

COMPETITION RULES AND REGULATIONS

Part 1. General rules and regulations

Part 2. Rules Judging Hokei, Dantai hokei, Jissen, Dantai Jissen and Tenkai

May 7, 2023

World Taïdo Federation

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1 GENERAL RULES AND REGULATIONS

These rules are owned and updated by World Taido Federations with guidance of Taido Hon'in. These are the official rules used in International Competitions.

1.1 ARRANGING INTERNATIONAL TAIDO EVENTS

Guidance on how to arrange International Taido Events will be found in the "International Taido Event and Competition organizing manual".

1.2 APPLYING INTERNATIONAL COMPETITIONS (ETC, WTC)

Board of the World Taido Federation (WTF) will decide next organizer of European Taido Championships (ETC) and World Taido Championships (WTC) four years before the Event in question. International Friendship Games (ITFG) and Taido Seminar are open for all taidokas will always be held together with the WTC and the ETC.

1.3 RESPONSIBILITIES WHEN ORGANIZING COMPETITION

The Organizing Committee and The Head of Competition are responsible of the Event arrangements (application of Event, Invitations, competition place, tatamis, supplies, staff of competition, schedule of event, lottery of series, prizes, first aid and economy of event).

Organizing National Taido Organization (NTO) is responsible of paying Event license to WTF. License is based on number of Event participants. License is paid to WTF account.

WTF will choose Judges for ITFG, ETC and WTC events. WTF will decide about exception applications of competitor for ITFG, ETC and WTC (for example age and belt rank) with co-operation of The Organizing Committee.

The Head Judge of the Competition is responsible of dividing judges to the Events of the Competition. There should be only one judge per country judging at the same time in same event, if possible, also in Tenkai. The Head Judge is responsible for ensuring that the competition rules and regulations are followed during competition.

Each NTO must have a coach or a team leader that oversees their competitors. Each NTO is responsible for paying participation invoices to organizing NTO as stated in Event Invitation.

All competitors must be members of NTO's that are members of WTF. Competitors must have insurance covering taido accidents. Competitors must comply with competition rules when taking part to the competitions.

1.4 CLASSIFICATION OF JUDGES

Each NTO has their own national classification for their Judges.

International classification is given by Taido Hon'in. For WTC and ETC judge should have belt rank minimum 4 dan. Taido Hon'in can give exception for ITFG.

2 OFFICIAL COMPETITION EVENTS

2.1 OFFICIAL FORMS OF COMPETITION

Hokei is a fixed series of techniques that consist of attacks and defensive movements.

Jissen is a match between two people, in which they attack and defend by applying Taïdo techniques according to the rules and principles of Taïdo.

Dantai Hokei is a hokei performed simultaneously by a team of five members, in which the initial formation is maintained.

Dantai Jissen is a team match in which five competitors led by a team-leader will compete in turns against the competitors of the other team. Each competitor has his own technique-class and points can be won more easily by using these techniques.

Tenkai is a pre-planned combat in which a lone defender (shuyaku) one by one defeats five attackers (wakiyaku) using Taïdo techniques.

2.2 COMPETITION SYSTEM

Cup-system is used in personal events and dantai jissen.

In case of low number of participants (less than 4) a pool system can be used.

2.3 WEIGHT CLASSES

There are no weight classes.

2.4 PARTICIPATION RIGHT TO ITFG AND ETC OR WTC

Competitors cannot participate both ITFG and ETC/WTC in same Taïdo Event. Competition invitation can define if substitute competitor can be used in team events. Exceptions in age and belt ranks are decided by the WTF in cooperation with the Organizing Committee.

For ITFG the number of participants or teams per NTO is not limited. Members of team events do not have to be from the same NTO.

For ETC and WTC the number of competitors in Individual events is 6 and number of teams per event 2. Competitors must be representative of WTF member NTO.

Team Events must enroll as full team. In case of injury or sickness in dantai jissen team can participate as a shorthanded team. The minimum number of competitors is then three and team leader.

2.5 EVENTS IN INTERNATIONAL TAIDO FRIENDSHIP GAMES (ITFG)

B1 Adult Hokei, men

B2 Adult Hokei, women

All competitors must be ≥ 16 years old (competition year); have belt rank ≥ 2 kyu. Competitor is allowed to do only tai/in hokei.

B3 Adult Jissen, men

B4 Adult Jissen, women

All competitors must be ≥ 16 years old (competition year); have belt rank ≥ 2 kyu.

B5 Beginner Hokei, men

B6 Beginner Hokei, women

All competitors must be ≥ 16 years old (competition year); have belt rank 6-3 kyu. Competitor is allowed to do only Sen/Un/Hen tai/in no hokei.

B7 Beginner Jissen, men

B8 Beginner Jissen, women

All competitors must be ≥ 16 years old (competition year); have belt rank 6-3 kyu (min. 2 years of experience).

B9 Sonen hokei, mixed

All competitors must be ≥ 35 (40) year old (competition year); have belt rank ≥ 6 kyu. Competitor is allowed to do only tai/in/sei hokei.

B10 Sonen hokei, mixed

All competitors must be ≥ 35 (40) year old (competition year); have belt rank ≥ 6 kyu. Competitor is allowed to do only mei hokei.

B11 Sonen jissen, men

B12 Sonen jissen, women

All competitors must be ≥ 35 (40) year old (competition year); have belt rank ≥ 2 kyu.

B13 Junior hokei, mixed

All competitors must be 7-12 years old (competition year); No belt limitation. Competitor is allowed to do only Sen/Un/Hen tai/in no hokei. B13 and B14 can be combined in case of small number of participants.

B14 Junior hokei, mixed

All competitors must be 13-15 years old (competition year); No belt limitation. Competitor is allowed to do only Sen/Un/Hen tai/in no hokei. B13 and B14 can be combined in case of small number of participants.

B15 Junior Boys, jissen

B16 Junior Girls, jissen

All competitors must be 10-12 years old (competition year); have belt rank ≥ 6 kyu.

B17 Junior Boys, jissen

B18 Junior Girls, jissen

All competitors must be 13-15 years old (competition year); have belt rank ≥ 6 kyu.

B19 Dantai hokei, men (or mixed)

B20 Dantai hokei, women

All competitors must be ≥ 10 years old (competition year); No belt limitation. Team has 5 competitors. Competitors is allowed to do only tai/in Hokei. B19 and B20 can be combined in case of small number of teams.

B21 Adult Dantai jissen, men

B22 Adult Dantai jissen, women

All competitors must be ≥ 16 years old (competition year); have belt rank ≥ 2 kyu.

Team has 5 competitors and team leader.

B 23 Tenkai, mixed

All competitors must be ≥ 10 years old (competition year); No belt limitation.

Each team has 6 competitors.

In ITFG there can be also additional Events. Rules for these events must be written with invitation.

2.6 EVENTS IN EUROPEAN TAIDO CHAMPIONSHIPS (ETC) AND WORLD TAIDO CHAMPIONSHIPS (WTC)

All competitors must be ≥ 16 years old (competition year) and ≥ 1 dan (ETC 2 kyu)

A1 Hokei, men

A2 Hokei, women

Competitor is allowed to do only tai/in Hokei.

A3 Jissen, men

A4 Jissen, women

A5 Dantai hokei, men (or mixed)

A6 Dantai hokei, women

Each team consists of 5 competitors.

Competitor is allowed to do only tai/in Hokei.

A5 and A6 can be combined in case of small number of teams.

A7 Dantai jissen, men

Each team consists of 5 competitors and team leader.
In ETC number of competitors can be 3 and team leader.

A8 Dantai jissen, women

Each team consists of 5 competitors and team leader.
In ETC number of competitors can be 3 and team leader.

A9 Tenkai, mixed

Each team consists of 6 competitors.

A10 Tenkai, women

Each team consists of 6 women.

3 COMPETITION CHARTS AND RULES OF LOTTERY

3.1 RANKING

In International Friendship Games ranking (order) is not used.

For ETC and WTC each NTO can give ranking (1 to 6 where 1 is the best) of their competitors in individual hokei and jissen and teams in dantai jissen (1 to 2). In tenkai and dantai hokei participants will not be ranked.

Ranking of competitors will be done according to the official ranking of the countries. Official ranking will be calculated from previous competitions e.g., WTC country ranking comes from the previous WTC, and ETC country ranking comes the previous ETC. Official ranking will be counted after competitions and held by WTF.

Each medal or point place will give points to the country of the competitor. These will be counted together per Event. Country that has most of the points will be first in rank, next one second etc. If two or more countries have exactly the same number of points, then first one will be the country with better medal and point places. In case of even points, an official lottery will be done. If a country does not have any points from the previous competition, it will not gain any ranked places. In that case ranked number of the country will be decided via lottery. For example, WTC women hokei for 2013 Japan came in ranking 1. place, Sweden 2. place, Finland 3. place. France, Denmark, The Netherlands, and UK did not have any points. There will be lottery between FR, DNK, NDL and UK which is rank 4, 5, 6 and 7.

Ranking gives order for all players with country points. Places are given by the following method (in case of 6 ranked places per country): Place nr 1 to 6 for country nr 1, places 7 to 12 for country nr 2, places 13 to 18 for country nr 3 etc. Official ranking will be held with WTF and it cannot be modified.

Place	Points from WTC	Points from ETC
1	12	10
2	10	8
3	8	6
4	6	4
5-8	3	1

Table 1. Points given from previous WTC or ETC

3.2 LOTTERY

In all Taido competitions the Lottery must be done. To be able to make lottery one needs registration lists per Event and NTO's own rank for all individuals and teams per event that will be ranked (ETC/WTC). Registration can be done with Competition Software.

