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# Workbook

**Kudo International Federation**

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## Judgement after the match

Criteria for judgment after the match are summarized in Article 72 of the KIF Tournament Rules.

It is extremely important for the referees to understand this rule accurately.

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## **Some questions regarding the contents of Article 72**

4

**A. Until and including the semi-finals**

**The same applies to junior matches**

## Article 72 : Initial Round before the Finals

5

- 1) If at least one of the opponents has 2 points or more and there is a difference in the point count, the athlete with the higher point count wins.
- 2) If both opponents have two or more points, and the same point count, the side with the higher value points wins (WAZA-ARI, YUKO > KOKA. For instance, 4 points from 1 WAZA-ARI wins over 4 points obtained through an accumulation of YUKO and KOKA).
- 3) If a decision can still not be made, the side with the lower number of HANSOKU wins. KEIKOKU does not affect the decision.
- 4) Regardless of the contents of the match, if both athletes have 1 point or less, it will not be enough to determine the outcome, which be left to the judges' decision and will either be a victory for the athlete with the higher number of points, or an extension.

The Deputy Chief Referee and the Chief Referee may call a draw, but the athlete with the higher number of points cannot lose the match.

## Article 72 : Extension Round before the Finals

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- 1) The athlete with the more point accumulated at the end of the initial round and extension wins (even by 1-0).
- 2) If the point count is the same, the side with the higher value points wins.
- 3) If a decision can still not be made, the side with the higher number of points won in the extension wins.
- 4) If a decision can still not be made, the side with the lower number of penalties (points through HANSOKU) accumulated during the initial round and the extension wins.
- 5) If a decision can still not be made, the side with warning (KEIKOKU) during the initial round and the extension loses.
- 6) If a decision can still not be made, the outcome is decided by judges' decision.
  - a. In accordance with Art. 73, the side with the most effective techniques won by, in order of precedence, Strike & Kick > throws > NEWAZA, wins.
  - b. If a decision can still not be made, the side who dominated the extension wins.

A decision must be reached in any case. No further extension is allowed.

( 1 )

7

In the initial round,

When blue has one point  
and white has no point,

How is your decision as

Corner Judge, Deputy Chief Referee,  
and Chef Referee respectively?

8

### After Initial Round

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	0	1
Hansoku		
TOTAL	0	1

(2)

9

In the initial round,

When blue has two points  
and white has one point,  
how is the Chef Referee's Call?

## After Initial Round

10

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	2
Hansoku		
TOTAL	1	2

(3)

11

In the initial round,

if both opponents have no point, or both have 1 point,

and one opponent has one penalty (so, KEIKOKU),

is this penalty affects to your decision?

12

## After Initial Round

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	1
Hansoku	△ ←	
TOTAL	1	1

KEIKOKU

(4)

13

In the initial round,

if both opponents have 1 point,  
but one opponent has 2 penalty (so,  
HANSOKU 1),

is this penalty affects to your decision?

14

## After Initial Round

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	0
Hansoku	0 ←	
TOTAL	1	1

HANSOKU 1

(5)

15

In the initial round,

if both opponents have 2 points,  
but 2 point of blue is from 1 YUKO,  
how is your decision?

## After Initial Round

16

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	2
Koka (1P)	2	0
Hansoku		
<b>TOTAL</b>	<b>2</b>	<b>2</b>



( 6 )

17

In the initial round,

if both opponents have 2 points,  
but 1 point of blue is from 2 penalties  
(so, HANSOKU 1),  
how is your decision?

18

## After Initial Round

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	2	1
Hansoku	0	
TOTAL	2	2

HANSOKU 1

(7)

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**In the initial round,**

When both sides have no point,  
how is your decision?

- When you are a Corner Judge
- When you are a Chef Referee or Deputy CR

**After Initial Round**

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	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	0	0
Hansoku		
<b>TOTAL</b>	0	0

(8)

21

When initial round was a draw through 0-0,  
 and after the extension, if blue has 1 point  
 and white has no point,  
how is your decision?

