

Rules and Regulations for International Aikido Tournaments (Randori Division)

Tanto Techniques

A. Criteria for *tsuki-ari* (effective *tanto* techniques)

The pre-condition for *tsuki-ari* (effective tanto stabbing) is that Tanto's arm must be stretched when the rubber knife lands in Toshi's body. If one stabs with his elbow hooked at a right angle, it will never be accepted as an effective one.

1 Specific conditions:

- a. The rubber knife must land in the part of the opponent's body between armpit and belt levels. This includes the front, back, and both sides of the body, as well as the upper arms. However, the belt itself is not included in the target area.
 - b. Tanto must step in and stab with his back straight and his balance stable.
 - c. The rubber knife must touch the opponent's body at an approximately 90-degree angle. But this particular condition does not have to be satisfied when Toshi is either off balance, has assumed an undesirable posture, or has already fallen on the mat.
 - d. Rubber-knife stabbing should never endanger the safety of the opponent. Particularly, the type of stabbing with the fist landing directly on the opponent's body is subject to penalization. However, if Toshi comes in without proper *taisabaki*, it is considered to be his fault.
- 2 Tanto is allowed to stab the opponent's flank by swinging his *tanto* from the outside ("Mawashi-tsuki") as long as all the conditions in #1 are satisfied.
- 3 Tanto is allowed to stab the fallen opponent once right after the latter has fallen as long as all the conditions in #1 are satisfied.
- 4 When Tanto scores a *tsukiari* point at the same time that Toshi scores a yuko or greater point in techniques, then the *tsukiari* point will take precedence over the *toshu* technique.

B. Inadequate (ineffective) or invalid stabbing

1. Tanto techniques that do not satisfy the above conditions will not be counted as effective stabs.
2. Tanto techniques will also be regarded as invalid unless the tip of the rubber knife has clearly touched Toshi's body and Tanto has stabbed with proper foot movement.

Formula for Calculating Points

A. General Agreements

1. Credits for Toshi and Tanto Techniques:

Ippon = 4 points, Waza-ari = 2 points, Yuko = 1 point, Tsuki-ari = 1 point

2. Penalization: the opponent will gain additional points as specified below:

Hansoku-make (defeat on a foul) = 8 points

Chui = 1 point

Two instances of Shido (equivalent to a Chui) = 1 point

3. When one wrestler loses on a foul and a game ends with "Hansoku-make," the winner always gets 8 points, and the loser 0 points, regardless of the points scored by the time the game ended. The same scoring criteria apply when one wrestler withdraws and the other wrestler wins by default ("Fusen-gachi").

4. *Itami-wake* is the situation in which either one or both of the wrestlers get injured and become unable to compete any further. The referee will call it an *Itami-wake* only when he judges that the injury has been caused accidentally and that neither wrestler has tried to injure the other intentionally. If a game ends in an *Itami-wake*, the referee will call it a draw when the 2 wrestlers have been tied at the time of the accident. (Otherwise, see B.)

B. Procedure after *Itami-wake* and *Hansoku-make*

1. When one wrestler gets injured, being unable to compete any further, and the injury has not been inflicted intentionally:
 - (a) in the individual category, the one who is not injured will be eligible to take part in the next game;
 - (b) in the category of team competitions (hereafter as *group category*), the wrestler who has scored more points by that point will be called the winner.
2. If the referee judges that one wrestler has hurt the other intentionally, the one who has inflicted an injury will be disqualified immediately by *hansoku-make*. In this case, he will not be allowed to participate in any event during the current tournament.
In the individual category, if the referee has judged the wrestler who won his last match because of his opponent's *hansoku* is not in a condition to keep competing, then, his next opponent will be called the winner by default. If the injured wrestler is able to compete, he can, of course, choose to take on the next match.
In the group category, it is possible to let an alternate/substitute wrestler compete in place of the injured one.

The Winner

- A. If the two wrestlers' final scores are the same, the winner will be decided by the following criteria, in descending order of priority:
 1. the number of *Ippons* scored during the match;
 2. the number of *Waza-aris* scored;
 3. the number of *Yukos* scored;
 4. the number of *Tsuki-aris* scored.
- B. If neither one has any advantage in light of the above conditions, then the referee and judges will determine the winner on a split decision. But this applies only to the individual category and not the group category. As for the final match in the individual category, the referee will order a two-minute run-off (i.e. one minute each for the first and second halves). The split decision will be made based on the following conditions:
 1. who has demonstrated more techniques which are close to *yuko*;
 2. who has gotten less *shido* penalties;
 3. who has demonstrated better posture, better *Taisabaki*, greater aggressiveness, or better sportsmanship.
- C. The conditions for a called game are as follows:
 1. One wrestler has scored 8 more points than the other in the first half.
 2. Into the second half, one wrestler's accumulated score has exceeded the other's by 12 points.
- D. In the group category, if the number of winners is the same for both teams, then the total scores for the two teams will be compared. The next step will be to refer to the conditions listed in (B). If they still cannot decide the winner, one wrestler from each team will be chosen to compete again. (The representative wrestler must be chosen from among the five members who have competed in the current match.) After this extra bout, the referee will call either wrestler the winner on a decision, if not by the points.