When doing the lottery, considerations must be made so that the number of players from each NTO is equally spread out.

3.3 PERSON MAKING LOTTERY

The person making the Lottery must be adult, who do not participate to the competition in question. No competitor must be present when the Lottery is done. The person making the Lottery will sign each competition chart.

3.4 TIMING OF LOTTERY

The lottery must be done latest 48 hours before competition begins.

3.5 METHOD OF LOTTERY

Draw with closed tickets. Also, software can be used.

3.6 CHECKING LOTTERY

Lottery can be checked by representatives of each NTO latest day before competition. Checking means looking that no participants of nation has been by accident left out. In case in charts are errors new lottery will be done with presence of WTF representative and responsible person of Organizing Committee.

3.7 CHOOSING CHARTS AND NUMBER OF RANKED PLACES

WTC and ETC Individual Jissen, Hokei and Dantai Jissen

Number of competitors	Chart	Placed as ranked competitors
33 or more	Chart of 64	All ranked (see chapter 3.1)
17 – 32	Chart of 32 (from 1 st round)	All ranked (see chapter 3.1)
9 – 16	Chart of 32 (from 2 nd round)	All ranked (see chapter 3.1)
7 – 8	Chart of 32 (from 3 rd round)	All ranked (see chapter 3.1)
6	Special chart for 6	All ranked (see chapter 3.1)
5	Special chart for 5	All ranked (see chapter 3.1)
4	Chart of 32 (from 4 th round)	All ranked (see chapter 3.1)
3	Special chart for 6 (places number 1, 2 and 3)	All ranked (see chapter 3.1)
2	Final	No ranked places

WTC and ETC Tenkai and Dantai hokei

Event	Lottery	Placed as ranked competitors
Tenkai	Closed draw	No team will be ranked, all teams closed draw
Dantai Hokei	Closed draw	No team will be ranked, all teams closed draw

ITFG Tenkai and Dantai hokei

Event	Lottery	Placed as ranked competitors
Tenkai	Closed draw	No team will be ranked, all teams closed draw
Dantai Hokei	Closed draw	No team will be ranked, all teams closed draw

ITFG Individual Jissen and Hokei and Dantai Jissen

Number of competitors	Chart	Placed as ranked competitors
33 or more	Chart of 64	No ranked places, all closed draw
17 – 32	Chart of 32 (from 1 st round)	No ranked places, all closed draw
9 – 16	Chart of 32 (from 2 nd round)	No ranked places, all closed draw
7 – 8	Chart of 32 (from 3 rd round)	No ranked places, all closed draw
6	Special chart for 6	No ranked places, all closed draw
5	Special chart for 5	No ranked places, all closed draw
4	Chart of 32 (from 4 th round)	No ranked places, all closed draw
3	Special chart for 6 (places number 1, 2 and 3)	No ranked places, all closed draw
2	Final	No ranked places, all closed draw

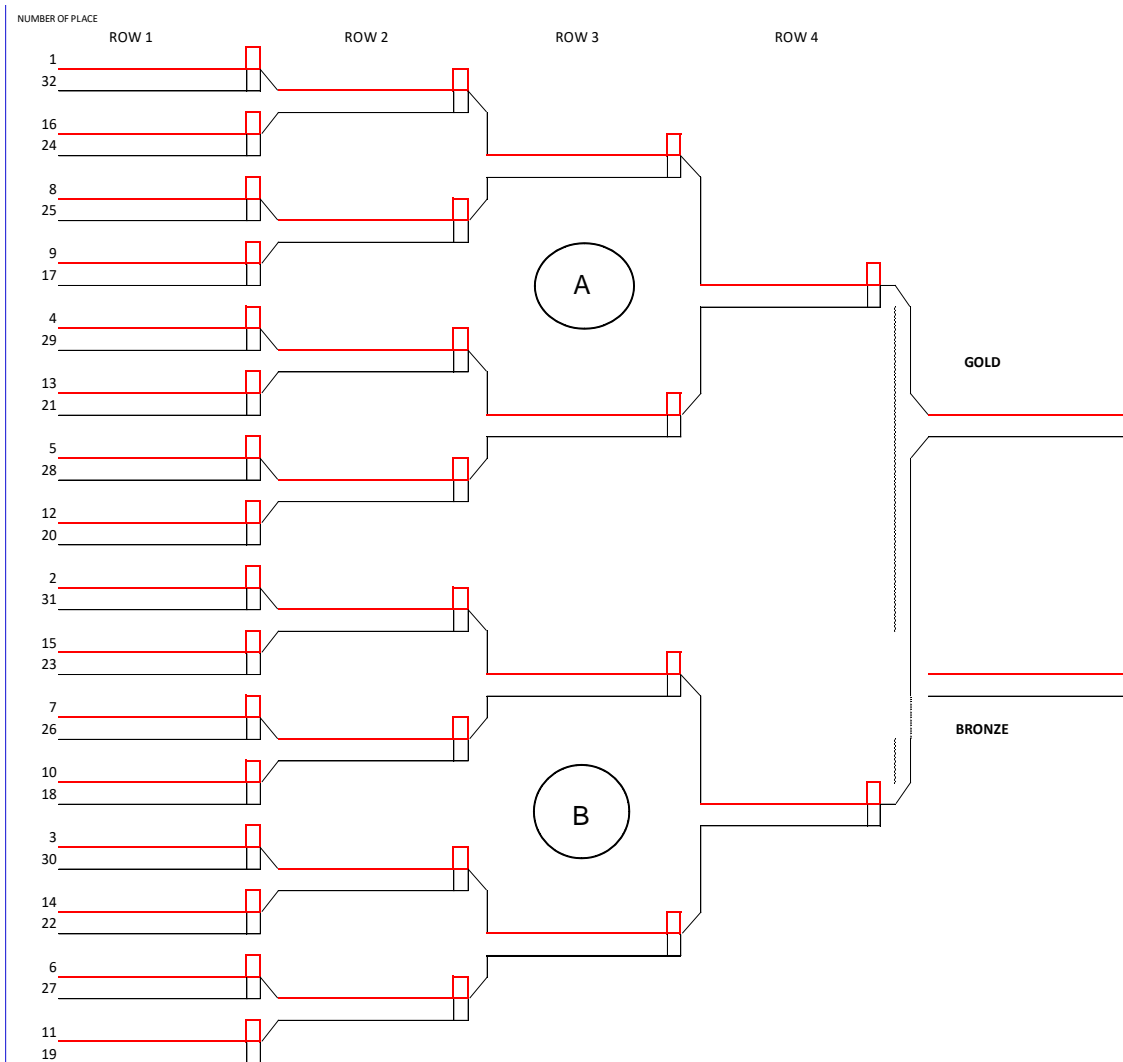
3.8 PERFORMING MANUAL LOTTERY

Lottery will be done Event by Event. All names of participants (individuals/teams) will be written to equal size lottery tickets (made on pieces of paper). In ETC or WTC first ranked participants will be placed to chart as described in chapter 3.1. For these lottery tickets, the number of the place will be written directly. Number in chart is equal to number for ranking place.

In ITFG all participants' lottery tickets will be put in the lottery bowl. Tickets will be shuffled. Then person making the lottery begins lifting tickets. First name goes to place 1, second place 2 etc. until all tickets has been drawn and participants have been placed. Numbers are given in sequel order. And in each ticket draw number (number in chart) will be written. **In ITFG all are drawn. First drawn name goes to place 1, second place 2 etc.**

The sequel number will express place of the participant in competition chart. Name of participant will be written to same number line in chart as sequel number in lottery ticket expresses. If cancellations (informed after lottery had been done) will make essential unbalance in chart, re-lottery may be done.

If there are 33 to 64 participants, the chart of 64 will be used. If there is 17 to 32 participants chart of 32 will be used. If there is 9 to 16 participants chart of 32 will be used from round 2. If there is 7 to 8 participant charts of 32 will be used from round 3. If there is 6 participants special chart of 6 will be used. If there is 5 participants special chart of 5 will be used.



Picture 1. The chart of 32 participants

Next example will help with placing competitors in chart.

Example: Number of competitors is 18. Number of ranked countries is 3, for remaining countries will be lottery done for the ranking order. Chart of 32 will be used. Number of participants per country is 4. Rank 1. NTO gets places number 1, 2, 3 and 4. Rank 2. NTO gets places number 5, 6, 7 and 8. Rank 3. NTO gets places 9, 10, 11, 12. With lottery ranked rank 4. NTO has 3 competitors and gets places 13, 14 and 15. With lottery ranked rank 5. NTO has also 3 competitors and gets places number 16, 17 and 18.

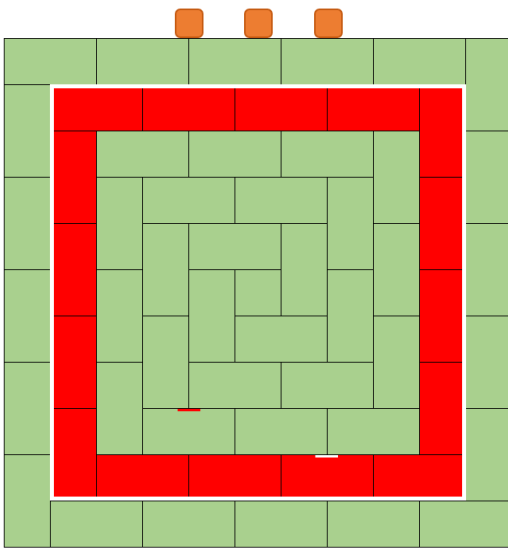
4 RULES ABOUT COMPETITION PLACE

4.1 COMPETITION AREA

The competition area is 9m x 9m, surrounded by at least a one-meter tatami. (For one competition area 44 green and 16 red Tatamis and a small green/red center Tatamis are needed if 2m x 1m tatamis are used.) The markings of the competition area are usually made with duct-tape. Tatamis can be different colors and size than those shown below. Tape informs the border of the official competition area. The tape should be placed inside the area, thus being a part of the match area.

