

## Kudo Junior Rule Comparison Chart

Summary of Division Rules (Regular is for reference only)				
	U14	U16	U18	Regular Division
Definition of Age Divisions	Reference Date(RD) : the day of tournament Age on the RD : 13 years old and under	Reference Date(RD) : the day of tournament Age on the RD : 14 and 15 years old	Reference Date(RD) : the day of tournament Age on the RD : 16 and 17 years old	18 years old and over
Match Time	1min 30sec	2min	Male : 3min Female : 2min	3min
Extensions	1min	1min 30sec	Male : 2min Female : 1min 30sec	3min
Strikes and Kicks	Regardless of grabbing or not, strikes to the upper level (head) are limited to the roundhouses kick (mawashi-geri). Regardless of grabbing or not, at middle and lower level, all other strikes are allowed. Head-butts as well as strikes to the groin area are not allowed. Flying kick with run up is not allowed. <u>Strikes and kicks during ground fight is prohibited.</u>		Elbow strikes and head butts to the upper level are forbidden. Other techniques are as per Kudo Rules.	There are no restrictions as listed on the left.
	Continuous low-kicks are not allowed.	Continuous low-kicks are allowed.	There are no restrictions as listed on the left.	
Grabbing	Up to 3 sec	Up to 5 sec	Up to 10 sec	Up to 10 sec
	Strikes to the upper level (head) are limited to the roundhouses kick (mawashi-geri).		Elbow strikes and head butts to the upper level are forbidden.	There are no restrictions as listed on the left.
Throwing	Only tackles and the following 5 throws are allowed. - Ashibarai - Ouchigari - Kosotogari - Kouchigari - Sasae-Tsurikomiashi		There are no restrictions as listed on the left.	There are no restrictions as listed on the left.
Ground	Not allowed	1 time (30sec)	Male : 2 times (each 30sec) *One time during extensions  Female : 1 time (30sec)	2 times (each 30sec)
		Allowed 8 submissions: Udehishigi-Juji-Gatame, Udehishigi-Hiza-Gatame, Udehishigi-Waki-Gatame, Udehishigi-Ude-Gatame, Udehishigi-Hara-Gatame, Udegarami, Akiresken-Gatame, Hiza-Juji-Gatame Allowed 5 chokes: Hadaka-Jime, Okuri-Eri-Jime, Kataha-Jime, Juji-Jime, Sankaku-Jime The above "allowed techniques" are limited to the basic forms	Allowed submissions: There are no restrictions as listed on the left  Submissions and chokes to be stopped before give up point	There are no restrictions as listed on the left.
Others	Continuous combinations of strikes is limited within 10sec.  Chief Referee have to attach importance to safety and stop the fight within 10sec.		Continuous striking and kicking to the upper level in stand fighting is limited to 4-5 techniques combinations.	There are no restrictions as listed on the left.
	The fight ends at the first knock-down of WAZA-ARI. (it is possible to continue when more than 4 KOKA are accumulated)  The fight ends with cumulative total of 5 points.		The fight ends at the first knock-down of YUKO. (it is possible to continue when more than 2 KOKA are accumulated)  The fight ends with cumulative total of 5 points.	There are no restrictions as listed on the left.
	Whether there is a knock-down or not, depending on the referee's appreciation of risk for the athletes, the match may be interrupted or finished.			
	The other forbidden behaviours are according to "Allowed techniques" and Chapter 10 of the Competition Rules.			

