
Competition organization and planning

Version 3.1 (July 2015)

Initially adapted (and translated) by Els Plees, Matthias Van Leuvenhaege and Nick Goemaere from 'JJIF competition rules, version 2.1' and 'Syllabus nationaal tafelmedewerker & wedstrijdorganisator September 2011 door Nick Goemaere en Matthias Van Leuvenhaege'
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1 Rules regarding who wins a fight

1.1 Duo system

- Winner by points: The duo that scored the most points, wins the fight.
 - Hiki-wake: If the points of the two couples are equal ("Hiki-wake"), the match will continue series by series until there is a winner.
- Winner by Fusen-gachi: The decision "Fusen-gachi" (win by walk-over) shall be given by the MR to the competing couple whose opponents don't appear for their match after they have been called for 3 times over at least 3 minutes. The winner gets 12 points and the non-appearing couple gets 0 points.
- Winner by Kiken-gachi: The decision "Kiken-gachi" (win by withdrawal) shall be given by the MR to the competing couple whose opponents withdraw from the competition during the match. In this case the withdrawer gets 0 points and the winner gets 12 points.

1.2 Fighting system

- Winner by Full Ippon: A competitor may win the match before the end of the fighting time, if one of the contestants achieved at least one Ippon in each of the three parts. This is called a Full-Ippon. In this case the losing competitor gets 0 points and the winner gets 50 points or the score he already achieved, if higher than 50.
- Winner by points: After the fighting time has expired the contestant who has the most points at the end of the match will be the winner.
- Winner by most ippons:
 - If the competitors have equal points at the end of the match, the contestant who achieves the most number of parts with one or more ippons wins the match.
 - If the score is equal both in total points and in number of different parts in which Ippons were achieved, the contestant who achieved totally more Ippons wins the match.
 - If the score is equal both in total points, in number of different parts with Ippon score and in number of Ippons, there will be an extra round of 2 minutes until the match is settled. There is a break of 1 minute between the additional rounds. The procedure may be repeated. The scores, Ippons and penalties from the initial round are carried forward into the extra round.
- Winner by Fusen-gachi: The decision "Fusen-gachi" (win by walk-over) shall be given by the MR to any contestant whose opponent doesn't appear for his match. The winner gets 14 points, after his opponent has been called for 3 times over at least 3 minutes.
- Winner by Kiken-gachi: The decision "Kiken-gachi" (win by withdrawal) shall be given by the MR to the contestant whose opponent withdraws from the competition during the match. In this case the withdrawer gets 0 points and the winner gets 14 points or the score he already achieved, if higher than 14.
- Winner by hansokumake: If a fighter gets a hansokumake, he loses the match with 0 points and the opponent gets 14 points or the score he already achieved, if higher than 14.

1.3 Ne-Waza system

- Winner by Ippon/submission: A competitor may win the match before the end of the fighting time, if the other contestant taps. The winner receives 50 points and the opponent loses with 0 points.

- Winner by points: After the fighting time has expired the contestant who has the most points at the end of the match will be the winner.
 - If the competitors have equal points at the end of the match, the competitor with the most advantages will win.
 - If the score is equal both in total points and in number of advantages, there will be an extra round equal in time to the fight that ended in a tie, until the match is settled.
- Winner by Fusen-gachi: The decision "Fusen-gachi" (win by walk-over) shall be given by the MR to any contestant whose opponent doesn't appear for his match. The winner gets 14 points, after his opponent has been called for 3 times over at least 3 minutes.
- Winner by Kiken-gachi: The decision "Kiken-gachi" (win by withdrawal) shall be given by the MR to the contestant whose opponent withdraws from the competition during the match. In this case the withdrawer gets 0 points and the winner gets 14 points or the score he already achieved, if higher than 14.
- Winner by Hansoku Make: If a fighter gets a Hansoku Make, he loses the match with 0 points and the opponent gets 14 points or the score he already achieved, if higher than 14.

2 Weigh in

2.1 General rules

At the world and continental championships, the weigh in will be held the evening before the fights. This weigh-in will take place in the presence of an official referee.

Control of the weigh-in shall be the responsibility of JJIF Sports Director and JJIF Referee Director.

Every participant has to show an official passport or ID card, budopass and medical checkup.

The weigh in room must not be too crowded: A line or tatami will be placed at one meter before the scale. Only the fighter getting the weigh-in is allowed to cross this line/tatami.

The official weigh in dress must be minimum a non-transparent T-shirt and a shorts covering the knees.

In all JJIF events or other events held under JJIF auspices, separate rooms for men and women must be available for the unofficial and official weigh-in.

The Organizing Committee of the JJIF event shall make available a minimum of four (among them two women) officials on each day of the weigh-in to assist members of the Sports Commission and of the Referee Commission. To protect the privacy of athletes, officials supervising the scales shall be of the same sex as the athletes.