HOKEI AREA

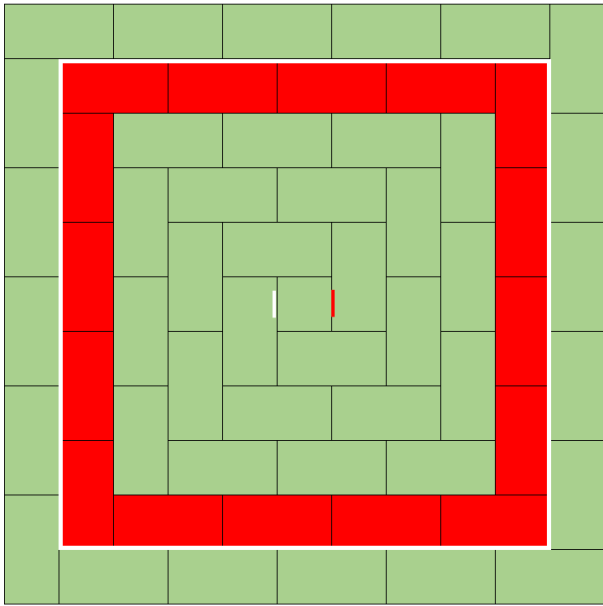
The Hokei area is as set forth below. The Shinpan-ins sits on the chairs located in the upper part of the picture. The chairs are located between the competition area and the assumed main spectator area. The starting points for the competitors are marked with a 0.3 m long tape. Aka position on the left side is 1 m ahead of shiro position. The distance between the competitors' starting points is 3 m. The Shushin can however move the start positions, if necessary. In individual Hokei, the competitor doesn't have to stay within the Tatami area.



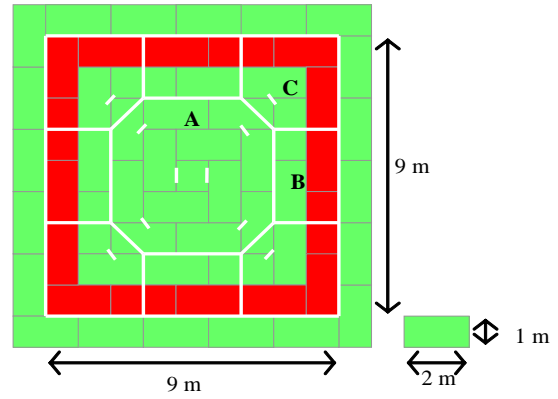
Picture 2. The Hokei area (when metric tatamis are used)

JISSEN AREA

When giving a judgment the main judge (Shushin) stands 1.8 m inside the outer edge in the middle of the tatami area face toward the audience (Shōmen). The sub judge (Fukushin) stands in the left corner from the Shushin point of view in heisoku dachi. The competitor with the red belt is on the right side of the Shushin and the competitor with the white belt is on the left side of the Shushin. In case Genkaku will not be used, only outer line needs to be taped. (See picture 3).

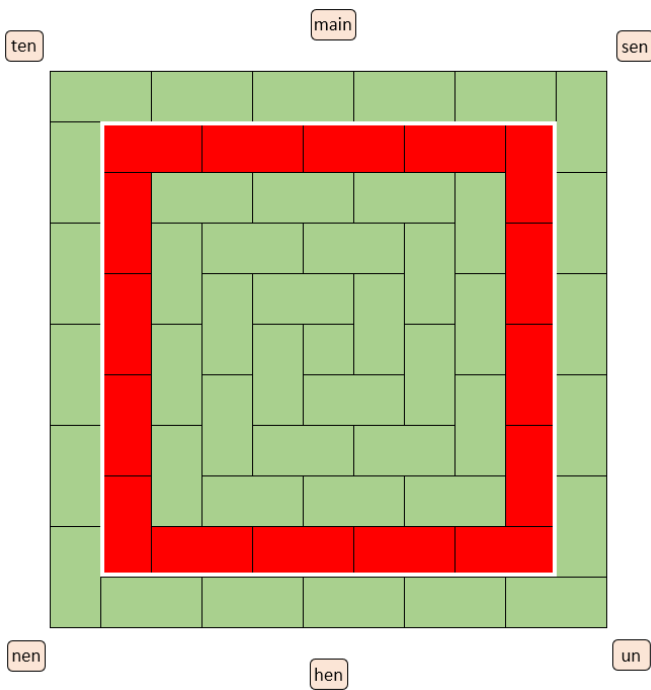


Picture 3. Jissen area without genkaku line.



Picture 4. Jissen area with genkaku line.

TENKAI AREA



Picture 5. Tenkai area and positions of judges.

4.2 COMPETITION BELTS

The organizer of the competition is responsible for ensuring that there are enough competition belts. Belts should be normal full-length belts. In personal events there should be at least two red (aka) and two white (shiro) belts at each area. In dantai jissen there should be belts for the whole team (5 or 3) both red and white at the competition area.

5 CONDUCT IN COMPETITIONS

5.1 UNIFORM FOR COMPETITORS

UNIFORM

The competitors can use medical supports (wrists, ankles, knees), but they must not hinder or create any risks for the opponent. Jockstrap, head, chest, leg/instep and teeth protection is allowed.

The competitors must have clean, proper, and undamaged Taidogi. Taidogi consist of a:

White uwagi, which can have:

Taido mark (kanji) on its left chest

Club badge usually on the right sleeve at shoulder height

NTO badge on the left sleeve at shoulder height

The sleeves must be, when the arms are held vertically straight down, at least halfway over the forearm and above the wrist. The sleeves must not be rolled up when competing.

A top/t-shirt or body protector can be worn under the Uwagi.

Black Hakama and belt (obi):

When standing straight, with the feet together, the edge of the Hakama must reach halfway over the lower leg and above the ankle.

Properly tied obi must be worn.

Wearing glasses in the match is forbidden, but contact lenses are approved. Sport glasses can be worn if judges will find them safe.

Earrings, rings, and other similar adornments are forbidden. There must not be any hard or sharp objects in the hair.

PROTECTIVE GEAR

The competitors can use medical supports (wrists, ankles, knees), but they must not hinder or create any risks for the opponent. Jockstrap, head, chest, leg/instep and teeth protection is allowed.

5.2 UNIFORM FOR JUDGES

Judge outfit is:

Official white judge shirt (with judge badge in left chest), a red Taido tie, dark blue pants, whistle, red and white wristbands. If necessary, a dark blue jacket, dark socks and/or dark shoes can be worn during hokei judging.

Judges do not wear shoes or socks when moving on Tatami. The Head of Judge decides if jacket, shoes, and socks are worn during Hokei and Tenkai.

5.3 OPENING AND CLOSING BOWS

Each event starts and ends with Bows. The competitors of the series are called to the edge of the competition area. The Shinpan-ins walk in a row to their places in one line directed towards the Tatami area and the competitors. The competitors stand on the left and right edges of the competition area, from the spectators' point of view, and directed against the center of the competition area. Both competitors and shinpan-ins stand in musubi-dachi outside the competition area and in heisoku-dachi inside.



Picture 6. The Shinpan-ins will stand in musubi-dachi before making the bows.

The speaker announces:

1. Shomen-ni taishite [pause] rei

Everyone turns towards shomen (the spectator area) and bow. The Shinpan-ins turn right by taking a step back with their right leg, turn and then bring their right foot back to the left. The left foot remains on the same spot.

2. Shinpan-dan-ni taishite [pause] rei

The competitors turn to a 45-degree angle towards the Shinpan-ins and the Shinpan-ins turn towards the Hokei area, everyone bow.



Picture 7. Shinpan-in-ni taishite [pause] rei.

3. Otagai-ni [pause] rei

Both the competitors and the Shinpan-ins bow to each other. The Shushin takes a step backward and the side Shinpan-ins turn toward each other.



Picture 8. Otagai-ni [pause] rei.

5.4 COMPETITORS CONDUCT IN COMPETITION AREA

HOKEI

Competitors enter the hokei area from the side opposite the Shinpan-ins. Competitors bow to each other at the edge of the hokei area (onegai shimasu). After this, they go behind their starting point, stop and turn towards the hokei area and bow (silent). Competitors walk to their point and go through heisoku dachi to seiza. The hokei performance starts with the Shushin whistle. If the competitor does not follow these rules of conduct, the Shushin can point out the matter or ask the competitor to come to the hokei area again. After the verdict is announced, the competitors stand up, turn 180 degrees clockwise and exit to the edge of the hokei area, where they again turn 180 degrees clockwise and bow (silent). After this, they turn towards the opponent and shake hands (arigato gozaimashita) and then turn towards the warm-up area and walk to the edge of the hokei area. The competitors turn towards each other and bow (arigato gozaimashita) and go to the warm-up area. Competitors may not leave the competition area.

JISSEN

The competitors come to the competition area, where their starting points are, from the side. Bows are made when entering and leaving the competition area. The competitors walk straight to their starting points, sit in seiza, do rei (bow) and move into gedan gamae (the toes of the front foot are on the line). During the match the Shushins' orders must be followed. When the match has ended the judgments will be announced while the competitors are in seiza. The competition area is left the same route as when entering. One should act respectfully toward the other competitor on the competition area.