22

### After the Extension

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	0	1
Hansoku		
TOTAL	0	1

(9)

23

When initial round was a draw through 1-0,

and after the extension, if blue has 1 point in the initial round and white has 1 point in the extension,

how is your decision?

24

### After the Extension

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	1
Hansoku		
TOTAL	1	1

(10)

25

When initial round was a draw,

but white has one penalty (so, KEIKOKU),  
and after the extension,  
if white has 1 point and blue has no point,  
how is your decision?

26

### After the Extension

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	0
Hansoku	△ ←	
TOTAL	1	0

KEIKOKU

(11)

27

When initial round was a draw,

but white has one penalty (so, KEIKOKU),  
and after the extension,  
if blue has 1 point and white has 1 point,  
how is your decision?

28

### After the Extension

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	1
Hansoku	△ ←	
TOTAL	1	1

KEIKOKU

(12)

29

When initial round was a draw through 0-0,  
 after the extension,  
 if white has 1 point and blue has 1 point,  
how is your decision?

30

### After the Extension

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	1
Hansoku		
TOTAL	1	1

## Decision when there are no obvious points on both sides

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Dominance shall be assessed by giving precedence.

- a. Number of strikes & kicks to the upper level (head) whether in isolation or combination, where it is assessed that in the absence of protective gear the opponent would have incurred damage.
- b. If a. above is not sufficient to determine dominance, number of throws, foot sweeps, tackles.
- c. If b. above is not sufficient to determine dominance, intensity/effectiveness of ground fights.

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## Some questions regarding the contents of Article 72



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## B. In the Finals of the Regular Division

### Article 72 : Initial Round in the Finals

34

- 1) If at least one of the opponents has 2 points or more and there is a difference in the point count, the athlete with the higher point count wins.
- 2) If both opponents have two or more points, and the same point count, the side with the higher value points wins.
- 3) If a decision can still not be made, the side with the lower number of HANSOKU wins. KEIKOKU does not affect the decision.
- 4) If the score is 0-0 or 1-1, an extension must be declared.
- 5) If the score is 1-0, it will not be enough to determine the outcome, which be left to the judges' decision and will either be a victory for the athlete with the higher number of points, or an extension.

The Deputy Chief Referee and the Chief Referee may call a draw, but the athlete with the higher number of points cannot lose the match.

## Article 72 : Extension Round in the Finals

35

- 1) The athlete with the more point accumulated at the end of the initial round **and** extension wins (even by 1-0).
- 2) If the point count is the same, the side with the higher value points wins.
- 3) If a decision can still not be made, the side with the higher number of points won in the extension wins.
- 4) If a decision can still not be made, the side with the lower number of penalties (points through HANSOKU) accumulated during the initial round and the extension wins.
- 5) If a decision can still not be made, the side with warning (KEIKOKU) during the initial round and the extension loses.
- 6) If a decision can still not be made, the outcome is decided by judges' decision.
  - A) In accordance with Art. 73, the side with the most effective techniques won by, in order of precedence, Strike & Kick > throws > NEWAZA, wins.
  - B) If a decision can still not be made, the side who dominated the extension wins.
- The Deputy Chief Referee and the Chief Referee may call a draw, and there may be a second extension.**
- 7) The criteria for determining the winner in the second extension are the same as above. However, there is no draw, and no further extensions.**

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## Extension and Second Extension in the Finals

In the final match, **when the score is 0-0 or 1-1, an extension must be declared.**

Decision criteria in the extension is the same as before the final.

**Depending on the extension, second extension can be declared.**

All other decision criteria remain the same as before the final match.

(13)

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In the initial round,

if both opponents have no point,  
 or both have 1 point,  
how is the Chef Referee's Call?

## After Initial Round

38

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	1
Hansoku		
<b>TOTAL</b>	<b>1</b>	<b>1</b>

(14)

39

In the initial round,

if both opponents have no point, or both have 1 point,

and one opponent has one penalty (so, KEIKOKU),

how is the Chef Referee's Call?

