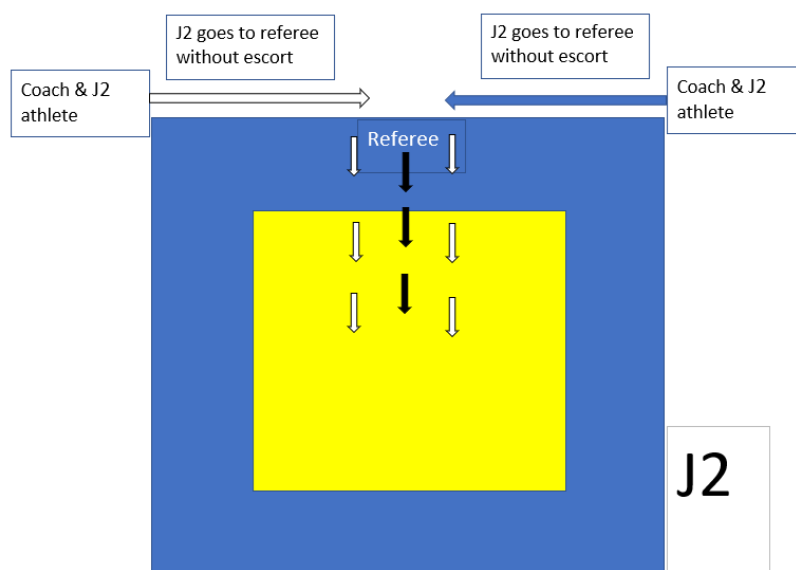
Only the J1 athletes or the athletes who need due attention are escorted by the referee. Referee and athletes bow together and walk straight to the starting position



6. Escort of J2 athletes.

In principle, the J2 walks (no escorting by handgrip) next to the referee to the starting position. If the J2 requires escort, the athlete can be assisted by the referee.

Referee and athletes bow together and walk straight to the starting position.



7. Start position & Kumi Kata

- Both athletes are in their starting position.
- The referee indicates "Kumi-Kata" and both athletes will step forward to grasp each other's Judo-gi with both hands. (Only a grip and not the beginning of the fight).
- one hand on *sleeve* and the other hand on the opposite *lapel* (between the clavicle and the tip of the sternum).
- **Its not allowed to assist your grip with the other hand.**



- It is allowed to grasp the entire sleeve, with the exception of the end of the sleeve.
- No grip in the neck or on the shoulder.
- The arms should not be stretched out.
- the contestant must be in the correct posture. (Heads up – no bowing).
- Both athletes have the responsibility to stand in the correct starting position.
- The referee can give assistance to be able to find the right feet position and the right direction for reaching Kumi Kata.
- If one of the athletes does not use the correct leg position, the right Kumi-Kata and heads up, the referee gives a **warning**.
- **The athletes are required to allow the other to take the grip**



Starting position with correct grip

B



Starting position and no correct grip



Starting Position and feet no correct



Starting Position and feet correct

8. Shido **can** be given for:

- Changing the grip before Hajime.
- Avoiding gripping in starting position.
- Bent Posture or bowed head in starting position.
- Not correct starting position with the legs.
- When the athlete change the grip again after the correction by the referee.

9. Kumi-kata problems:

- Only concerning Kumi-kata problems, the referee will instruct the athletes.
- first the white (shiro) athlete may obtain his grip, then the blue (ao) athlete will be instructed to obtain his grip.
- The order will be reversed the next time before Hajime.
- If any athlete changes the grip again – the referee will cancel the Kumi Kata and give Shido for this contestant.

10. Grip with both hands:

For VI athletes it is absolutely necessary to fight with both hands all the time!!! If one of the athletes loses one or two hands grip the referee must give Maté immediately! Breaking the grip, means directly taking the grip. Breaking a grip with two hands, must be directly followed by an attack.

- Grip with **one hand** is only allowed and no shido, if **immediately:**
 - o followed by an attack
 - o by changing the grip to another grip with two hands.
 - o The fighter clearly shows that he/she is trying to grab immediately

11. Penalized with SHIDO:

- The athlete deliberately breaks Kumikata without trying tot make a correct Kumikata.
- Pulling away the arm backward, so that the opponent cannot grasp the sleeve of the opponent and must be **directly** penalized with Shido.

Especially for visually impaired athletes, the grip always must be held with both hands, the use of one hand will only be allowed when attacking!

