

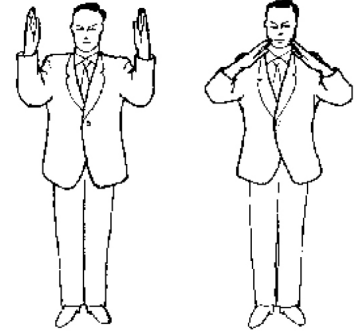
# Wado-ryu sparring judges handbook

# Controlling the match

At the start of a match, the competitors *aka* (red) and *ao* (blue) will come to the edge of the area and bow to enter on opposite sides of the area.

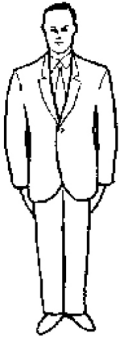


The head judge will then order them to *shomen-ni-rei* and *otagai-ni-rei* before saying *yoi* (get ready). Upon hearing this the competitors will assume *yoi* stance.



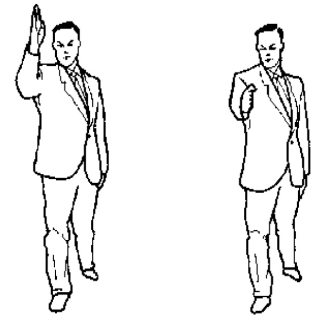
Shomen-ni-rei  
(bow to the judges)

Otagai-ni-rei  
(bow to each other)



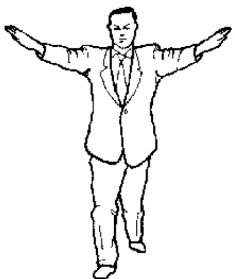
Then the head judge will start the match with *shobu hajime*. Upon hearing this the competitors will move into fighting stance and begin.

Shobu Hajime  
(start the match)



If at any point the judge wants to stop the match (e.g. to award a point or in case of injury) they will call *yame*, at which point the competitors will return to their original positions. timekeepers will pause the clock during this period.

Yame  
(stop/pause)



If the judge wants to resume the match they will call *tsukete hajime* at which point the competitors will resume fighting stance and continue.

Tsukete hajime  
(resume)