DANTAI HOKEI

The team will move swiftly to the opposite side of where the main judge sits. Team will turn towards judges and bows. Then team members will move to starting point and do seiza. Shushin whistles the starting whistle. In the end after last bow of the hokei, team sits in seiza waiting for scores. After scores are given teams stand up, turn around, walk to the edge of tatami, turn towards judges and bow. The teams then move swiftly back to the waiting area.

DANTAI JISSEN

The teams are placed at their own sides, outside the competition area in a row. In the beginning and end of each dantai jissen has opening and closing bows. After bows teams will sit down (in order of numbers, 1 closest to the Shushin and 5 closes to the Fukushin) and line up beside of tatami area. Competitors will stay there the whole time when dantai jissen is in progress. Team leaders participates to jan-ken-pon with Shushin, where it is decided which team places first competitor. The team leader is responsible for his team. The role of the team leader is to spur on his team and to choose a competitor for each round. The team leader restrains his team members from shouting excessively. The Shinpan-in negotiates with the team through the team leader.

After being called, the team will move swiftly to the edge of the tatami, opposite the main judge. Shushin (Main judge) will make a short whistle blow, the team turns around (180°). The Shushin then makes another short whistle, and the team turns back, facing the tatami. The team moves to their starting points. The Shuyaku moves onto the tatami and make a kamae. After Shuyaku defeats the last Wakiyaku, the Shuyaku moves back to behind the tatami and calls the wakiyaku by hitting the tatami with both hands while being in fukuteki. The players do gedan gamae and go to the seiza and wait for scores. After scores are given, the team stands up, make a bow (Ritsu-rei) and moves swiftly back to the warming-up/waiting area.

5.5 DISQUALIFICATION OF A COMPETITOR

The organizers and the Head Judge have the right to disqualify competitors if they:

- Arrive late for the competition.
- Change the setup of the team in Dantai competitions without notifying the organizing committee beforehand.
- Are under influence of drugs or alcohol.
- Are not members of a National Taido Organization (NTO) which is a member of the WTF.
- Do not act with budo-like manners.
- Are on a NTO's suspension list (doping or other reason).

The condition for participating in the competitions is that the competitors comply with the antidoping rules of the WADA (World Antidoping Office) and WTF. All competitors, coaches and officials are required to familiarize themselves with the antidoping regulations that apply to them. Information about banned doping substances and methods in sports can be found in WADA's annual publication "List of Prohibited Substances and Methods". WADA can hold a surprise test at any official competition of WTF and National antidoping agencies in any National or local competitions of Taido.

Doping cases from competitions held under WTF are with the Board of WTF. The minimum penalties for doping violations are: Temporary ban, which is generally two years from the first doping violation. Lifetime ban from competition for repeated doping.

5.6 PROTEST

Protest is possible in following situations:

1. In jissen declare of winner has been done with wrongly calculated points and/or warnings.
2. Dantai jissen declare of winner has been done with wrongly calculated wins and/or hikiwakes.
3. The competition chart has been red wrongly so that a match has been left out or wrong competitor(s) has been called to compete.

Competitors, staff, and judges must inform the main judge of the event in question, possible chart or point calculation error as soon as such has been notified.

If during the competition verbal protest has been done, it will be handled by the main judge of the event in question and head of competition immediately. If after this, there is no clear decision, the Head of judges will be invited to be part of the discussion.

5.7 CONDUCT OF JUDGES

The ethics and morals of a Judge form the basis for working as a Shinpan-in. The Shinpan-in must act in an objective fashion, without letting social, financial or any other similar things affect their decisions. A Shinpan-in must be competent, sure of his judgments and have spotless behavior. A Shinpan-in shall not make comments on the progress of the competition to the spectators and shall avoid any conversation with the competitors during the competition.

6 HOKEI

6.1 GENERAL ISSUES

A Hokei is a fixed form of techniques and movements. In Hokei, one fights against imaginary opponents. The competitor may modify the Hokei. Modifications should be presented to the Head of Judges before the competition, to establish whether it will be accounted as an innovation, error or neither. The competition Hokei should embody the essence of Taïdo.

6.2 THE SHINPAN-INS

There are 3 Shinpan-ins (Shushin and two Fukushin) and each has a white flag in the left hand and a red flag in the right hand. The Shushin sits in the middle and only he uses a whistle. The Shinpan-ins sit without moving or talking, with their knees at a 90-degree angle and keep the flags on their knees, in a relaxed manner, so that the handles are parallel with the floor.



Picture 9. The posture of the Shinpan-ins during the Hokei.

6.3 JUDGING

Before each Hokei starts, the Shushin makes sure that the Fukushins and the competitors are ready. The Hokei starts with Shushin making a long loud whistle blow. After the final rei:

1. The Shushin makes sure that the Fukushins are ready and are holding their flags correctly.
2. The Shushin announces “hantei o torimasu” (the winner is being announced).
3. A long whistle — = the flags are in place [pause]
4. A short whistle - = the flags are lifted

The Shinpan-ins raise the flag with the color that represents the competitor they thought was better, clearly up and to the side in a 45-degree angle. The arm is held straight, and the flag is held in the same direction as the arm. Each Shinpan-ins lifts only one flag. The Shinpan-ins cannot leave both flags un-lifted or change the flag after lifting it once. The Shushin checks the judgments of the Fukushin while remaining facing forward.



Picture 10. Hokei judgment 3-0 for Shiro.

5. Flags down = after about two (2) seconds, the flags are lowered with a quick movement.
6. **Announcement of winner** = The Shushin lifts the flag that corresponds to the side that got two or more flags and announces the winner by saying Aka or Shiro.



Picture 11. Announcing the winner

6.4 EVALUATION OF HOKEI

Doko gokai and 10 points of hokein form the basis of the assessment. In addition, by increasing the difficulty level of unshin, it is possible to get a plus in the evaluation. With these pluses, it is possible to compensate for minuses arising from errors in hokei (see table in dantai hokei). The pluses and minuses of the table is used to show the differences between two hokei performances in a comparative evaluation. The numerical values are relative to the same evaluation scale used in dantai hokei.

Each shinpan-in must master the principles of taido and hokeis mentioned in competition invitation.

AN INCORRECT HOKEI

The competitor is only allowed to perform Hokeis that are mentioned in the competition invitation. A competitor that performs an hokei that is not mentioned in competition invitation is disqualified.

KIDOSEN

For the duration of the performance, Hokei competitors should stay on the kidōsen. If two competitors meet each other on the same line, one competitor can wait or move from the kidōsen. Return to the kidōsen is recommended to be done right away after the risk for colliding has passed. This will not affect the judgment. Hokei should end on the original kidōten. If there is a danger of colliding with the opponent, the competitor must wait for the danger to pass. A competitor must not hit another competitor during hokei.

THE 10 (TEN) PRINCIPLES OF HOKEI.

Yōi to kishin	用意と起心	alert and awakened mind
Taijiku to seitai	体軸と整体	body axis and posture
Kōbō to in'yō	攻防と陰陽	offence and defense, in and yō
Kankyū to kyōjaku	緩急と強弱	slow and fast, strong and weak
Shinshuku to gōjū	伸縮と剛柔	extensive and compact, hard and soft
Kiai to iryoku	気合と威力	kiai and effectiveness
Chakugan to mokuhyō	着眼と目標	vision and target
Kokyū to seihō	呼吸と勢法	breathing and power generation
Unsoku to unshin	運足と運身	foot and body movement
Kaitai to zanshin	解体と残心	finishing and vigilance

DŌKŌ GOKAI

Dōkō Gokai	動功五戒	five rules of dōkō
Sen movement		
sentai fūrin	旋体風林	whirlwind in forest
kihatsu seiken (seidō)	起発制肩 (胴)	control of shoulders (torso)
daen kōka	橢円降下	elliptical downward movement (drop)
sandō ittai	三動一体	three movements together
ganka sokketsu	雁下即決	aim at ganka
Un movement		
untai gekirō	運体激浪	like pulled by tidal wave
kihatsu seisoku (seishitsu)	起発制足 (膝)	control of foot (knee)
sokkō tōtetsu	足甲踏鉄	steel step to foot
sansetsu ittai	三節一体	three joints together
kangen sokketsu	関元即決	aim at kangen
Hen movement		
hentai unpū	変体雲風	clouds that changed shape in wind
kihatsu seiko (seishō)	起発制股 (踵)	control of hip (heel)
ōhen fūbi	応変風靡	bending controls
santei kyōgō	三鼎共合	three points collaborated
kikai sokketsu	氣海即決	aim at kikai
Nen movement		
nentai kashō	捻体渦生	flushing whirlpool
kihatsu seihai (seikyō)	起発制背 (胸)	control of back (chest)
kokan shokuhatsu	股間触発	strength from hip joint
ryōtai kyōatsu	兩腿挟圧	plier pressure from both thighs

tenchi sokketsu	天地即決	aim at all heights
Ten movement		
tentai raidō	転体雷動	movement of rolling lightning
kihatsu seiyō (seiden)	起発制腰 (臀)	control of pelvis (bottom)
kyūten raika	急転雷火	move as swift as the lightning
sankyoku dōsetsu	三曲同折	three bends at the same time
maai sokketsu	間合即決	hit to all ranges

6.5 VICTORY BY DEFAULT

If one of the competitors cannot compete because of absence, injury or any other reason, a win by default is declared. After the competitors are called, the remaining competitor enters the Tatami and sits in seiza. The Shushin lifts the flag of the competitor, and announces the winner, e.g., “Aka – fusenshō”. The competitor does not need to do Hokei. To save time, this judgement can be omitted, and the next match will be announced.