12. Leg grabbing:

same system as IJF, but do take into account the visual impairment of the athlete. Also do pay attention whether their contact is incidental in order to protect their body. Or as a result they lose their balance, no penalty will be given.

13. From ground-work to standing-position.

If one or both athletes make a transition from ground-work to standing-position, the referee will call mate.

14. Rules at the edge of contest area.

- If the J1 or J2 is standing outside the contest-area with two feet, the athlete stands outside.
- Usually, a J1 contestant can not be punished for going outside, but if a J1 athlete walks directly backward to the edge and steps outside to escape the fight, then the athlete can be penalized.
- The J1, J2 and Deaf/Hearing impaired Athletes can also be penalized when it is a method (repeatedly) to go outside.
- J2 athletes leaving the mat without action and intentionally shall be penalized with Shido.

Please, give the contestants enough time to change direction on the edge of the contest area. Referees should have feeling for the blind (J1), and deaf contestants.

15. Jogai.

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

While announcing Jogai:

- the referee must be in a central position!!! (on the line between the athletes and the centre of the contest area)
- repeatedly and very loud, so that the contestants will be able to modify the direction of their movement towards the referee's voice.

16. Signs and signals.

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



17. MATÉ.

- The referee should be careful to stay close enough to the athletes.
- **After Maté:** The referee accompanies or guide the athletes to their starting positions (only the J1 athletes with red circle or the athletes who need or wish to do so).
- **Hajime and penalties:** Will always be given from the starting position. (For orientation).

If one of the fighters is in Ne-Waza position and the referee has to give Maté – please allow the fighter to stand up by himself.

18. Correct Judogi.

During maté, the athletes must adjust their judogi.

The coaches should give advice to their fighters to do so.

The referee is aware that the athlete cannot adjust their judogi during the escort.

19. End of the contest.

- The referee will indicate the winner and announce Shiro (white) or Ao (blue).
- The referee will make athletes “REI” (with call of “REI”)
- The referee will move between the athletes and turn around (with his back to Joseki).
- Escort J1 and walk together with the athletes to the edge of the competition area (not on the yellow line)

20. Coaching rules.

- The coach can give advice to his athlete during the entire fight, but **only** for orientation and security.
- Of course, it is understandable that the J1 athletes need more attention.
- It is only allowed that one coach can coach. **They have to sit in the coaching box.**
- Constant screaming and cheering are not allowed! The rules for respectful behaviour **is expected of everyone** and must be followed.
- In case that the coach announces referee terms or comments to the referee or impertinent comments or against the spirit of Judo → **the same procedure as IJF Rules will be followed.**

21. Athlete does not appear.

After the first call, if one of the contestants is on the tatami, **an interval call is repeated after 2 x 30 seconds. 30 seconds after the 2nd call the participant wins on the tatami by Fusen-Gachi.**

22. Special attention.

- The J1 athletes need more time to start their action. The feeling of the J1 fighter is different from the J2. The referee must always be aware of the situation of the J1.
- The referee and judges are authorized to penalize competitors during all circumstances, especially when the interest and protection of the blind or visually impaired athletes is not being respected.

23. Remarks.

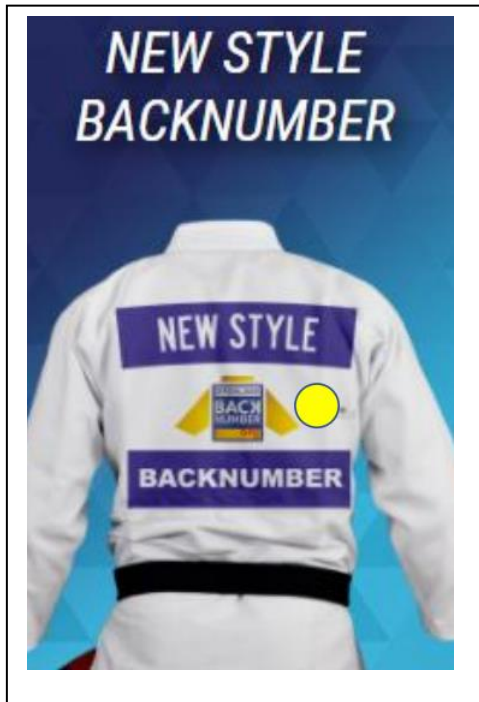
- The IJF rules also apply to Judo with a visual impairment if these rules are not mentioned as a deviation in the IBSA rules.
- Please respect the additional needs of visually impaired or deaf athletes and develop an understanding for this during the entire competition.
- The referee does not touch the athlete whenever not really necessary.

