

THE COMPETITION RULES OF AIKIDO TOSHU-RANDORI

(Blue Print of the Main Points)

July, 31st, 2016

Basic Principle of the Rules:

The rules are to be aimed at abolition of ambiguity in competitive judgement. Realization of easy grasp of the situation to both of judges and the watchers of the game is important. With proper rules, the Games could become to be attractive and interesting, being simple and safe.

Article 1: The Game Period

The period of one game is to be 3 minutes.

Article 2: The Techniques in Competition

Determination of the game is done by 17 Katas of Randori and applied skills of them.

Article 3: Determination of a Game

The game is to be determined by Ippon. (Award of Ippon decides the winner and ends the match.)

Determination of Toshu-techniques with which the player could gain the points are done by the following three criteria, "Ippon," "Waza-Ari" and "Yukoh."

Ippon:

- \* Atemi-waza / Uki-waza: Making the opponent almost lying on the back, or lye on one's stomach with momentum.
- \* Kansetsu-waza: (1) Making the opponent almost lying on the back, or lye on one's stomach.  
(2) Restricting the movement of opponent for more than 2 seconds in incapable position to make a counterattack.
- \* When the attacker gained 2 Waza-ari.

Waza-ari

In case of Atemi-waza, Kansetsu-waza and Uki-waza: When there was a waza almost to be judged as Ippon, though it could not be admitted so.

YuKoh

In case of Atemi-waza and Uki-waza: When there was a waza almost to be judged as Wazaari, though it could not be admitted so..

Yuhsei Kachi

- (1) When Waza-ari and Keikoku are declared simultaneously, priority is given to Waza-ari over Keikoku.
- (2) While there are many Yukoh and Chyui, the priority is given to Yukoh when the number of both were

identical.

- (3) When there was even a little difference admitted in general comparison of the factors such as the attitude in competition, effectiveness and skill in techniques and existence of Shido or not.

#### Article 4: FOUL MATTERS

1. There are 4 classifications in “Breach of Regulation” depending on the degree of breach which are “Hansoku-make(Losing by Foul)”, “Keikoku(Warning)”, “Chui(Attention)” and “Shido(Instruction).”

Shido: Violation of a small prohibited matter.

Chui: Violation of little heavier prohibited matter.

Equivalent to “Shido” + “Shido.”

Equivalent to ”Yukoh.”

Keikoku Violation of heavier prohibited matter.

Equivalent to “Chui” + “Chui”.

Equivalent to “Waza-ari”.

Lost by Foul: When one violated quite a serious prohibited matter.

Equivalent to “Keikoku” + “Keikoku.”

It is equivalent to “Ippon.”

2. When “Shido (Instruction)” is applied in principal.

The first “Shido” which the referee gives the player is called “Kyoikuteki Shido (educational instruction)” and he will not be penalized on it. After the second time, he will be penalized.

- (1) Receiving Atemi-waza of opponent with one’s face.
- (2) To be touched one’s back.
- (3) When a player does not attack due to the lack of positive motivation for fighting.
- (4) When a player does not make effort of fighting within the area of competition, and step outside.
- (5) When the player takes an irregular pose.
- (6) Grabbing opponent’s uniform intentionally.
- (7) When the player takes an action without dignity.
- (8) When the player continue to keep standstill position in front of the opponent.
- (9) Others

3. In cases where “Chyui” is given.

- (10) When the player attacked the finger joint, the neck, or the leg joint of the opponent not including Hizakuzushi.
- (11) To apply a technique when there is a danger of breaking the wrist or elbow..
- (12) To use the techniques which are hard to be admitted as application of Randori 17-hon no Kata, such as the techniques of Judo or wrestling.
- (13) Others

4. In cases where “Keikoku” is given.

- (14) Givng impacting hit in application of Atemi-waza.
- (15) Imposing a sudden load directly to a critical part of body or elbow joint while the feet are stopped.

- (16) Not obeying the control or instructions of the judge.
- (17) To make a behavior ignoring the personality of the partner.
- (18) Others

5. When an umpire assumes a player a foul defeat

- (19) When the player applied a technique which risks the life of opponent. Especially in case one used a technique with high possibility of hitting strongly the head of opponent.
- (20) In case the player gave an injury to the other side that made the opponent impossible to continue the competition.
- (21) Others

Article 5: VICTORY OF DEFEAT OF THE GROUP GAME:

The winning or losing of the group games shall be determined by the number of victory of each group. The drawn game is admitted in group match. In case of tie in number of victory, one more game will take place in order to determine the Representative.