

TOURNAMENT SCHEDULE:

Friday 12th July 2013

Kata Tournament 5.00pm – 8.00pm Trial & Official Weigh In 5.00pm – 5.30pm

(Junior & Cadet)

Saturday 13th July 2013 – Juniors & Cadets (16-17yrs) Tournament

Trial Weigh-In: 7.30am – 8.00am Official Weigh-In: 8.00am - 8.45am

Opening Ceremony: 10.00am

Shiai Commences: 10.00am - 12.30pm Lunch break: 12.30pm - 1.00pm Shiai continues: 1.00pm - 5.00pm

Medal Ceremony: At the conclusion of the days competition Senior & Masters Weigh In 5.00pm – 5.30pm (after the days events have

finished)

All Junior & Cadet competition (Shiai) registrations & weigh-ins will be conducted on the Friday night prior to the contest at the tournament venue. Should a competitor make their correct weight during the trial weigh-in, then that weigh-in can be treated as their official weigh-in. Players not arriving in Melbourne until the day before or the day of the tournament are able to weigh in on the morning of the contest. However it is in your interest to weigh in the night before this way you do not have to limit meals immediately prior to the event.

Sunday 14th July 2013 – Seniors and Masters

Trial Weigh-In: 7.30am - 8.00am
Official Weigh-In: 8.00am - 8.45am
Shiai Commences: 10.00am - Finish

Medal Ceremony: at conclusion of Seniors & Masters weight groups.

At this stage, Senior weight groups will be conducted before Masters Divisions.

COMPETITION INFORMATION:

The Australian Kodokan Judo Association (AKJA) supports and encourages the involvement of participants in 'Juniors, Cadets, Seniors and Masters Age' divisions for contest in both Shiai (full contact judo competition) and Kata (demonstration of forms) tournaments.

Whilst International Judo Federation (IJF) rules are utilised at all AKJA and affiliate member governed Shiai tournaments, some rule modifications have been made by the AKJA to be adapted and utilised at tournaments for Junior age divisions. All players (parents or guardians where the player is a child) will be required to complete a **Warning**, **Waiver & Release form** before being allowed to compete in the tournament.

- All Shiai weight/age divisions will be run as round-robin contests.
- Combined open weight divisions will be conducted at the conclusion of all weight/age divisions. Depending on competitor numbers, open weight divisions will be run as round-robin tournaments.
- If there are excessive numbers in each open group, the open tournaments will be conducted as knock out. Participants will be advised which draw type will be utilised prior to the competition. This will be at the discretion of the tournament director on the day.

Warm-up / Practice

There will be no formal warm up time allocated for Shiai participants. Players will have the opportunity to warm up on the mats once they have weighed in and before the opening ceremony. This can occur between 9.00am and 9.45am.



Presentation of Medals

Medals will be presented to persons achieving 1st, 2nd & 3rd place in both Shiai and Kata contests.

1. Modified Rules for Junior Competitors:

The AKJA also conducts modified rules for children participating in the sport at the Nationals. It has always been the belief of the AKJA, that Judo is a recreation & sporting activity that should be enjoyed by the people participating in it, especially children. The AKJA aims to promote Judo in a safe environment & has for the last 14 years, applied modified age/weight groups & rules to the Junior divisions. This means that the children U16yrs compete in 2 year age groups with corresponding weight divisions – where possible. Junior age groups are as follows:

6 & 7 yrs 8 & 9 yrs 10 & 11 yrs 12 & 13 yrs 14 & 15 yrs.

JUNIOR MODIFIED SCORING SYSTEM - U10yrs

The AIM:

The aim of doing so is to enhance enthusiasm, increase physical activity and encourage the participation of younger players in competition, whilst keeping the activity - fun. The new addition to the modified rules for the Sub Yonen groups is designed to remove the pressure from the young to just win but at the same time reward players for trying better techniques.

The RULES:

Instead of awarding a match when one competitor achieves an Ippon score, the idea is to encourage the young players to do more techniques and get a higher number of scores. Sometimes at the younger ages, it doesn't take much for an opponent to fall over in such a manner that an Ippon is awarded, thus ending the bout relatively quickly.

Although this is in accordance with the IJF rules and in the spirit of competition, it doesn't serve to teach the young kids much about the sport; meaning that in some cases, it is over before it has really started. Therefore the new modified scoring system should give players a better chance to score instead of walking away dejected as sometimes happens. There can only ever be one winner and always one looser, but this system is designed to encourage better participation and enjoyment for the kids.

Scoring for players, accumulates until either one of the players achieves 2 lppons (contest is over) or the siren sounds. The contests are continuous time (2 minutes continuous) and scores are counted in point form as follows:

Ippon:10 pointsWaza Ari:7 pointsYuko:5 pointsYusei-gachi (Decision)1 point

Working out who the winner is will depend on which player has the higher number of scores. In a round robin tournament where two players have equal wins, then the player with the most points will win on count back.



1st example: Any player scoring 2 Ippons will win the bout before the end of

the contest time. 2 Waza Ari's convert to an Ippon but for point scoring count as 7 points each whereas the Ippon counts for 10

points only.

2nd example: If one player has 1 Ippon and 1 Waza Ari and the other player

has 2 Waza Ari's, the first player wins. Where there is a need to decide a weight division by points, then in this example, the first player has 17 points and the other 14 points. The player with 17

points wins.

3rd example: One player has 1 Ippon, 1 Waza Ari & 3 Yukos and the other

player has 1 Ippon & 2 Waza Ari's, then the player with Ippon & 2 Waza-Aris wins as the 2 Waza Ari points equate to an Ippon,

thus giving the player a win by 2 Ippons.