7 DANTAI HOKEI

7.1 GENERAL

A Dantai Hokei is a Hokei performed by a team of five (5) Taidokas, in official competitions. Teams with less members can be allowed in certain competitions. The hokei can be performed in any formation.

7.2 JŌGAI

The Dantai team must stay within the borders of the competition area. The line judges (2 sitting in opposite corners of the tatami-area) count all jōgais for the two borderlines nearest themselves. After hokei is ended and point are announced, line judges show the number of jōgai with a number pad to the audience and staff. The number of deduction points will be written on the competition chart and deducted from the total score by the functionaries.

7.3 SHINPAN-IN

There are three Shinpan-ins (Shushin and two Fukushins), each has an A4-drawing pad and a black marker or scoreboard. They also have grading sheets for each team. The Shinpan-ins sit as in individual Hokei. The Shushin has a whistle. All Judges evaluate the performance of the whole team. For evaluation also software can be used.

7.4 SCORES

The Shinpan-ins will give their score from 0-10 with an accuracy of one decimal. After the team finishes its performance, the scores are given (with scoreboard or written on A4-sheets). The highest score possible is

30. The team with the highest overall score wins. If two teams get an even score, the score which is given by the Shushin will be decisive.

7.5 JUDGING

Hokei begins after the Shushin has blown the whistle.

After the final bows:

- Shushin checks that the other Fukushins have written their scores.
- Shushin announces: “hantei o torimasu”
- Long whistle = the score boards are prepared.
- Short whistle = the scores are lifted and shown to the functionaries. The scores are held visible for long enough that the functionaries get the scores written. A good custom is that the announcer announces the score of each Shinpan-in before the scores are turned toward the audience.
- Short whistle = the scores are turned toward the audience.
- A long descending whistle = the scores are lowered.

7.6 PRINCIPLES OF JUDGING.

Dantai hokei is judged based on the harmony and impression of the performance of the 10 points of hokei and dōkō gokai. The harmony and impression of the performance is influenced by keeping the opening form, kiai, simultaneity of techniques and creativity. The judges evaluated the presentation's level points up to 9 based on the implementation, creativity, and impression of the 10 items. Plus points from unshin are added to these points and minus points from mistakes are subtracted.

The left part of the table indicates the level of difficulty of the raised unshins. A more difficult unshin gets higher score in the evaluation. It is only possible to get a full plus point if the unshin is technically well done and the movement continues according to hokei. If the unshin is not completely successful, the judge evaluates the effect of the mistake on the number of plus points received (from zero to the maximum of the unshin in question). The plus point in the table means unshin, which is done in the hokei to both sides or forth and back. A single, successful unshin (e.g., Hen's no hokei on the forward straight) is only considered as a half plus in relation to the same unshin that would be done in a hokei for both sides. If several successful unshin pairs are made in the hokei, plus points are given for each pair separately.

The right part of the table shows various mistakes made in the hokei and shows the magnitude of the minus points resulting from them. The judge evaluates the effect of the error from zero to full minus points (per time), considering the magnitude of the error and possible repetition in relation to the overall hokei performance.

Addition (difficulty level) (Unshin)	+ points	Reductions	- points
Sokuten	±0	Retry	-3
Zenten, kōten	±0	Jōgai (each occasion, Dantai hokei)	-1
One hand sokuten	≤ +0.1	Wrong direction, order or techniques	≤ -1
Ude-zenten, ude-kōten	≤ +0.2	Left-right opposite (eg. wrong hand in tsuki)	≤ -0.5
One hand ude-zenten, ude-kōten	≤ +0.3	Balance lost major (one hand on the floor)	≤ -0.5
Zen-chūten	≤ +0.4	One step forward (eg. too much speed in tengi)	≤ -0.5
Kō-chūten	≤ +0.4	Kidosen/Kidoten error	≤ -0.5
Soku-chūten	≤ +0.5	Wobbling	≤ -0.3
Nen-chūten (Both directions)	≤ +0.8 (≤ +1.0)	Mistakes in basic techniques (kamae, unsoku, dōkō gokai)	-0.1
		Lost synchronization/ signaling	-0.1

Table 3. Difficulty and error related plus and minus points.

7.7 A WRONG HOKEI

Members of a Dantai team must perform the same techniques. Only Hokeis mentioned in the invitation for the competition are allowed.

8 JISSEN

8.1 GENERAL

Jissen or match is a fight, adhering to Taïdo competition rules, between two competitors. The winner of a match is the one who first gains ippon or the competitor with most points or less warnings when the time has run out.

8.2 COMPETITION TIME

A jissen match duration is 2 minutes and for juniors 1 min 30 sec. If **active** jissen time, where time is stopped when judge has stopped the match, is used the time can be reduced to 1 minute 30 seconds for adults and 1 min for juniors. ETC and WTC bronze and gold medal games are 3 minutes. If active jissen time is used 2 min 30 seconds. The match time must be clearly informed to the competitors in the invitation to the competition.

In active jissen time the timing begins when the Shinpan-in says “Hajime” in “Shobu ippon - Hajime”. The time is paused when either Shinpan-in pauses the match. The time is then restarted when Shushin restarts the match. The time-keeper is responsible for the duration time.

8.3 EXTENSION

In Individual jissen the Shushin can order extension if the result of the match ends up in a draw and the judges cannot decide a winner. Extension lasts for one minute also with active jissen time. If, after the extension, the result still is a draw, a new extension will follow. There can be only two extensions. If after the second extension there still is a draw, there will be a judge decision. An extension should only be used when it is impossible to declare the winner. Usually, extension is not used in preliminary matches.

8.4 IMPLEMENTING TECHNIQUES IN JISSEN

WAZA

In Jissen a diversity of techniques is ideal. Contact is allowed but a hit must be controlled, avoiding any injuries due to bad or hard hits. The purpose of the hit in Taïdo is not to knock down the opponent, but to show where there is a weakness in the defence. Judges of a match must check the level and performance of the techniques. If a technique is done in a bad manner (dangerous, wrong target, wrong angle), the competitor should be given a warning (chūi).

The competitors attend jissen on their own responsibility.

TARGET AREA

Kicks and punches must hit on or above the belt and below the neck. It is forbidden to hit the head, neck, or the groin. Shoulders and arms that are in close contact with the body are also recognized target areas, whereas hitting an arm held as protection or away from the body will not generate a point.

Sweeps and leg-scissors targeting the legs are allowed. Only hand-techniques can be made against an opponent lying on the ground or in fukuteki. All kicks must be followed of a withdrawal of the kicking leg. Jump-kicks are allowed when the opponent has the upper body is *aji dachi* level or higher and above horizontal angle. With jump-kicks, one must not jump on or stamp on the opponent. Kicks that are performed with one leg on ground must be done performed with an angle that is horizontal or higher.

START

After each start from kamae, competitor must do at least 45 degrees unsoku before attack. The first time this rule is broken, the competitor will be verbally warned about the wrong action, and if it is done a second time, a warning (*chūi*) will be given.

GRABBING AND PUSHING

It's forbidden to grab the opponent's Dogi. Body checks and pushing is not allowed. A warning (*chūi*) should be given if grabbing and/or pushing is done.

OTHER

Any harmful technique is forbidden. Defensive kicking while lying on the floor should be avoided. Also, grappling the opponent's leg etc., are not allowed. If excessive behavior continues a warning for bad defense (*bōtai chūi*) could be given.

TECHNIQUES WITHOUT BODY MOVEMENT (SOTAI)

Techniques must have sufficient technique class body movement. Direct techniques are not allowed. For direct techniques with no body movement at all, a notification (Fujubun) is given the first time, and if it happens again, then a warning. If the technique is dangerous, one can get a warning at the first time.

8.5 UNSOKU AND UNSHIN

Unsoku and Unshin are the essential basis for the principles of Taïdo. Attacks must be done directly from unsoku or unshin. The components should aim to get an angle against the opponent. A warning should be given for neglecting Unsoku.