Official weigh-in for each category shall take place on the afternoon of the day prior to the day the competition in which that category is scheduled.

Official weigh-in control period shall be of two-hour duration, according to the official time scheduled program. It is only possible to make exceptions from the official weigh-in time for those delegations that asked permission in writing, in advance, and received confirmation thereof or in cases of force majeure, with informing the organizer.

Competitors shall be allowed to check their weight on the official weigh-in scales during two hours before the official weigh-in commences. There is no limit to the number of times each athlete may check his/hers weight during unofficial weigh-in.

Each competitor shall bring to the weigh-in his/hers Passport and shall present them to the Weigh-in officials, who will verify the identity and nationality of the competitor.

The competitor shall weigh-in wearing only light gymnastic underclothing (naked athletes are not allowed), under the supervision of a Weigh-in Official, to ensure he/she reaches the minimum weight limit of the weight category in which he/she is entered.

The Weigh-in Officials shall note and record on the weigh-in list the athlete's weight in kilograms (accurate to one decimal point of kilogram).

The athlete must sign the weigh-in list in order to recognize his/hers weight, only in case of athletes who do not comply with the weight category for which they were registered.

No tolerance shall be allowed above the weight category.

Only one (1) weight control is permitted to each competitor during the official weigh-in period.

Should a competitor fail to appear for the weigh-in during the official weigh-in period, or fail to comply with the directions of Weigh-in Officials, or fail to comply with the requirements of the OSC, the word "FAIL" should be noted beside his/hers name on the official weigh-in list. The notation shall be signed by the Weigh-in Official in charge and a member of his/hers delegation. The athlete shall be excluded from the competition.

Should a competitor weigh above the prescribed limits of the category in which he is entered, the exact weight shall be recorded in the normal manner, the weight shall be circled and signed by the Weigh-in Official and by the athlete. The athlete shall be excluded from the competition.

2.2 Duo system

In the duo system, there is no need for a weighing. The duos do have to register with an official passport or ID card, budo-pass and medical checkup.

2.3 Fighting system

Each fighter has to go to the weigh-in before he or she can participate.

2.4 Ne-Waza system

Each competitor has to go to the weigh-in before he or she can participate.

3 Drawing

3.1 Generalities

The draw is held by Computer with the use of the JJIF authorized software.

Drawing procedures for all JJIF events are under the control of the JJIF Sport and Referee Directors.

Maximum two delegates per National Federation may attend the draw.

The materials required for the draw shall be provided by the Organizer.

Immediately after draw has been finalized, the results shall be distributed (two sets) to the National Federation representatives by the Organizer.

3.2 Need for redraw after excluding or including a competitor in a category

If, after the draw was made, another competitor should be included in the category, a redraw should be made. At regional championships, the redraw can be made without problems. At official international championships, no redraw is possible, except for unforeseen cases, when the JJIF Board may decide a redraw.

If, after the draw is made, a competitor is excluded, he/she/they is/are disqualified in this category.

- The original drawing will be displayed to the participants, coaches and public.
- The fight against the excluded participant is seen as 'kiken gachi'. The opponent 'wins' the fight against the excluded competitor and the category continues without any changes.

3.3 Different possible systems

3.3.1 Pools

(See attachments for examples of pools).

In a pool, every fighter or duo has to compete against all the other fighters/duos in the pool. This system is used if a category has 2 to 5 participants.

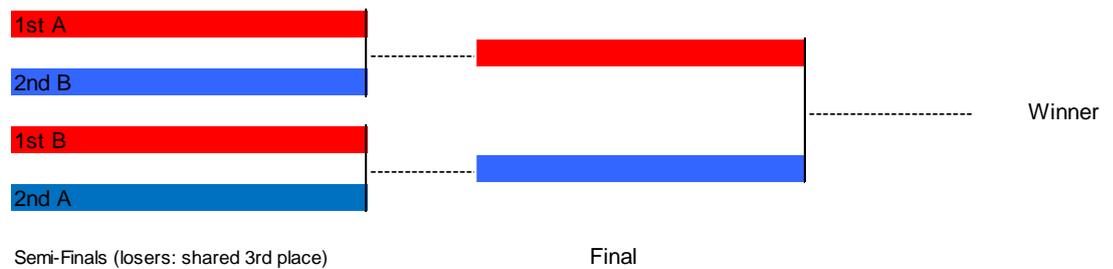
- 2 fighters/duos:
 - Best of three: Both fighters/duos compete each other at least two times. If both fighters/duos win each one fight, a third and deciding fight is held.
- 3, 4 or 5 fighters/duos:
 - Each participant competes with each other fighter/duo in the pool.
 - A pool of 5 can be finished without breaks.
 - A pool of 3 or 4 participants: these pools can't be finished without breaks. See also 'fight order'.

3.3.2 Combined pools

(See attachments for examples of combined pools).