※ **Decision is different from Case (3)**

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## After Initial Round

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	1
Hansoku	△ ←	
TOTAL	1	1

KEIKOKU

(15)

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In the initial round,

if both opponents have 1 point,  
 but one opponent has 2 penalty (so,  
 HANSOKU 1),  
is this penalty affects to your decision?

✂ **Decision is different from Case (4)**

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### After Initial Round

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	0
Hansoku	0 ←	
TOTAL	1	1

HANSOKU 1

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**The Decision in the  
aforementioned cases  
(1), (2), (5), (6), (8), and (9)  
remains the same in the Finals.**

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**Also, the Decision in the  
aforementioned cases  
(8), (9), (10), and (11)  
remains the same in the Finals.**

(16)

45

When initial round was a draw through 0-0,  
 after the extension,  
 if white has 1 point and blue has 1 point,  
how is your decision?

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### After the Extension

	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	1	1
Hansoku		
TOTAL	1	1

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**In the case of (16), the following criteria shall apply.**

**Article 72 : Extension Round in the Finals**

- 6) If a decision can still not be made, the outcome is decided by judges' decision.
  - A) In accordance with Art. 73, the side with the most effective techniques won by, in order of precedence, Strike & Kick > throws > NEWAZA, wins.
  - B) If a decision can still not be made, the side who dominated the extension wins. The Deputy Chief Referee and the Chief Referee may call a draw, and there may be a second extension.
- 7) The criteria for determining the winner in the second extension are the same as above. However, there is no draw, and no further extensions.

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The criteria for determining the winner in the second extension are the same as the first extension,  
**except there is no draw, and no further extensions.**



## (17) Based on a real example from the Final match in the Asian Championships 2022

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In the Initial Round : White has 1 point by Strike  
⇒ Extension by decision

In the Extension :

White has one penalty (so, KEIKOKU),

Blue has 1 point by KIME controlling the opponent with knee after tackle,

White has another 1 point by strike,

Blue has another 1 point by KIME controlling the opponent with knee after tackle,

How is your decision ?

## After the Extension in Finals

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	WHITE POINT	BLUE POINT
Waza-ari (4P)	0	0
Yuko (2P)	0	0
Koka (1P)	2	2
Hansoku	△	
TOTAL	2	2

KEIKOKU

## Commentary

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- ▶ In this case, no difference in points, no difference in big points
- ▶ White's "KOKA 2" are all due to striking, and blue's "KOKA 2" are all due to KIME controlling the opponent with knee after tackle, but there is no difference in terms of big point
- ▶ As a result, the Blue side with the higher number of points won in the extension wins
- ▶ Even if the number of points was 2 to 2 due to Blue's "HANSOKU 1", following the order of the decision criteria, the Blue side wins

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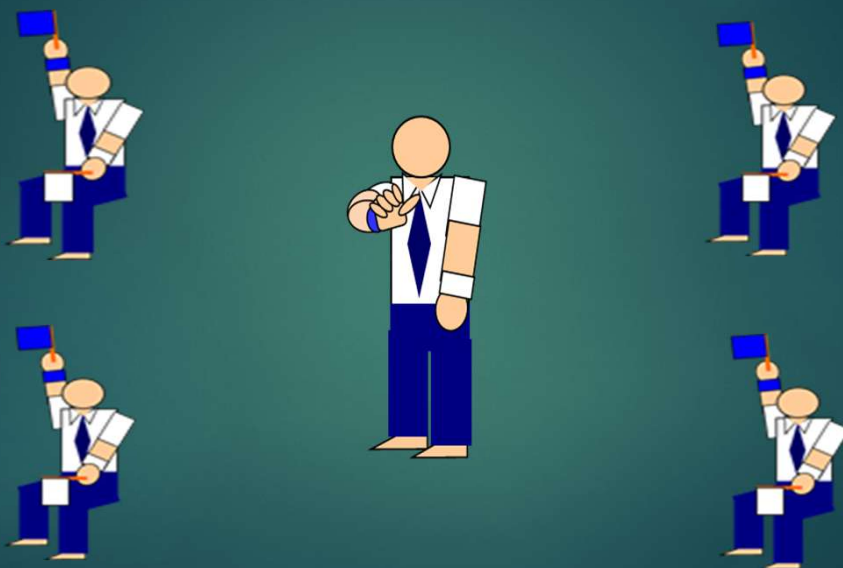
**Some questions about the final call by the Chief Referee**