Criteria for Judgement			
	U14	U16	U18
Safety Policy	<p>* Priority will be given to the safety, and the referee will pay all the necessary attention and may break when prolonged exchanges of strikes to the head continue.</p> <p>* To reduce the possible damages, "KOKA", "YUKO", "WAZA-ARI", "IPPON" will be given earlier than for Regular Class.</p> <p>* In order to emphasize safety to a degree higher than for Regular Class, in case of a knockdown (more than a YUKO point given), the referee should stop the match.</p> <p>* Regardless of knockdown or not, the referee team can stop the match when they judges the risk.</p> <p>* In Regular Class and U18, damage caused is the criteria for points. In U16 and U14, points for techniques are to be considered the criteria.</p> <p>* In U14 and U16 divisions, punches, palm strikes, elbows and headbutt to the head are not allowed. In U18, elbows and headbutt to the head are not allowed.</p> <p>* In U14 and U16 divisions, judgement of higher level should be applied as follows compared to U18 and Regular Class.</p>		
KOKA: 1 point	Strong and precise kick (even a single kick) into unprotected area at Chudan/Gedan level. (YUKO can be decided according to the extent of the strength)		Strong punch (even a single punch) to the head. (The criteria are the same as for the General Division)
	2 or more KIME movements to the upper body after throwing or tackle. 2 or more KIME movements to the upper body after stopping a tackle.		Damage which stops the opponent's movement after attack to Chudan or Gedan.
	Strong and skillful throw. (Only Ashibara, Ouchigari, Kosotogari, Kouchigari, Sasae-Tsurikomiashi are allowed)		Strong and skillful throw.
	-	4 continuous KIME movements to the head subsequent to taking control of the opponent on the ground.	
	"Foul 1" gives 1 point to the opponent.		
YUKO: 2 points	Knockdown results in WAZA-ARI or IPPON in principle. (Depending on the degree of striking/kicking, YUKO is also possible)		Knockdown resulting from striking/kicking. (KOKA can be decided according to the extent of the damage)
	Strong and precise kick (even a single kick) into unprotected area at Jodan level. (KOKA can be decided according to the extent of the strength)		Kick to the head resulting in head swinging strong enough to make it impossible for the opponent to continue or counterattack.
	Punching/kicking attack to Chudan/Gedan level causing damage even over protective gear.		-
	Continuous one-way attack in 4-6 techniques combination by punches/kicks.		Continuous one-way punching/kicking for 2-4 seconds mainly to the head. (KOKA can be decided according to the extent of the damage)
	No knockdown or inability to continue, but knockdown or escape outside of the mat after the Chief referee calls KOKA or three referees raise the KOKA flags.		
"Foul 2" gives 2 point to the opponent.			
WAZA-ARI: 4 points	Knock down less than 2 seconds resulting from striking/kicking. (YUKO can be decided according to the extent of the strength)		Knock down for 2-4 seconds resulting from striking/kicking.
	In case of knock down (more than YUKO point given), the referee stops the match. Depending on the level of damage, WAZA-ARI or IPPON may be awarded.		
	Continuous one-way punching/kicking for 2-4 seconds.		Continuous one-way punching/kicking for 4-6 seconds mainly to the head.
	No knockdown or inability to continue, but knockdown or escape outside of the mat after the Chief referee calls YUKO or three referees raise the YUKO flags.		
	"Foul 3" results "Disqualification".		
IPPON: 8 points	Knockdown more than 2 seconds resulting from striking/kicking.		Knockdown for more than 4 seconds resulting from striking/kicking.
	In case of knock down (more than YUKO point given), the referee stops the match. But depending on the level of damage, WAZA-ARI or IPPON may be awarded.		
	Continuous one-way punching/kicking for more than 4 seconds.		Continuous one-way punching/kicking for more than 6 seconds mainly to the head.
	No knockdown or inability to continue, but knockdown or escape outside of the mat after the Chief referee calls WAZA-ARI or three referees raise the WAZA-ARI flags.		
	-	On the ground, when submission or choke is considered completed and 3 flags are raised.	
Judgement	Based on the "Decisions" of the Tournament Rules. There is no re-entention match.		

Protective gear requirements (Required=○)

	Neo headgear KU	KUDO fist guard	KUDO foul cup	KUDO body protector	KUDO leg supporter	KUDO arm supporter
Regular Male Division	○	○	○			
Regular Female Division	○	○		○	○	
Masters Division	○	○	○		○	
Junior Division U18	○	○	○	○	○	
Junior Division U16 and U14	○		○	○	○	○



## Regarding submission techniques and chokehold techniques in U16's Newaza (ground fighting)

The submission techniques that are allowed to be used are limited to the following eight types.