Combined pools will be used if a category has 6 participants. In this system, the participants are divided over 2 smaller pools. These pools are finished like a normal pool of 3 participants. After the finishing of the small pools, the cross finals and final are held:

- The winner of pool A competes against the 2nd of pool B and vice versa: cross finals or half finals.
 - The winners of these two fights go to the final to determine the winner and the 2nd place.
 - The 2 fighters/duo's who lost the cross finals get a shared 3rd place.



3.3.3 Trees

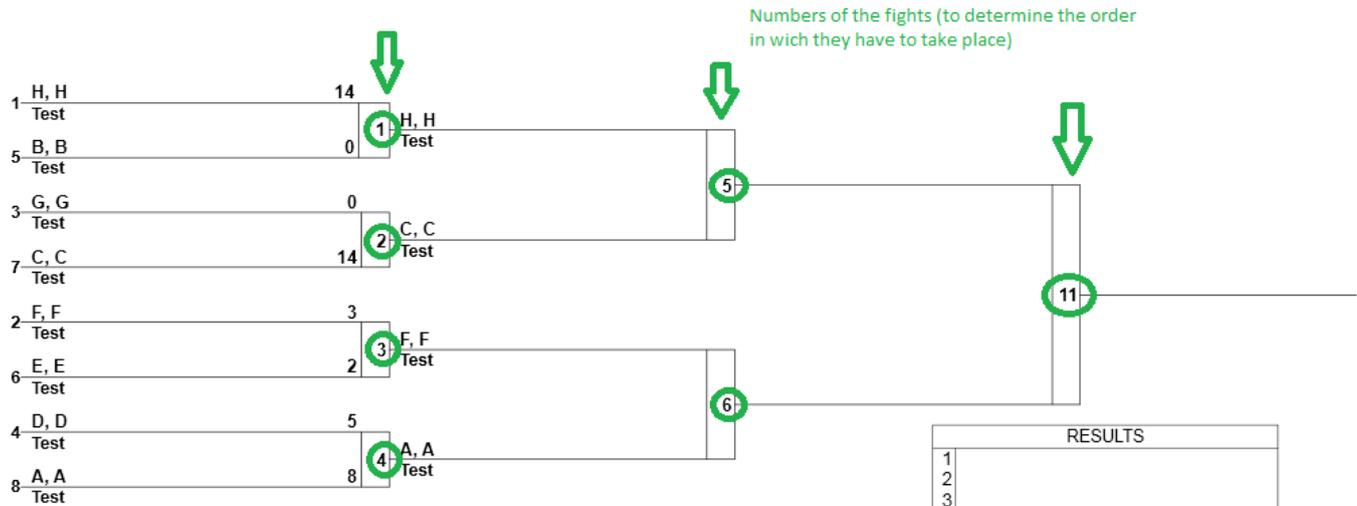
(See attachments for examples of trees).

The double elimination tree is used for categories with 7 or more participants. In this system, a competitor has to lose 2 fights before he/she is definitely eliminated and loses the possibility to win a medal.

The trees are made up in such a way as to avoid, as much as possible, that the same participants have to compete each other multiple times. Even though, this can't be avoided completely.

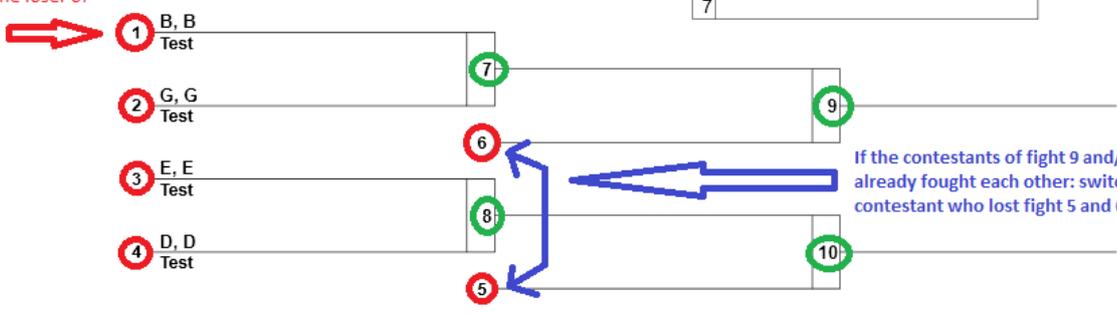
All the fights in a tree structure are numbered. This has 2 purposes:

- To decide the order in which the fights have to take place (see also 'fight order')
- A participant who loses his/her fight will get a second chance in the repechage. In the 'repechage tree', the number of the lost fight has to be looked up, as to determine where in this repechage tree the competitor will be placed (see example).
 - One exception to this rule: If the contestants who will compete for the bronze medal are known, it will be checked if these persons already fought each other. If this is the case, the two contestants who enter the repechage tree as last (in the example: the losers of fight 5 and 6), will be switched.