( 1 )

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If there are 4 blue flags,  
how many patterns are there in the  
Chief Referee's call?

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(2)

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If there are 3 blue flags and 1 white flag,  
how many patterns are there in the Chief  
Referee's call?

And what are the patterns of calls you  
shouldn't make?

What is the order of calling the flags?

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## Applying “2 point right” by Chief referee

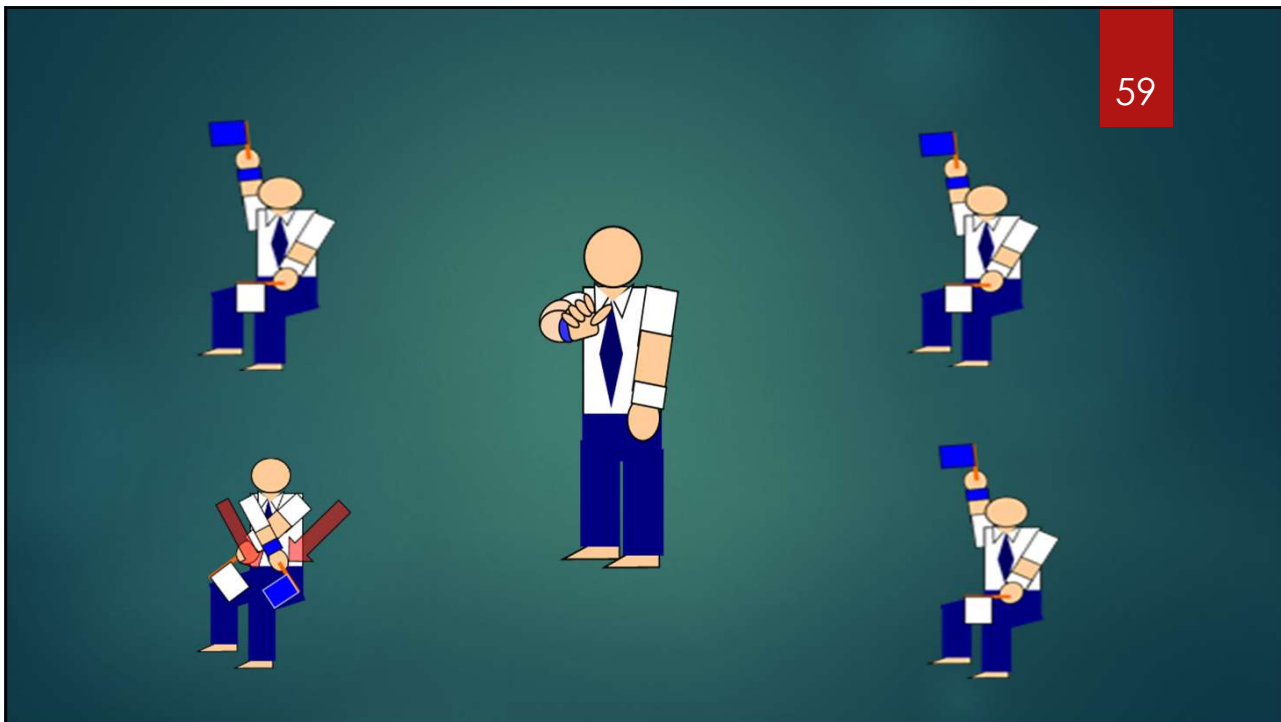
- ▶ Chief Referee has a right to apply 2 votes to make the result a draw and give another extension, if the difference in competitors performance was too subtle

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( 3 )

If there are 3 blue flags and 1 draw, how many patterns are there in the Chief Referee's call?