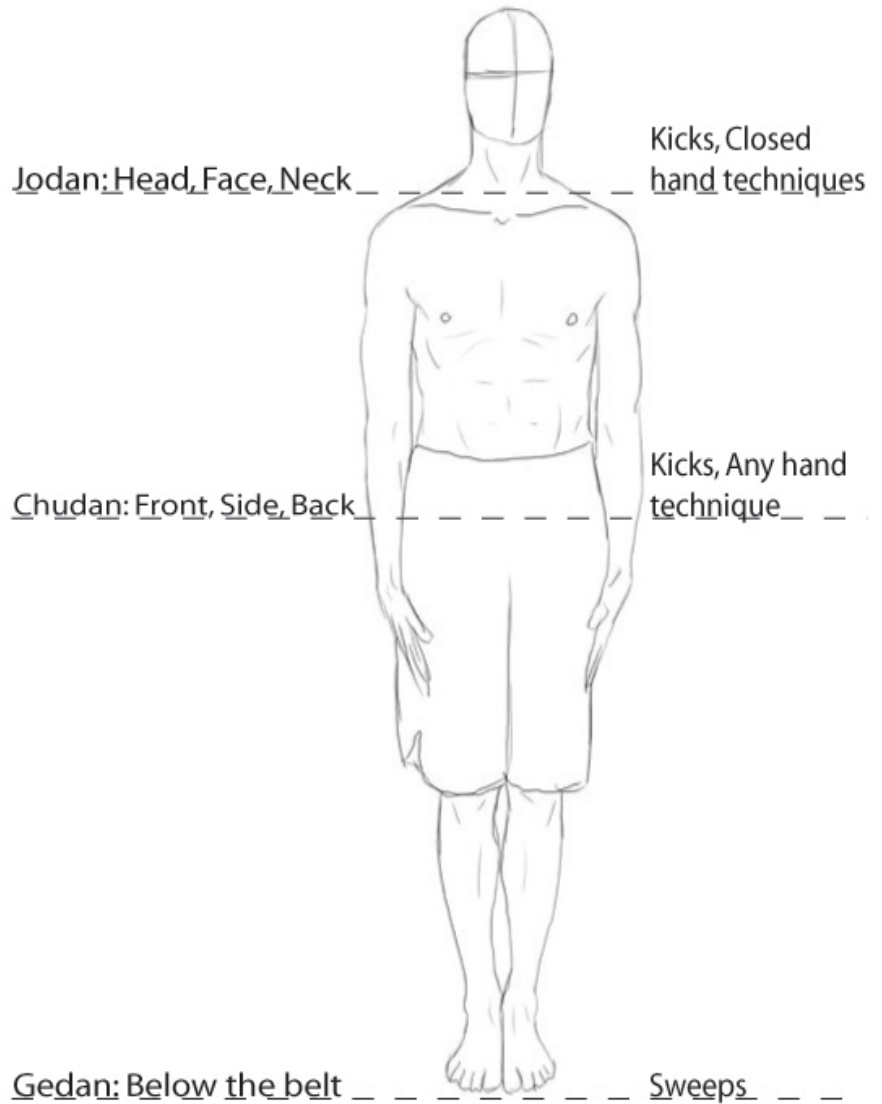
# Scoring the match

## Scoring a point

In order to score a point, attacks must first be limited to Jodan and Chudan only. The scoring technique must also meet the following criteria:

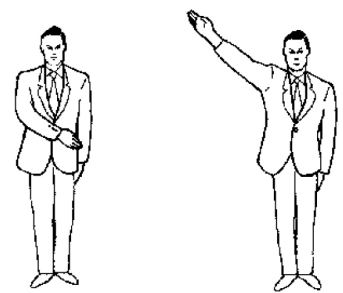
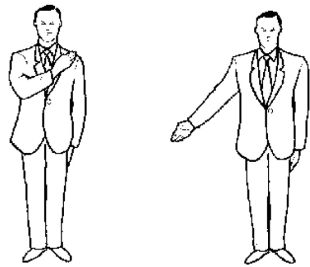
- A) Good form
- B) Sporting attitude
- C) Vigorous application
- D) Awareness (Zanshin)
- E) Good timing
- F) Correct distance

Attacks must also be controlled, and excessive contact will result in a penalty.



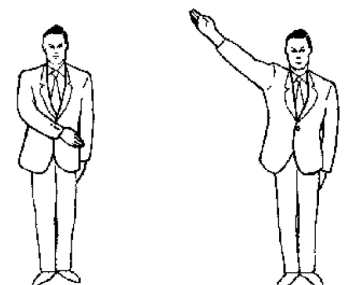
## Ippon (2 points)

1. Jodan kicks
2. Any scoring technique which is delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.



## Wazari (1 point)

1. Chudan kicks,
2. Any punch or strike to any of the legal scoring areas



## No kachi aka/ao (Win red/blue)

When either the score limit of 6 wazaris/3 ippons (4 wazaris/2 ippon for juniors) is reached or the time limit of 2 minutes (1.5 minutes for juniors) is reached the highest scorer will be awarded *no kachi* (win)

# Penalties/Fouls

Fouls are divided into two categories:

## Category 1

1. Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
2. Attacks to the arms or legs, groin, joints, or instep.
3. Attacks to the face with open hand techniques.
4. Dangerous or forbidden throwing techniques.

## Category 2

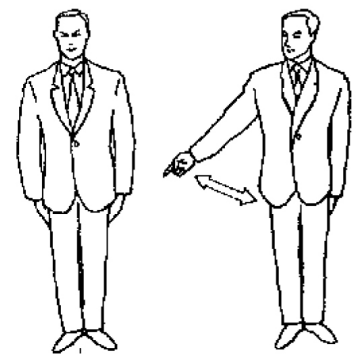
1. Feigning, or exaggerating injury.
2. Exit from the competition area (*jogai*) not caused by the opponent.
3. Self-endangerment by indulging in behaviour, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection, (*mubobi*).
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Passivity – not attempting to engage in combat. (Cannot be given after less than the last 10 seconds of the match).
6. Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
7. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
8. Grabbing the opponents arm or karategi with one hand without immediately attempting a scoring technique or takedown.
9. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
10. Simulated attacks with the head, knees, or elbows.
11. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other breaches of etiquette.