RESULTS	
1	
2	
3	
3	
5	
5	
7	
7	

To determine who is placed where in the repechage tree: search the loser of the fight with this number



If the contestants of fight 9 and/or 10 already fought each other: switch the contestant who lost fight 5 and 6.

3.4 Seeding

On World and Continental championships, to the extent of the possible, there has to be tried to avoid that the 'strong' fighters/duo's come out to each other in the first rounds and disable each other's possibility to win a medal. This can be done by 'seeding'. To do this, a ranking list of the participants of each category has to be made. There is an official JJIF ranking list (this list will become available on the JJIF webpage). Another option is to look at the results of the previous championship (Continental/World championship).

The four (4) athletes leading their category in the JJIF World Ranking List are placed in positions 1, 2, 3 and 4 of the contest list in order to prevent them from competing against each other in the early rounds.

3.4.1 Pools

In a pool, there is no real elimination because either way, every participant has a fight against all the other participants of the pool. Therefore a seeding isn't really necessary in a pool.

3.4.2 Combined pools

If combined pools are used, the seeding will take place by placing the first and second person of a ranking list in the different 'small pools'.

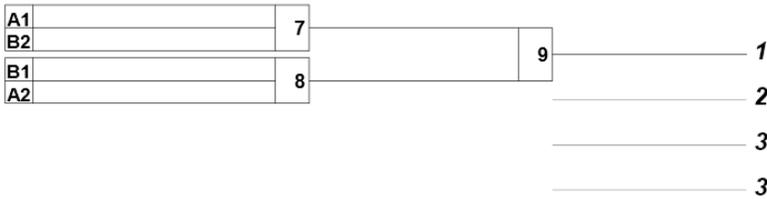
Example: The ranking of these six participants is

1 st	D	4 th	E
2 nd	A	5 th	B
3 rd	C	6 th	F

⇒ The participants have to be placed in the small pools one by one, and every time there has to be switched of pool in which the next participant will be placed.

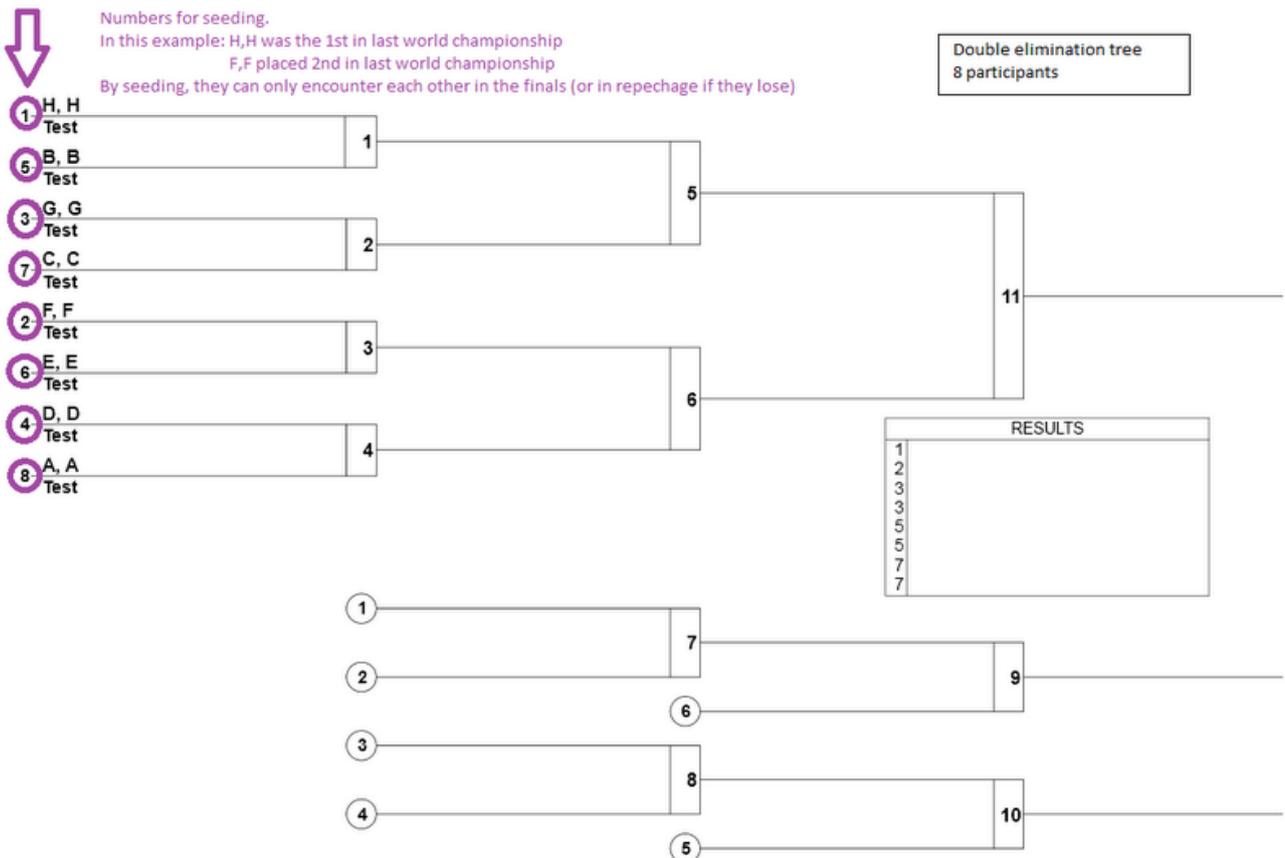
	1	3	5	Games won Gameresults	Pl.
D, D [Test]					
C, C [Test]					
B, B [Test]					