4th **example**: One player has 1 Ippon & 3 Yuko's and the other has 2 Waza

Ari's & 3 Yuko's, then the 2nd player wins. Where there is a need to decide a weight division by points, the first player in this

example has 25 points but the 2nd player has 29 points.

PRACTICAL APPLICATION OF THE SCORING:

This system encourages the junior player to continue their Te-Waza techniques into Ne-Waza techniques however where one player has thrown their opponent to the ground and been awarded an Ippon score, matte will be called and both players will be stood up so the Ippon score can be awarded. The match is then re-started.

Similarly, If the player is scored a Waza-Ari for the throw and follows it to the ground and applies a ground hold, then allow the Osaekomi time to continue to

25 seconds. This will give the player an Ippon score for the ground hold as well as the Waza-Ari for the initial throw. If you stop the hold at 20 seconds and award 'Waza-Ari-Awasette-Ippon', then the score is converted to only 2 Waza-Ari's instead of the one Ippon & one Waza-Ari.

DELAY DURING CONTEST:

Where there is a delay during a contest -eg; players adjusting their Gi's or any other reason where a lengthy delay may occur, - signal 'Matte' to the time keeper and request that they stop the clock. Once you are ready to continue, re-commence the bout by calling 'Hajime'.

REMEMBER,

This initiative is about encouraging the younger players to attempt their techniques in an environment which rewards them for doing so but whilst having fun at the same time. It is designed to promote a better application of techniques by relieving the pressure of "the 1 Ippon wins the tournament" stress.

This system has been welcomed in numerous States now where it has been successfully implemented for the last 4 years. For the un-initiated, it may seem a bit confusing at first, but once you get a basic understanding of the system, it's pretty easy to apply.

2. Banned Throws and Penalties:

The AKJA acknowledges that there is an ever increasing fear of civil & criminal litigation and the liability borne by its Officers, Referee's & Officials in cases of perceived "negligence". Therefore, the Referee's Commission has agreed on the following inclusions for use at all National Titles in the interest of player safety:



- Drop Seoi-Nage banned outright for players 13yrs & Under -Hansoku Make
- 2. **Koshi Guruma** where Tori winds Uke to the ground:- (13yrs & Under) **Hansoku Make**

(If tori executes the throw in a standing position without going to the ground and with control, the throw will be scored.)

3. No **arm locking, strangle or choking techniques** will be permitted for players under the age of 16 years.

Please be aware that **Hansoku Make** penalties will be given where any player executes a technique that causes their opponents head to be driven into the ground, especially where there is no obvious control during the execution of the throw. This applies to both Tori and Uke.

Where a player receives a **Hansoku Make** penalty, they shall be disqualified for that contest only and not for the entire tournament. However, should any player receive **Hansoku Make** for a serious, dangerous or deliberate breach of the rules, then the Referee's Commission reserves the right to ban the player for the whole tournament.

Should the Referees Commission also determine that the behaviour of a player is offensive, disorderly or detrimental to the image of the event or the sport generally, then that player may be excluded or prevented from further competing in the tournament.

3. Bowing:

The AKJA promotes traditional Kodokan Judo. Because of such, the AKJA requires players to continue bowing onto the contest area at the edge of the safety zone as well as at their starting positions.

4. Age Divisions & Contest Times:

Age Divisions	CONTEST TIMES
U10yrs (Modified Scoring System)	2 Minutes Continuous time
U16yrs	3 Minutes
16yrs – 17yrs (Cadet Male & Female)	4 Minutes
Seniors (Male & Female)	5 Minutes

Where contests are governed by 3 minute continuous time, the time clock will run continuously unless directed by the centre referee for it to be stopped. Circumstances may exist where it is necessary to stop the clock and the call to do so is at the discretion of the centre referee and should occur in cases where a long delay may be expected eg; re-tying the belt or injury/medical treatment.

5. Weight Divisions:

Normal IJF weight groups will be utilised in the Cadet & Senior age groups.

6. Injuries:

Should an injury occur, IJF rules will be followed. However, some commonsense modifications have been included and are as follows:



The Medical/First Aid Officer may recommend to the Referee Commission that a competitor be excluded from further tournament participation if they have received or are suffering from concussion or injury deemed by that Medical Officer to be detrimental to the competitor's health.

Where any player is rendered unconscious, they will not be allowed to continue in the tournament unless given a written clearance by a medical officer. All players rendered unconscious should be conveyed to a hospital or medical centre ASAP after the incident. Eg: Player blacks out as a result of a choke/strangle technique. The advice of the Medical Officer shall be accepted by the Referee's Commission and the player excluded from further participation until declared fit to resume competition by a Legally Qualified Medical Practitioner (in writing).

7. Judo Gi's:

<u>Only white judo gi's</u> are to be worn in this tournament. Red and White belts/sashes will be provided for use.

8. Opening Ceremony

The Opening Ceremony will be held at 10.00am on Saturday 13th July. It is requested to have all of the State Team members present for the ceremony. The Ceremony will commence with Players from each State being called onto the mat in their respective State teams with VIC. being the last team to enter. After this has occurred, there will be a couple of speeches prior to the shiai commencing. It is requested to have all team members dressed the same ie: Judogi pants and State Team Shirt. It makes the group look excellent when all are assembled together.

The Committee, Coaches and Instructors of the Association wish you all the very best of luck in the Nationals and your quest to win. Remember, support the rest of your team members when they are competing and cheer each other on.

We DON'T want any displays of poor sportsmanship because it reflects badly on us all. Be a good sport & enjoy the event.

GOOD LUCK