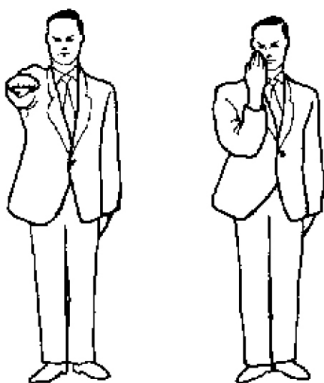
Excessive contact



Mubobi (self endangerment)



Jogai (exit from area)



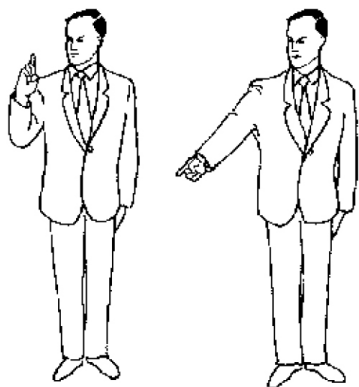
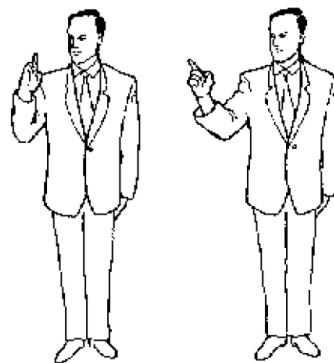
## Shugo (judges called)

If the main judge wants to consult with the shadow judge, they will stop the bout and call *shugo*.

There are five levels of penalty for these offenses:

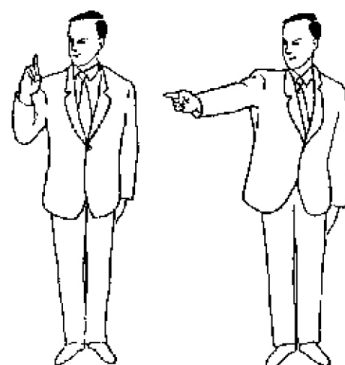
## Chukoku

This is the first warning. The main judge will call this to alert the offender of their offence and no penalty will be given.



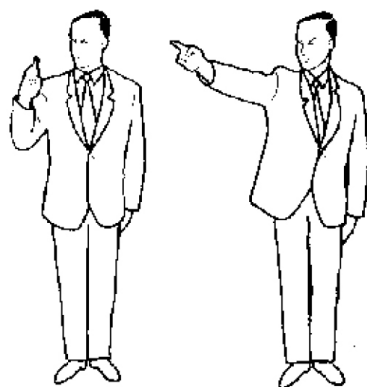
## Keikoku

This is the second warning. After this warning is given a wazari shall be taken off of the offender's score.



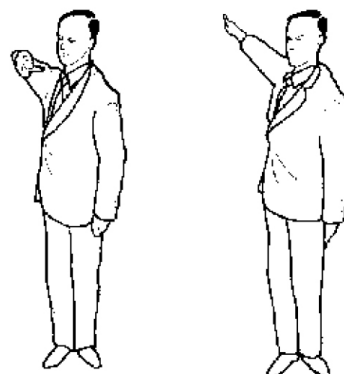
## Hansoku chui

After *hansoku chui* has been called an ippon shall be taken off of the offender's score.



## Hansoku

This is disqualification from the match. After *hansoku* has been called the offender's opponent will be awarded a win and the match will end.



## Shikkaku

Being awarded this will result in immediate disqualification from the sparring competition. After *shikkaku* has been called the offender must leave the area and their opponent will be awarded a win. Note that *shikkaku* cannot be given without consultation with other judges