	2	4	6	Games won Gameresults	Pl.
A, A [Test]					
E, E [Test]					
F, F [Test]					



3.4.3 Trees

In a tree, there are numbers placed at the sides, next to the place for the name of the participants. If there is a ranking list available, The first name has to be placed next to '1', the second next to '2' and so on. The trees are made up in such a way that, by doing so, there is an 'automatic' seeding.



3.5 Spreading the countries across the different parts of the combined pools/trees

After the seeding, also the spreading of the countries (or at regional championships: the clubs) has to be taken into consideration. This to avoid that participants of the same county (club) meet each other in the first rounds and eliminate each other in this way.

3.5.1 Pools

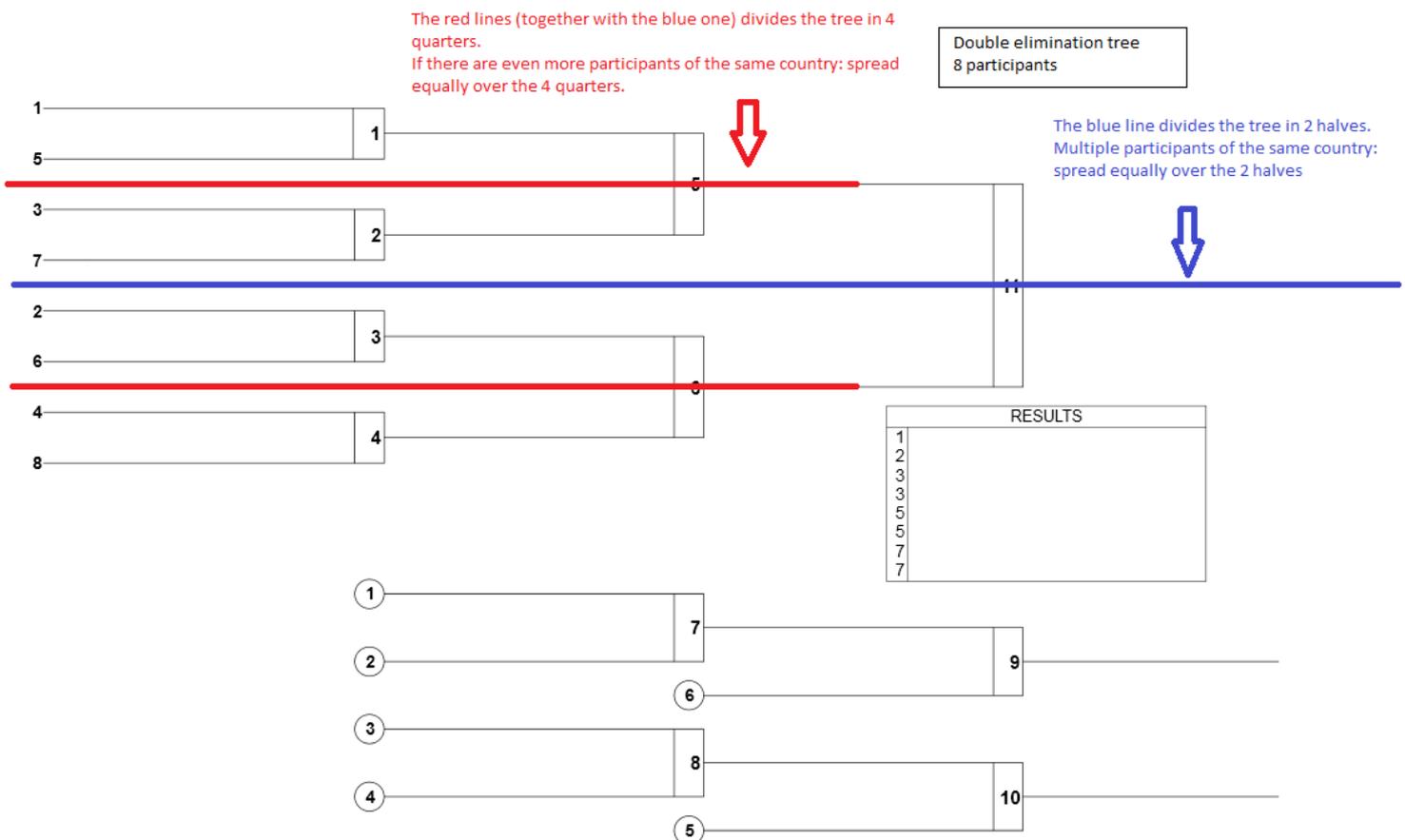
In pools, it is preferred that, if more participants are submitted by the same country (club), these participants have to compete each other as soon as possible. Thereby, it is avoided that they meet each other in the last fight of a pool and can possibly 'decide' themselves who wins and who loses.