8.6 SHINPAN-IN

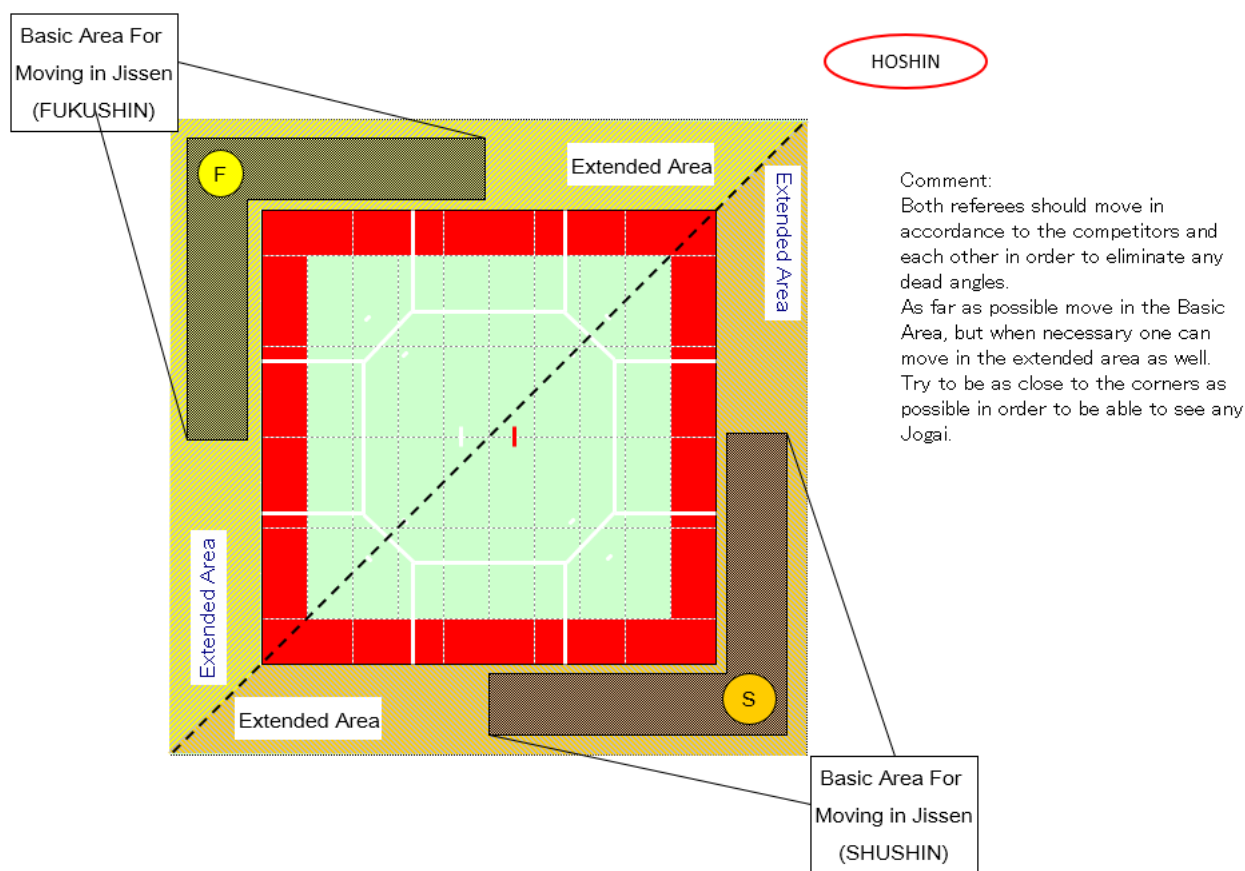
Each match has one Shushin and one Fukushin. Both of them have a whistle. Shushin wears the red wrist band on the right hand and white on left. Fukushin wears a red wrist band on the left hand and white on the right hand.

SHUSHIN

The Shushin starts, interrupts, and stops the match. The Shushin announces points and warnings for performances.

The Shushin deals his judgments standing 1.8 m from the outer edge of the competition area so that the competitor with the red belt is on his right side. During the match, the Shushin moves in the dedicated area, see Picture 10. When needed stepping inside of the area is allowed if competitors' moves are not restricted.

The Shushin interrupts the match by whistling for points receiving performances, warnings, dangerous situations, when the time is up, injuries or correcting the gear/uniform. In unclear situations the Shushin must ask for advice from the Fukushin.



Picture 12. Moving areas for Shushin and Fukushin. (Tatami layout based on 1.8m x 0.9m tatamis)

FUKUSHIN

Fukushin has the same authority as Shushin and whistles for points, warnings and when the match time has ended. Fukushin informs his opinion to Shushin with signs and gestures. Fukushin moves in the designated area, see Picture 10. Fukushin should keep an adequate distance from the competitors, to not disturb them.

Hoshin (arbitrator) sits on the opposite corner from the Shushin, and checks whether the judgments given for points and warnings are correct. If there is an obvious mistake, the Hoshin can stop the match and inform the Shushin about the error. For example, if the point or warning was given to the wrong player (mistaking Red and White). The Hoshin has no authority to comment on the content of the judgments. The Shushin can call on the Hoshin for conferring. The Hoshin also checks the timekeeper. I.e., when using a visible timer, the Hoshin checks that the time starts and stops as requested. The Hoshin further checks that points and warnings are recorded as required. If there is an error, the Hoshin whistles to stop the match and then inform the Shushin about the error.

8.7 POINTS

Ippon is a full point. When an ippon is given, the competitors are in seiza on their starting points. Awasate ippon (combined full point) is also given in seiza. Awasate ippon can be a combination of Waza-ari and/or yūkō.

Waza-ari is a half point. When a waza-ari is given, the competitors are in gedan gamae at their starting points. Two waza-aris equal an ippon. Awasate waza-ari (two yūkō) is given in gedan gamae.

Yūkō is a quarter of a point. When a yūkō is given the competitors are in chūdan gamae at their starting points. Two yūkōs equal a waza-ari. (*When a yūkō is given in a genkaku situation, the competitors continue their match normally.*)

A technique worth an ippon should have the following criteria:

- Five criteria of techniques: Unsoku = steps, Sotai = movement, Seihō = technique, Kimegi = kiai, Gentai = return to kamae.
- Accurate use of sen, un, hen, nen or ten movements
- The body posture is adequate for the decisive technique (kimegi)
- Right use of ma-ai
- At technique that includes both defence and offence
- Throws (nage), joint locks (gyakugi) or grappling (tori) technique are done instantly after grabbing.

The Shinpan-in must always evaluate the perfection of a technique. Points cannot be given if there is no hit. (*Genkaku is an exception.*) The first hit is always decisive (Nentai kaeshi-garami is an exception). A warning should be given for techniques made after the whistle. Techniques that are done when either or both of competitors are outside of competition area, do not get points. If a player moves outside after a point generating hit while doing gentai fukki, there will be no point and no warning (jōgai). If on the other hand, moving outside is due to the speed in the technique, no point will be given, but a jōgai warning will be given. If the defender crosses the boundary of the match area after a hit leading to a point (e.g., falters from the force of the technique), the defender is not given a warning, but the attacker gets a point.

An individual match cannot end in a draw. The match ends when an ippon or an awasate ippon is made. When the time is up, the competitor who has most points, or when situation is equal in points, less warnings, will win the match, Yūsei gachi. If there are equal points and warnings, and extension is not done, the Shinpan-in will decide the winner based on the competitors' activity, variety of technics, use of unsoku, kamae, etc.

8.8 WARNING AND FUJŪBUN (INSUFFICIENT)

When Shushin gives warnings, competitors should be in chūdan gamae. A 3rd chūi, Shikkaku, will be given when competitors are in seiza.

Chūi = First warning

Keikoku = Second warning. Two chūis.

Shikkaku = Third warning. Three chūis. Leads to disqualification off a competitor.

Warnings can be received when:

- Stepping outside of area (jōgai). Jōgai is when any part of the body touches outside the boundary of the match area.
- Remarkably bad use of hands in kamae (Kamaete sōhō)
- Remarkably bad use of unsoku or collision (unsoku sōhō)
- Remarkably bad or lack of kamae, bad posture (seitai no hoji)
- Too low/high angle of keri (kick), dangerous technique (keri kakudo)
- Not pulling back the kicking leg, hitting too hard, dangerous technique (keri hiki)
- On purpose targeting tsuki or keri towards face or groin, or other area not allowed targeting (mokuhyō). (Note that a hit to the head is always forbidden)
- Lacking sufficient change of body axis in technique, i.e., not performing one of the five movements (tai sōhō)
- Bad behavior in attacks, e.g., pushing, grappling (kōtai)
- Bad behavior in defence, e.g., dodging to wrong direction, staying on the floor faced upward, not avoiding to getting hit (bōtai)
- Ignoring the judges' signals to stop (Seishi mushi)
- When doing a forbidden action (see below) (Kinshi kōi)

FORBIDDEN ACTIONS (KINSHI KŌI)

The following actions are forbidden and if performed will lead to a chūi, keikoku or shikkaku, depending on severity.

- Leaving the match area on purpose to escape an attack.
- Kicking an opponent who is lying down.
- Purposely targeting the eyes or groin
- Avoiding (neglecting) to fight, playing for time.
- Wrestling or tackle, or other techniques not allowed in Taïdo.
- Disrespecting the opponent
- Hitting in mid-air or attacking by falling on the opponent

FUJŪBUN

Judge can notificare competitors either during the ongoing game or when competitors are standing in kamae. Fujūbun is notification to competitor about absence or insufficiency of certain things in the performance.

- Unsoku fujūbun (technique did not come directly from unsoku)
- Sōtai fujūbun (not enough body movement in technique)
- Seihō fujūbun (insufficient technique)
- Mokuhyō fujūbun (wrong target, or no contact with the target)
- Kiai fujūbun (no kiai)
- Gentai fujūbun (bad gentai or no gentai at all)

8.9 CONDUCT OF THE JUDGES

START

Shushin stands inside the match area at a point 1.8 m from the outer edge. The Fukushin stands in the left corner seen from the Shushin. The stance is heisoku-dachi. The Fukushin checks whether the functionaries are ready. If they are, the Fukushin holds the right arm straight up and lowers it when the competitors are ready in gedan gamae and Shushin has seen the sign. The Shushin moves into a right (migi) kōkutsu dachi with the right arm straight and starts the match by saying “Shōbu-ïppon, hajime”. At the same time the forward arm swings up and at the word “hajime” it swings back forward. The whistle is held in the left hand.

INTERRUPTING AND CONTINUING A MATCH

The match is interrupted by a whistle. In case there is a situation with possible points, both judges whistle and move into eji dachi pointing at the competitors with a straighten hand. Immediately after that they will

show which competitor they think should get the point by putting the hand that has the corresponding competitor's colored wrist band to the side, palm facing down. Then Shushin will order competitors to the start point "chū-ō" and then advising which kamae competitors should take. The Shushin gives points and announces judgments with a clear voice, standing 1.8 m from the edge of the match area. Warnings and yūkōs are given in chūdan gamae, waza-ari and awasate wazari in gedan gamae, and ippon, awasate ippon and shikkaku, and at the end the match (time is up) in seiza. Competitors move to the start point using unsoku and/or unshin. When giving points or warnings the common principle is as follows: to whom (aka/shiro), why (sōtai and Seihō) and what (point/ chūi). For example, "Shiro, sentai keru, waza-ari" or "Aka, unsoku, chūi".