And what are the patterns of calls you shouldn't make?

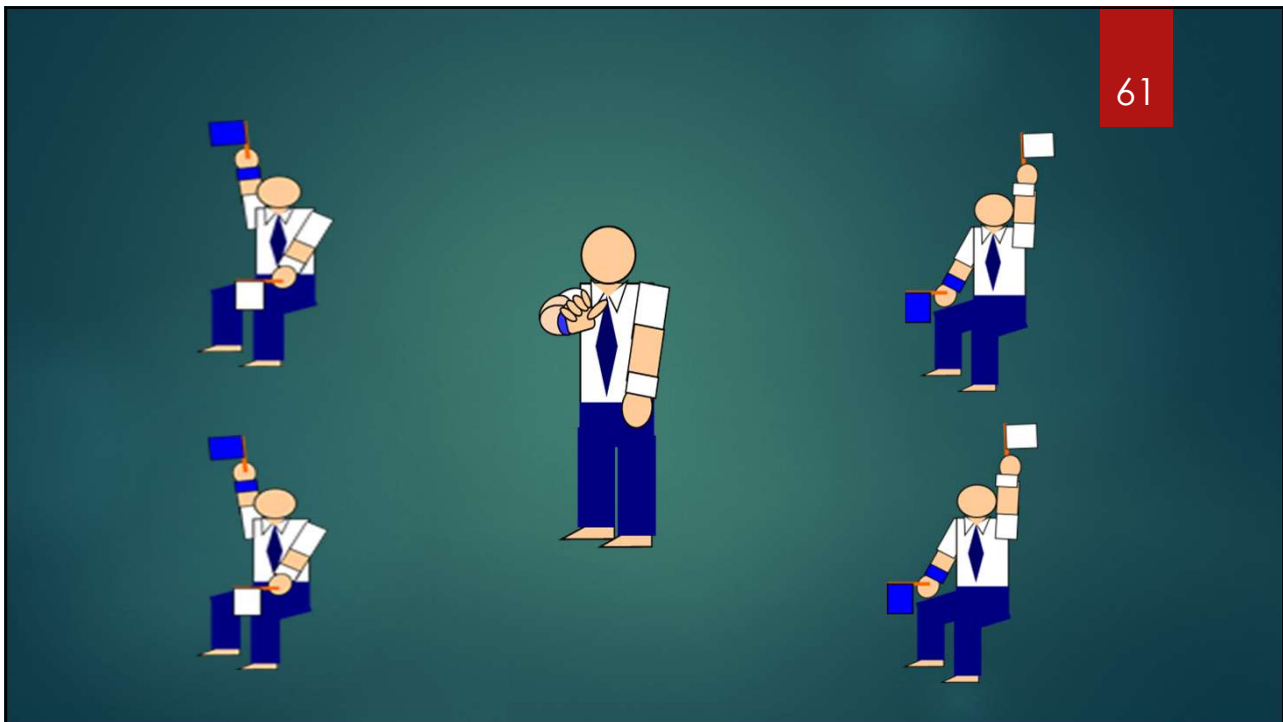


( 4 )

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If there are 2 blue flags and 2 white flags, how many patterns are there in the Chief Referee's call?