3.5.2 Combined pools

Spreading the countries (clubs) in combined pools is done in the same way as seeding: if there are more participants of the same country (club), divide them over the different pools and try to avoid to place multiple fighters/duo's of the same country (club) in the same pool, if possible. If there do are multiple participants of the same country (club) in the same small pool, the rules of 3.3.1. should be applied.

3.5.3 Trees

In a tree, the countries (clubs) should be spread across the different halves or quarters of the tree.



4 Exclusion of a competitor after the start of the fights

- If a fighter has given up his fight (willingly or not) already 2 times:
 - He/she doesn't lose the points already made in previous fights.
 - He/she is still allowed to compete in further fights.
- Hansoku-make (disqualification): If a competitor has got a direct hansoku-make two times in the same discipline, he/she is excluded from that championship (by "championship" is understood the JJIF event with its three disciplines – Duo, Fighting and Ne-Waza).
 - This participant also loses all the points he/she already made during the competition. Hence, he/she isn't able anymore to win a medal.

5 Fight order

For the participants, an optimal fight order is a good balance between enough time between two fights and not too much. It's best that the different fights don't follow too soon, so the participants can recuperate. On the other hand, there can't be too much time in between the fights, to avoid cooling down and having to warm up again.

Between two fights of the same competitor (fighter or duo), there should be at least one other fight or a break of 5 minutes.

To assure a fluid course of the tournament, breaks in between fight should be avoided to the extent of the possible.

Therefore trees should be processed in the order determined by the numbers of the fights written in the trees. If this is done, there should be no breaks, there is enough time between fights of the same competitor and the tree can be finished smoothly without any problems. (For example: see point 3.1.3: green circles around the numbers that determine the fight order.)

A large pool (5 participants) can be finished fight by fight without breaks. Smaller pools (2 to 4 participants) require breaks. To avoid that, on a tatami, there are no fights for a short while, different pools (or pools and parts of a tree/combined pools) can be mixed.

For example: 2 pools with each 3 participants, use following fight order: First fight pool A, first fight pool B, second fight pool A, second fight pool B, third fight pool A, third fight pool B

With combined pools, the pools as such can be finished without breaks (see above: example 2 separate pools). Between the pools and the (cross) finals, and between the cross finals and finals, there has to be a break. This break can be filled with a fight of another pool/combined pool/tree. (See example: the numbers above the pools, are the numbers of the fight order. Between fight 6 and 7 and between fight 8 and 9, a fight of another pool/combined pools/tree can be held.)

			1	3	5	Games won Generally	PL

			2	4	6	Games won Generally	PL

A1		7	—————	9	—————	1
B2						
B1		8	—————			2
A2						

6 Processing the fights: determining the places

6.1 Pools

If all the fights of a pool are finished, the places of the participants are determined as follows:

- The competitor who has won the most fights, is the winner. The one with the second most winning fights is second, and so on.
- If there is an ex-aequo (a tie with respect to the number of matches won), the following rule will be applied:
 - Points balance: for each competitor(s), a balance is made: all the points he/she/they made are added up, and the points made against this competitor(s) are subtracted. A ranking is made with the person (duo) with the most positive points balance is placed higher.
 - If there is still an ex-aequo between 2 participants:
 - The fight between the two participants who have the ex-aequo will be looked up. The participant who won this fight, will be placed higher in the ranking.
 - If all the above still give an ex-aequo, the fight(s), concerning the participants with the ex-aequo, will have to be redone.

6.2 Combined pools

The competitor who has won the final, is placed 1st. The loser of the final is 2nd.