When the match is paused Fukushima moves to his corner and stands in heisoku dachi.

If there is no point or warning to be given, and the match is paused, Shushin will order the competitors "sonoba kamae" (kamae at the spot) and whistles match or call "Zokkō" to continue. Competitors are not allowed to start before signaled to do so. If a match must be stopped to correct gear or uniform, or to calm down the competitors, Shushin whistles many short blows and takes steps towards competitor pushing the right hand towards the competitors as a stop sign. If necessary Shushin or Fukushima will pause the time by showing the "Time" sign towards the timekeeper, while calling out "Time".

YŪKŌ

A yūkō is a 1/4 point, which can be given for a technique.

The competitors are ordered to the center with the command "chū-ō", then commands them into "chūdan gamae". The competitor who gained the point is pointed at with a straight open hand, the name of the technique is told, "aka, hentai geri" and the arm is lifted to a vertical position, with the elbow in a 90-degree angle, perpendicular to the floor, while saying "yūkō".

If a competitor receives a second yūkō, the point is given in gedan gamae and after the yūkō point has been announced, Shushin announces "awasate, waza-ari", while doing the signaling for giving a waza-ari point.

WAZA-ARI

A waza-ari is a 1/2 point that is given for a hit or two yūkōs.

Shushin orders the competitors to the center with the command "chū-ō", then commands them into "gedan gamae". The competitor who gained the point is pointed at with a straight open hand, the technique is announced, and the arm is brought up to a position above the opposite shoulder and then down to the side, 45 degrees, palm facing up. Shushin says, for example "shiro, untai tsuki, waza-ari". If a competitor receives a point which results in an awasate ippon, the competitors are commanded straight to seiza and the Shushin says "shiro, untai tsuki, waza-ari, awasate, ippon", while first signaling for waza-ari and immediately signaling for ippon.

IPPON

An ippon is a full point. The match ends with an ippon.

Shushin orders the competitors to the center with the command "chū-ō", then commands them into "seiza". Shushin points at the competitor who scored the point calling the color (aka/shiro), then announces the

technique, the arm is placed palm down in front of the belly, then brought up to the side, 45 degrees, palm up while announcing “ippon”. The Shushin says for example “shiro, nentai garami, ippon”.

FIRST WARNING, CHŪI

Shushin interrupts the match by whistling and commands the competitors to the center. The competitors remain in chūdan gamae. (Even Fukushin can call a warning, but Shushin calls the competitors to the center.) The Shushin point the index finger at the competitor who is getting the warning, announces the reason of the warning “Aka, unsoku sotaï”, then lift the under arm and moves it back forward again with the index finger pointing up while announcing “chūi”.

In case of stepping outside the boundary, the judge that sees it, whistles the match to a halt and points at the spot where it happened with an open hand, and with a loud voice announces (Aka/Shiro) “jōgai”.

SECOND WARNING, KEIKOKU

Conducted in the same manner as when giving the first warning, with the addition of the Shushin making a second signaling with the index finger and middle finger up, while making the call for “keikoku”.

THIRD WARNING, SHIKKAKU (DISQUALIFICATION)

The conduct as for a second warning, but the second time, three fingers are lifted. The Shushin commands the competitors to seiza, then he points at the disqualified competitor and says, for example “aka, jōgai chūi, shikkaku, (points at the other competitor saying) shiro, ippon”. Competitors can be disqualified directly in the case of gross misbehavior, causing severe injuries, etc.

JŌGAI

Shushin watches the two borders that are to the left and right from the corner. Fukushin watches the other two borders. When jōgai occurs the judge who sees it whistles and shows the signal for jōgai and announces “aka/shiro jōgai”. Shushin commands the competitors to the center and gives the warning.

INJURY

If a competitor is injured, the match is interrupted, and the time is stopped when a judge calls “Time”. The first-aid group is summoned when necessary. It is checked whether the competitor can continue, and he is given time to recuperate. The competitors are commanded into chūdan gamae, possible warnings are given, and the match is continued. If the injured competitor cannot continue the match, the injured competitor is declared as the loser. However, if the injury was the result of the other competitor’s action, the competitor that caused the injury is disqualified and the injured is declared as the winner (ippon).

CONFERENCING

Shushin can call on the Fukushin by bringing the hand forward in a 90-degree angle (like a yūkō but forward). Shushin stays where he is, and Fukushin comes to the Shushin. It is recommended that the Shinpan-in stops the time before conferencing.

TIMEOUT SIGN

Any judge can stop the time after stopping the match by bringing one arm sideways up and forward and lift the other arm crosswise over it. This sign is shown to the timekeeper, and it is made sure that it is recognized. The time is started again automatically when the Shushin summons the match to continue.

30 SECONDS

30 seconds before the time ends the timekeeper gives a signal by shouting “Sanjūbyō mae”. The Shinpan-ins confirm hearing this by raising one open hand upwards, keeping their eyes on the competitors.

END OF TIME

The timekeeper gives a signal when the time ends: “jikan desu”. The signal must be loud and clear. When the time ends the Shushin blows a long whistle and steps forward while bringing an open palm straight forward and says “Soremade”. The side Fukushin whistles loudly and brings his arms straight to his sides and his feet together. The match ends when either Shushin or Fukushin starts blowing the whistle, not by the timekeeper. If a hit is performed at the same time the time is up, the judges can conference whether the hit was done before the time ended.

9 DANTAI JISSEN

9.1 GENERAL

Dantai Jissen or a team match is held between two teams of five (5) members. A team match consists of five (5) individual matches and the team that wins most matches wins. Unofficially, a team match can also be organized between two teams of three (3) members, if forming the teams can't otherwise be done. The rules of an individual jissen match are followed.

9.2 COMPETITION TIME

The match time for team matches is 2 min for men and women. If active jissen time is used 1 min 30 sec. Extension is not used in team matches.

9.3 THE TEAM

The team consists of five competitors and a team leader. Each competitor has a number that defines his technique class. If a hitting technique belongs to the technique class, the point is upgraded, e.g., a yūkō becomes a waza-ari. Team leader shows with a number pad the number of the competitor. The designated numbers cannot be changed during an ongoing match but can be changed between different competition rows. In each row all numbers must be used only once. The team is sitting in order of number, with the lowest number closest to the team leader. Numbers and technique classes are as follows:

No. 1 Sengi and Ungi

No. 4 Nengi and Tengī

No. 2 Ungi and Hengi

No. 5 Tengī and Sengi

No. 3 Hengi and Nengi

In the match, one team uses red belts (aka) and the other white belts (shiro).

9.4 CHOOSING COMPETITORS

After the initial bows, the Shushin summons the team leaders. The team leaders make a draw by flipping a coin or jan-ken-pon (rock-paper-scissors) about which team chooses the first competitor. The team that wins the draw gets to choose which team picks a competitor first. The teams then pick player taking turns.

The team leader of the team showing player first, displays the number corresponding to the player of choice. The Shushin calls out the color and the shows the number with fingers, e.g., “Aka, sanban”. (1=ichiban, 2=niban, 3=sanban, 4=yonban, 5=goban). The Fukushin also shows the number with his fingers. After this the adversary team leader shows the number of choice and the Shushin announce the number. During the match, the team leaders are seated in the corners at the same side as the Shushin and holds a number pad indicating the competitor’s number.

9.5 JUDGEMENTS

The judgments are otherwise the same as in an individual match, except for that a match can end in a draw, “hikiwake”. The team with more individual victories wins the whole match. The whole team match cannot end in a draw. If the number of victories is even 2-2, 1-1 or 0-0, the winner is the team with most ippons. If still equal the number of waza-ari+ yūkō wins are checked, then waza-ari wins, and finally the number of yūkō wins. If the result is still a draw, the result will be decided with an additional match, where both teams can choose the competitor, they want. The team that chooses competitor first in the **second** round will choose first. This additional match cannot end in a draw, and extensions can be used.

		TEAMS					AKA		TEAM A, COUNTRY Z		SHIRO		TEAM ONE, COUNTRY X					
		NUMBER					BELT	IPPON	WAZA-ARI	YUUKOO	CHUII	WIN						
1.	1	1	2	3	4	5	A		1			1						
	2.	1	2	3	4	5	S											WAZARI+YUUKOO
2.	1	1	2	3	4	5	A											
	2.	1	2	3	4	5	S											YUUKOO
3.	1	1	2	3	4	5	A											DRAW
	2.	1	2	3	4	5	S											DRAW
4.	1	1	2	3	4	5	A											
	2.	1	2	3	4	5	S											IPPON
5.	1	1	2	3	4	5	A											
	2.	1	2	3	4	5	S											IPPON
											CONTINUING	AKA	1	WINNER				
												SHIRO	1					

After the last match the teams line up. Shushin announces the result by saying, for example, “Tadaima no shiai, Aka, ni (2), Shiro san (3), Shiro no kachi”.

9.6 GIVING POINTS

Points are given in team matches in the same way as in individual matches. However, technique classes corresponding to a competitor’s number of yields points more easily. The guideline is that, when a competitor would get a yūkō for a technique from his own technique class, it is raised to a waza-ari and a waza-ari is respectively raised to an ippon. Also, yūkōs can be given for a hit that in individual matches would not generate a point.

10 TENKAI

10.1 GENERAL

Tenkai is a pre-planned, five against one, match. The main player, shuyaku, defeats five opponents, wakiyaku, one by one. The wakiyaku have the numbers 1 to 5 on their backs, with the following meanings:

1=Sengi, 2=Ungi, 3=Hengi, 4=Nengi, 5=Tengi. Shuyaku has the Chinese character for Shu (主) on the back.