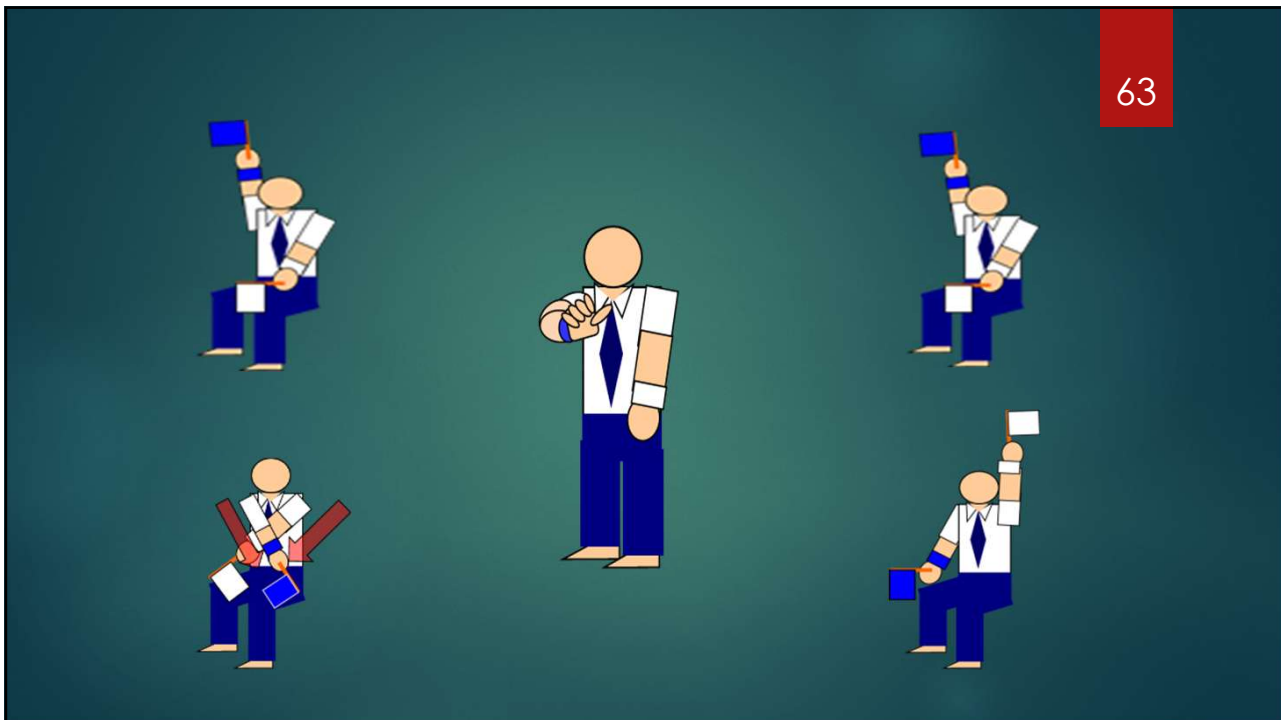
And what are the patterns of calls you shouldn't make?



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If there are 2 blue flags, 1 white flag and 1 draw,  
how many patterns are there in the Chief Referee's call?  
And what are the patterns of calls you shouldn't make?



## Principles for counting

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- ① Count from the side with the fewer flags raised, and call the winner last
- ② When the same number of flags are raised, count in blue-white-draw order
- ③ When there is no point, call "AO (or SHIRO) YUSEI-GACHI"  
When there are points, call "AO (or SHIRO) KOKA(YUKO or WAZA-ARI) YUSEI-GACHI"
- ④ When Chief Referee applies his special right and calls draw, point at himself and count two times so the competitors and the public would clearly understand.



## Chief Referee's Action in the Final Call

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### ➤ HANTEI ! (with whistle)



- SHIRO Yusei Gachi
- HIRO KOKA Yusei Gachi
- SHIRO YUKO Yusei Gachi
- SHIRO WAZA-ARI Yusei Gachi
- SHIRO IPPON Gachi



- Hikiwake

**Deputy CR and Corner Judges do not blow whistle at the Final Call**

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**For more information, read the following documents carefully.**

- ▶ KIF Tournament Rules
- ▶ KIF Tournament Rules for Juniors
- ▶ Supplementary materials for Kudo Junior Rules

**These are published on the KIF official website.**

[Rules & Regulations - KUDO International Federation](#)

**Experience is extremely important, especially for Chief Referee**