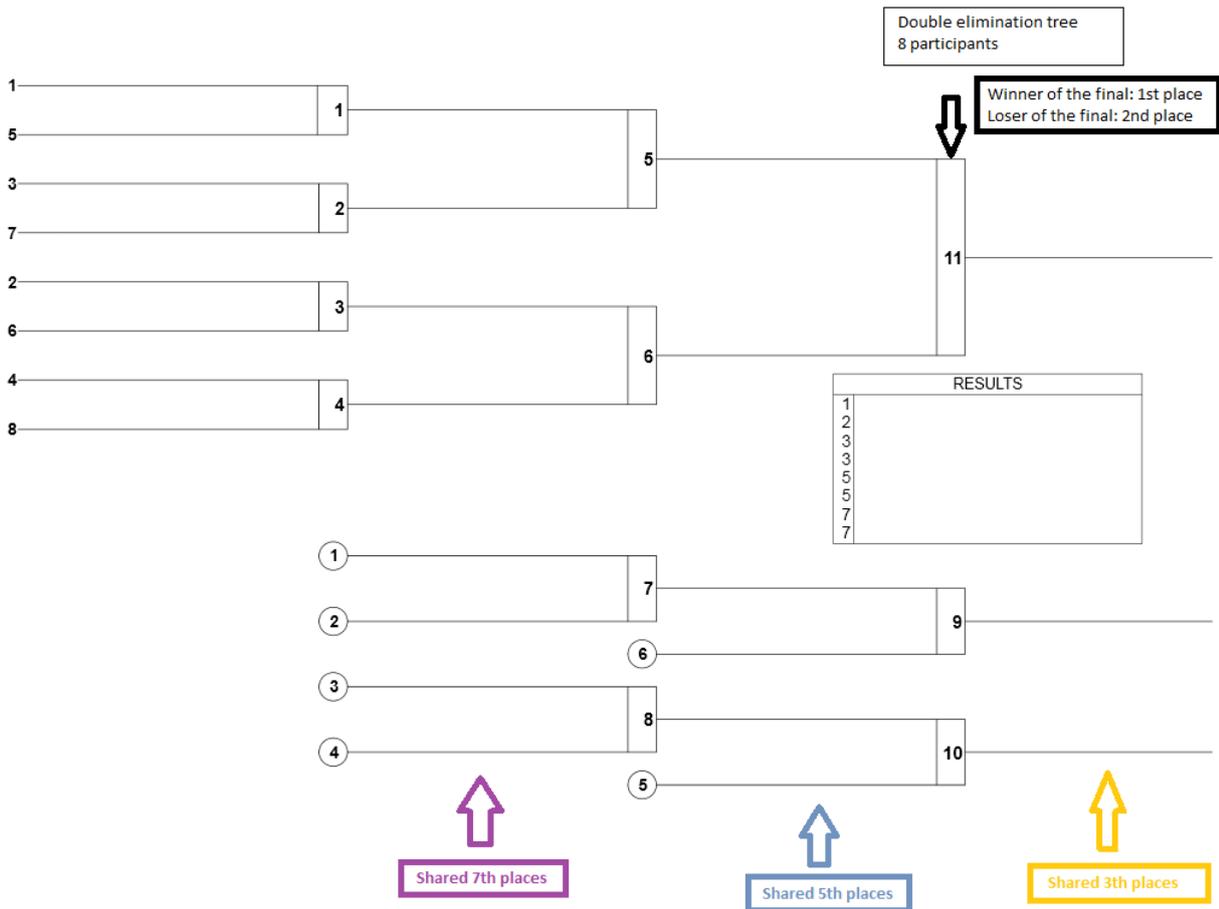
With cross finals: The competitor(s) who lost the semi-finals is (are) placed 3rd.

The competitors who placed 3rd in the small pools, get a shared 5th place in the category. The competitors who placed 4rd in the small pools, get a shared 7th place in the category.

6.3 Trees

The competitor who has won the final, is placed 1st. The loser of the final is 2nd. The competitors who won the fights for the bronze medals in the repechage tree, are placed 3rd.

To determine the other places, the tree should be looked at backwards. For each 'step' gone back in the repechage tree, the competitors who lost those fights, get a shared 5th, 7th, 9th, ... place.



7 Attachments

7.1 Pools

Pool of 2 (best of three):

Category:											
	Names	Club/country	1 x 2	rust	1 x 2	rust	1 x 2	# winners	points balance	Points	Place
1			1	5 min	1	5 min	1	0	0	0	
2			1	5 min	1	5 min	1	0	0	0	

Pool of 3:

	1	2	3	Games won	Pl.
				Games results	

Pool of 4:

	1	2	3	4	5	6	Games won	Pl.
							Games results	

Pool of 5:

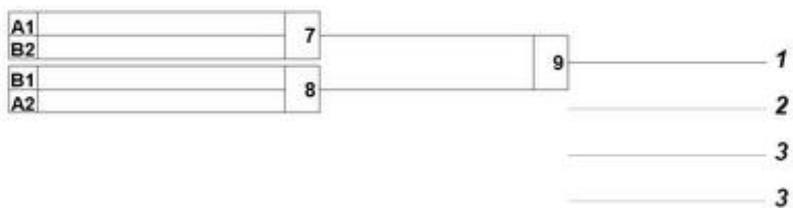
	1	2	3	4	5	6	7	8	9	10	Games won Gameresults	PL.