10.2 SHUYAKU

Kimegi, timing, kamae and unsoku/unshin, utilization of the match area, techniques and ending techniques are assessed in the shuyaku's performance. The shuyaku beats the wakiyaku one by one until he is alone.

10.3 WAKIYAKU

The wakiyakus strive to act together against the shuyaku. Each wakiyaku must do at least two attacks with the technique class before the final attack. The final attack must be from the technique class of his number.

Kimegi, kamae, unsoku/unshin, dōkō gokai, maai, how the attack is done, utilization of the match area, etc. are assessed in the wakiyaku's performance.

The wakiyaku is allowed to cross the border only after being defeated.

10.4 JUDGES

Six Shinpan-ins are used in tenkai - one Shushin and one judge (Fukushin) for each technique class. The Shinpan-ins are placed evenly around and outside the match area. When lining up, each Shinpan-ins stands to the left of his chair. Line judges can also be used, positioned next to judge number one (1) and four (4), or two (2) and five (5).

10.5 JUDGING

The Shushin assesses the tenkai as a whole, mainly looking at the shuyaku performance. The five Fukushin look each at the performance of the competitor with the corresponding number (1-5). The Shushin gives points in a range of 0-20 and the Fukushin between 0-10. The points are given at the accuracy of one decimal. The maximal score is 70.

After tenkai, shinpan-ins mark evaluation score for overall performance and deductions on the scoring sheet and show the final points with score board. Shushin commands to show point the same way as Dantai Hokei. If two teams get equal points, Shushin's points determines the winner.

The line judges are sitting in opposite corners, checking for eventual jōgai. Both will check the two borders closest to them and register all jōgai (note that after the wakiyaku is defeated moving outside the area is allowed). After tenkai ends, line judge shows a red flag if there has been jōgai and tells or shows the number of occasions to the functionaries. Number of deduction points will be written on competition chart and deducted by functionaries. Each occasion of jōgai will result in a one (1) point minus.

10.6 TIME

A tenkai should be performed within 25-30 seconds. For each half (0.5) second exceeding or too short of the set time, a deduction of a half (0.5) point is made.

Time	Deduction
22.50-22.99	-2.5
23.00-23.49	-2.0
23.50-23.99	-1.5
24.00-24.49	-1.0
24.50-24.99	-0.5
25.00-30.00	-
30.01-30.50	-0.5
30.51-31.00	-1.0
31.01-31.50	-1.5
31.51-32.00	-2.0
32.01-32.50	-2.5

In tenkai, the timing is started when Shuyaku starts moving after doing a Kamae inside the competition area. The time is stopped when shuyaku returns to gentai, doing kamae, after the last hit.

10.7 BASIS FOR JUDGEMENTS

Common basis for judgments is kamae, unsok ūnshin, dōkō gokai, kimegi especially in decisive techniques, maai, sensible target, utilization of the competition area, difficulty of techniques, utilization of the three-dimensional space both in defense and attacks, and that each wakiyaku makes at least 2 attacks and last attack where he will be defeated should be from his own technique class. If the motion is interrupted in tenkai, the score is decreased. Each Fukushin will look mainly at the competitor with the corresponding number, and their actions according to shuyaku and the other wakiyaku. Shushin is reviewing overall performance of the team and shuyaku's performance.

11 JUDGE SIGNS IN JISSEN



JŌGAI

Stepping over the border.

The Shinpan-in points back and forth with his hand at the border and calls "aka/shiro jōgai".

Shushin summons the competitors to the center and gives a warning.



CHŪI

Warning

The competitors stand in Chūdan gamae. Shushin addresses the competitor getting the warning and points with the index finger, then raises the index finger while stretching out the arm again.

For example: "Aka, jōgai - chūi"



KEIKOKU

Second warning

Same as chūi, except Shushin uses both the index and middle finger to show warnings to the competitor.

For example: "Aka, jōgai - chūi, keikoku."



SHIKKAKU

Third warning

Commands the competitors to seiza. Same as keikoku, except that the Shushin shows three fingers and calls the opponent as the winner.

For example: "Aka, jōgai chūi, shikkaku - Shiro, ippon."



YŪKŌ

¼ point (2 yūkō = 1 waza-ari)

Open hand up in 90° angle as in the picture.

For example: "Shiro, Sentai zuki, Yūkō."

If a second yūkō (= awasate waza-ari), first, place the competitors in gedan gamae.

For example: "Shiro, Untai geri, yūkō, awasate waza-ari"



WAZA-ARI

½ point

Open hand down from the neck into 45°.

For example: "Shiro, Hentai geri, Waza-ari."

If there is second waza-ari, competitors will be placed directly in seiza.

"Aka, hentai geri, waza-ari, awasate ippon"



IPPON / AWASATE IPPON

Full point

Open hand 45°, raised up from waist.

For example: "Aka, Untai zuki, Ippon."



YŪSEI-GACHI

Victory based on superior performance, but not with an ippon. The sign is the same as in ippon.

For example: "Aka ni waza-ari ga arimasu, Aka, yūsei-gachi." (Short version: "Aka – waza-ari, Aka – Yūsei-gachi")

WAZA NO TENKAI

When both competitors have equal number of points and warnings. The competitor with better performance is declared as a winner after confirmation with Fukushin. "Shiro, waza no tenkai, yūsei-gachi"



FU-JŪBUN

No points.

Arms to the side horizontally, palms facing down.



HIKIWAKE

Draw.

Hands forward and crossed, palms facing down. It is only used in team matches.

Shushin says “Sōhō yūkō-gi asrimasen” which means “no point-giving techniques or warnings”



SHŌBU IPPON, HAJIME

Start of a match.

Shushin waits outside the competition area, musubi-dachi. After the competitors have entered and sit down in seiza, he moves to the start point, 1.8m from the edge. After checking with Fukushima and as the competitors do gedan-gamae, after bowing (rei) to each other, he stands in right (migi) kōkutsu-dachi by taking a step back with his left foot. While getting into kōkutsu-dachi, he raises his right arm to horizontal level.

Shushin moves his right arm to his right ear while saying “Shōbu ippon” and then swings it forward while saying: “hajime”



SOREMADE

Match is at end. The time is at end.

Shushin does a long whistle. Then takes a step towards the competitors, at the same time stretches the right hand straight forward with open palm and says “soremade”.



END OF TIME

The Fukushin blows his whistle long and loudly while bringing the arms to the sides when the time has ended.



SHŪGŌ

The Shushin calls the Fukushin. The Shushin remains on his position. (Call a time out) Avoid lengthy discussions.



WHEN A POINT EARNING PERFORMANCE IS DONE

The Shinpan-in points at the competitor who made the attack with open hand while getting into eji dachi and blow the whistle loudly. Then stretches out the arm corresponding to the color of the competitor who made the technique horizontally to the side, palm down,



STOP TIME

To pause the time, any judge can show a “Time” sign toward the functionaries while saying time.

The time should be stopped in cases of injuries, lengthy discussions and other situations that creates loss of time.



CHŪ-Ō

To the center.

Shushin shows both competitors to the start lines, with his both hands 45° downward, palms also in 45° while commanding “Chū-ō”.

(Simultaneously, the kamae the competitors should adopt can be told. For example: “Chū-ō, Chūdan gamae.”)



GEDAN-GAMAE / SEIZA

The posture of the competitors is told before the judgment. Waza-ari and awasate waza-ari are given while competitors are in gedan gamae, and ippons and awasate ippons in seiza. The sign is shown by pushing the hand down and saying the name of the posture.

For example: “Seiza”



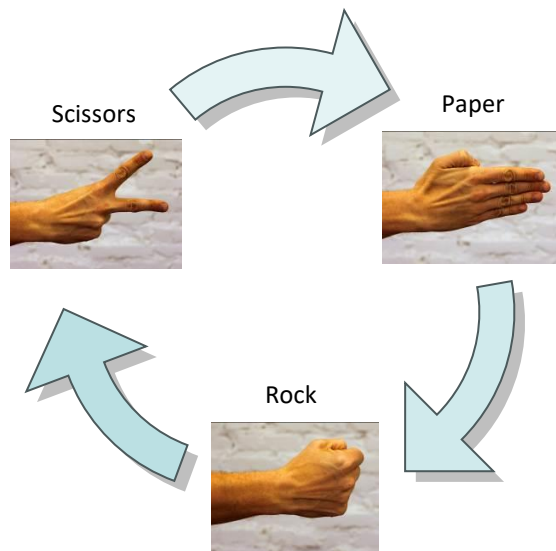
I DIDN'T SEE

Is used to signal the other Shinpan-in that the situation was not seen due to a dead angle. Both hands are placed in front of the face horizontally



TIME READY





Before a match, Fukushin lifts his arm after checking with the time-keeper. Fukushin lowers the arm when the Shushin has recognized the sign.



JAN-KEN-PON

Lottery in team matches. In team matches the lottery is done with the rock-paper-scissors method or by flipping a coin.

The Shushin summons the team leaders. When the Shushin says “jan-ken-pon” the team leader strikes their hands forward. If one changes the poise of the hand or when late, he loses. The winning team decides who gets to put forth a competitor first.

	<p>LOW HIT</p> <p>When a technique hit below the belt.</p>
	<p>MISSING TARGET</p> <p>When a technique misses the target.</p>
	<p>AI-UCHI</p> <p>Two techniques at the same time.</p>
	<p>30 BYO MAE</p> <p>When there is 30 seconds left.</p> <p>Raise any hand straight up.</p>