SPECIFIC IBSA AMENDMENTS

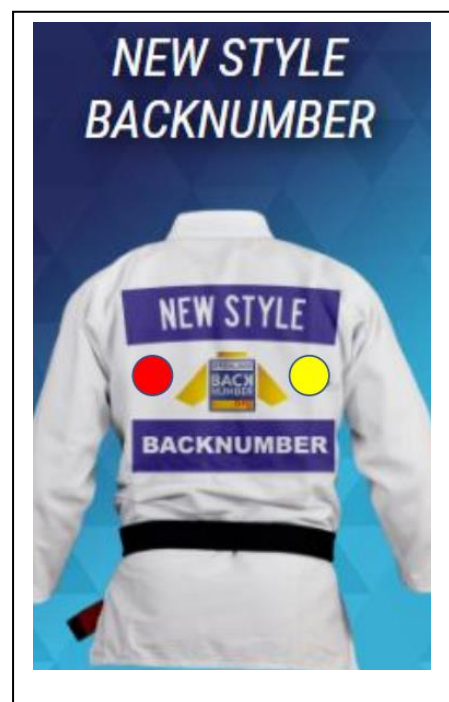


FOR HEARING IMPAIRED ATHLETS

24. Judo outfit for hearing impaired athletes.



Hearing impaired
Athletes are wearing a
yellow circle on the
back number of their
judogi. This circle has a
diameter of 7 cm.



If athletes are both
hearing impaired and
J1, they are wearing a
yellow circle and a red
circle on the back
number of their judogi.

25. Start of contest.

- The referee assists the athlete to bow applying with a slight pressure of the hand between the shoulders.
- The referee must stay close to the athlete and announce REI.
- To announce HAJIME the referee gives one tap on the shoulder blade of the deaf athlete.
- To announce MATÉ, the referee taps twice on the shoulder blade.



1 x Hajime



2 x Maté

26. Signs for score and penalty.

Draw on the palm of the athlete's hand :

a. Sign for Ippon.

In case of IPPON the referee signs "I".



b. Sign for Waza-Ari.

In case of Waza-ari the Referee signs "W".



c. Sign for Yuko.

In case of Yuko the Referee signs "Y".



d. Cancel the score or penalty.

In case the score is being cancelled or a penalty is given, the referee signs "X".



e. Sign for first Shido.

Tap on the top of the Athlete's hand with one finger.



f. Sign for second Shido.

Tap on the top of the Athlete's hand with two fingers.



g. Sign for Hansoku-Make.

In case of Hansoku-make the referee sign an "H" on the palm of the hand.



h. Attention for going outside.

The hearing-impaired athletes cannot hear the announcement "JOGAI". If the athlete is both hearing impaired and blind (J1) the referee usually must never give Shido for stepping out.

Exception:

To indicate to a hearing-impaired athlete, who is going outside the contest area immediately and repeatedly without attack, the referee will warn this athlete by turning his closed hand in the palm of the athlete's hand. This means the athlete will be penalized next time.

i. Sign for going outside.

The referee will give the standard sign for Shido and he will draw with one finger a vertical line from wrist to fingers additionally.



j. Sign for last minute

At the start of the last minute of the match, the referee will make this clear to the judoka by drawing a circle (clockwise) on the wrist.



k. Sonomama – Yoshi.

Same rule as the IJF rule, but consider the athlete's limitation.

27. Remarks.

- The referee does not touch the athlete if not really necessary.
- The referee will announce osaekomi in the traditional way and announce Shiro (white) or ao (blue)
- If the athletes have a **yellow circle** and are not completely deaf it is also necessary to make all the gestures according to the rules.
- It is necessary to show that this athlete has the same chances as a no hearing-impaired athlete
- It is important to see all the gestures in case of protest.
- The IJF rules apply to Visual impaired Judo as well.
- Please respect the **additional needs** of visually or hearing-impaired athletes and develop an understanding for this during the entire competition.
- In case of a score for the hearing-impaired contestant, the referee will draw an "I", "W " or "Y" on the palm of the athlete's hand and turning this sign towards the chest of the athlete who has made the score.
- **it is the responsibility of the coach to also inform the referee if the fighter is deaf by pointing at the ear when they bring them to the mat side**