7.2 Combined pools

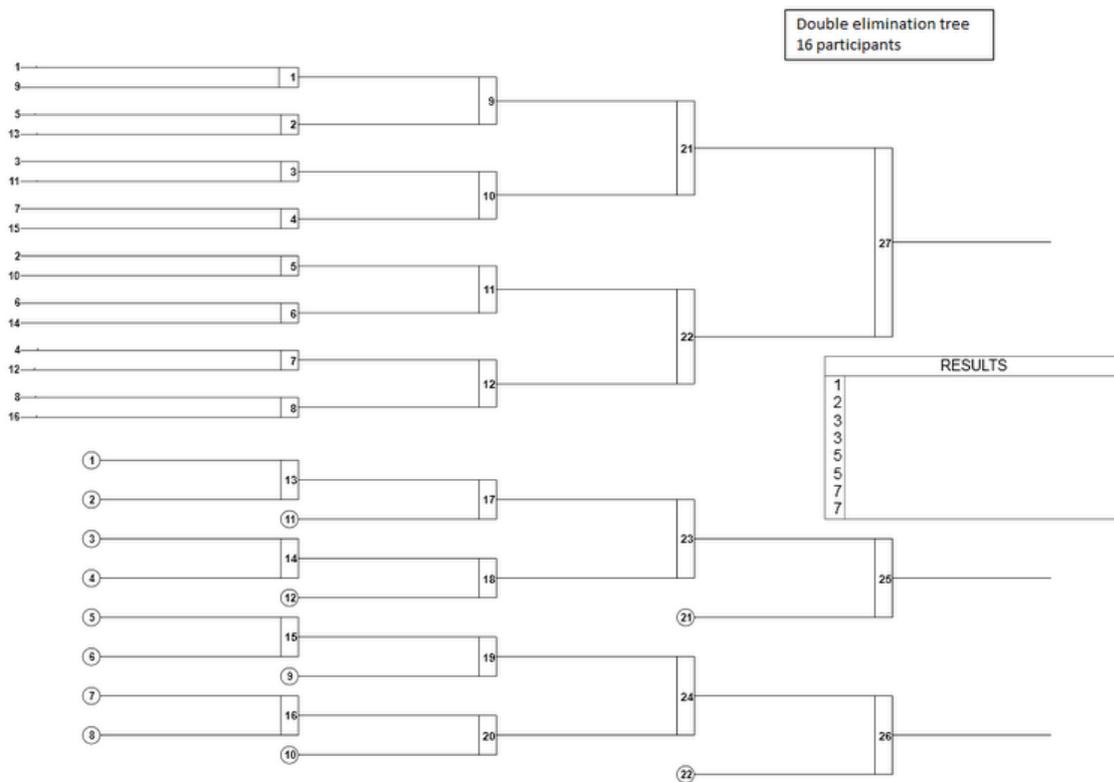
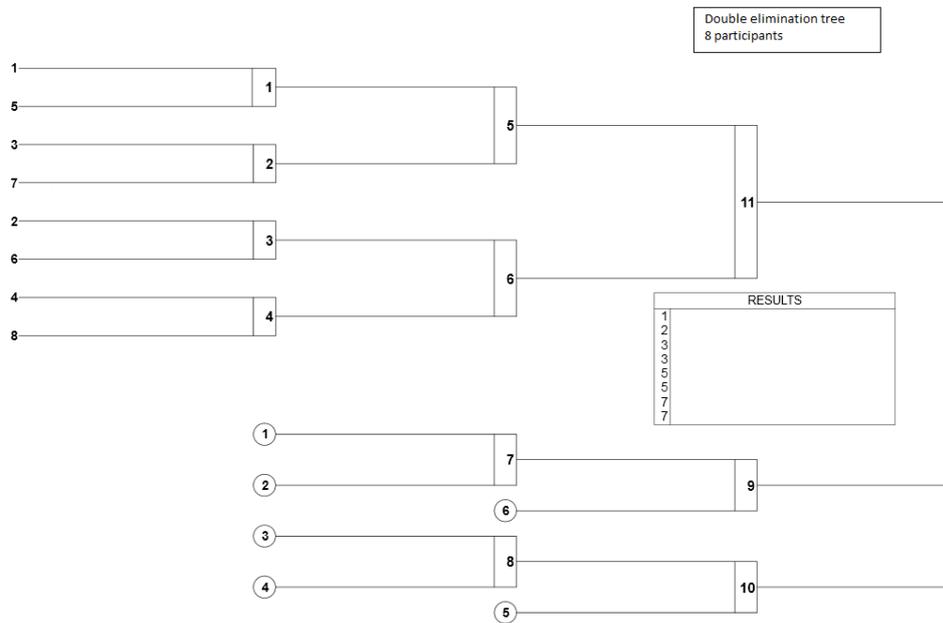
Combined pool of 6 with cross finals:

	1	3	5	Games won Gameresults	PL.

	2	4	6	Games won Gameresults	PL.



7.3 Trees



Double elimination tree
32 participants