Udehishigi-Juji-Gatame,  
Udehishigi-Hiza-Gatame,  
Udehishigi-Waki-Gatame,  
Udehishigi-Ude-Gatame,  
Udehishigi-Hara-Gatame,  
Udegarami,  
Akiresken-Gatame,  
Hiza-Juji-Gatame

The chokehold techniques that are allowed to be used are limited to the following five types.

Hadaka-Jime,  
Okuri-Eri-Jime,  
Kataha-Jime,  
Juji-Jime,  
Sankaku-Jime

Submissions and chokes to be stopped before give up point, like U18.

The above "allowed techniques" are limited to the basic forms shown below, and the intermediate type (variation) is regarded as a modified technique and is a violation.

### Submission Techniques

#### ① Udehishigi-Juji-Gatame

With both legs



With one leg



From below





**Back cross**



**② Udehishigi-Hiza-Gatame**



**③ Udehishigi-Waki-Gatame**



**④ Udehishigi-Ude-Gatame**  
**From below**



**From above**



## ⑤ Udehishigi-Hara-Gatame



## ⑥ Udegarami

From below



From above



From Kami-shihou





⑦ Akiresken-Gatame  
On his back



Prone face down



⑧ Hiza-Juji-Gatame



## Chokehold Techniques

### ① Hadaka-Jime



### ② Juji-Jime From the side



#### From mount position



#### From below



### ③ Okuri-Eri-Jime



### ④ Kataha-Jime





## ⑤ Sankaku-Jime



## Regarding the athletes with long hair

(Not only in the Junior Division, but also in the General Division)

If the athlete has long hair, tie the hair with a soft material and make sure it does not stick out too much outside the mask.

This is intended to prevent the opponent from being unable to grab the back collar due to the hair protruding from the mask.

The specific check criteria are as follows.

- The shape of the mask must not change significantly.
- The athlete's hair must not reach the collar.

Violations and examples are shown in images below.

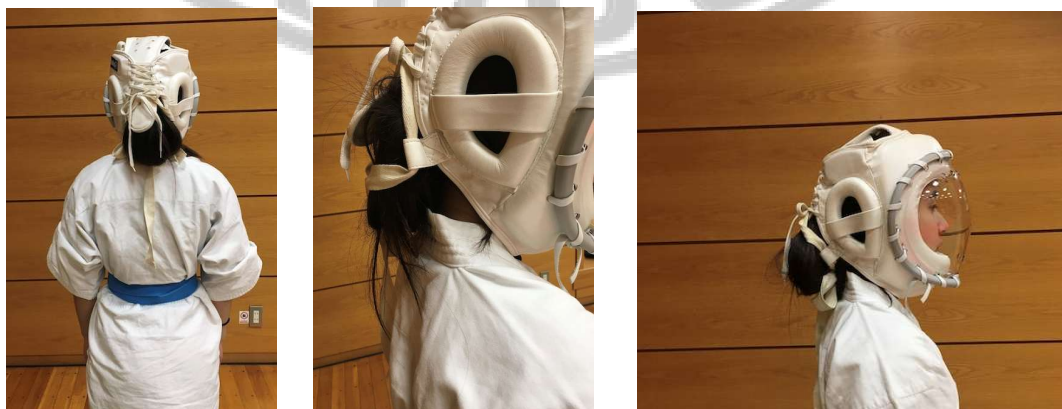
**Violation Example 1 : hair does not come out of the mask, but the top of the mask significantly lifted.**



**Violation Example 2 : hair is hanging on the collar.**



**Violation Example 3 : the hair is poking out of the mask.**



**Violation Example 4 : the pigtail is hanging on the collar.**



**Violation Example 5 : the hair pokes out from the top.**

It is a violation because it is difficult to set a standard for how much the hair can be allowed to protrude from the top.



**Legal Example:**

Even the long-haired athletes can set their hair inside the mask so the rules are not violated.