Toshu Techniques

Scoring criteria for *Toshu* techniques (The same criteria will apply to *kaeshi-waza* (reversal) techniques.)

1. *Shomen-ate*

(Yuko): Toshu (or Tanto in the case of *kaeshi-waza*; hereafter simply referred to as Toshu in order to avoid verbosity) keeps his own balance * and (1) breaks the opponent's balance to a significant degree or (2) lifts the opponent off the mat with momentum.

*Note: Toshi should never apply a technique while flipping his own body out. Except for *maetoshi*, Toshi is allowed to put one knee down on the mat when applying a technique, but touching both knees — or any other part of the body — down on the mat will be unacceptable. This rule applies to all the seventeen techniques; therefore, the phrase “The Toshi keeps his balance...” will be omitted hereafter.

(Waza-ari): Toshi throws the opponent down (i.e. making any part of the latter’s body touch the mat except for his hands, buttocks, and the bottoms of his feet), but his technique lacks great momentum.

(Ippon): Toshi throws the opponent down on the mat with great momentum (i.e. making him fall on his back, side, or stomach).

Major points to be noted/common types of violation:

1. It is acceptable for Toshi to make a rolling breakfall after pushing the opponent down on the mat.
2. Toshi is allowed to place his *hojote* (i.e. the free hand hooked around a lower part of Tanto’s body for the purpose of leverage) only on the opponent’s back or buttocks; it is illegal to place his *hojote* on any part below the buttocks. However, if Toshi merely touches the opponent’s thigh without really hooking his *hojote* for leverage, he would not be subjected to penalization..

2. *Aigamae-ate*

(Yuko, Waza-ari, and Ippon): See the criteria for *Shomen-ate*.

Major points:

1. It is illegal for Toshi to extend his *hojote* first. (Subject to a *shido* penalty.)
2. It is illegal for Toshi to entwine his arm around the opponent’s neck. (Subject to a *chui* penalty.)

3. *Gyakugamae-ate*

(Yuko, Waza-ari, and Ippon): See the criteria for *Shomen-ate*.

Major points:

1. It is illegal for Toshi to trip the opponent by intentionally putting his leg or foot behind the latter’s leg or foot. (*Shido*)
2. It is illegal to place the *hojote* on any part of the opponent’s body below the buttocks. (*Shido*)

4. *Gedan-ate*

(Yuko): See the criteria for *Shomen-ate*.

(Waza-ari): In principle, the same criteria for *Shomen-ate* apply to this technique. But Toshi will only get a *waza-ari* point, instead of *ippon*, when (1) he stops his foot movement before flipping the opponent up (i.e. he is expected to apply this technique in a continuous flow of forward movement) or (2) has taken two seconds or more to complete his throw.

(Ippon): Toshi flips out the opponent instantly or throws him in a continuous flow of forward movement.

Major points:

It is illegal for Toshi to (1) intentionally flip his own body and roll on top of the falling opponent (hereafter, referred to as *sutemi*), (2) entwine his arm around the opponent’s waist to hold him tightly, or (3) hold the opponent and lift him up. (*Chui*)

It is acceptable for Toshi to flip the opponent over by twisting his own body with quick

movement. (The referee and judges need to make sure that Toshi has not entwined his arm around the opponent's waist, that he has not held and lifted him up.

5. *Ushiro-ate*

(Yuko): Toshi breaks the opponent's balance backward to a significant degree.

(Waza-ari and ippon): See the criteria for *Shomen-ate*.

Major points:

It is illegal for Toshi (1) to hold the opponent tightly from behind and lift him up, or (2) to entwine his arm around the opponent's neck.

Kaeshi-waza (reversal techniques)

A. Definition of *kaeshi-waza* :

1. Tanto is allowed to apply one of the five *atemi* techniques when the opponent has clutched his one hand with both hands. Tanto may use any part of his hand or arm (including palm and wrist) to apply his *kaeshi-waza*. When Tanto holds onto his knife-holding hand, he may use either hand (i.e. the knife hand or the unarmed hand). When Toshi has clutched his unarmed hand, then he can apply an *atemi* technique only with that hand. (He is not allowed to use his hand holding a rubber knife.)

2. Tanto may begin to apply a *kaeshi-waza* technique the moment Toshi has grasped his arm tightly. He is not allowed to use a *kaeshi-waza* technique when the opponent's both hands have merely touched his one arm, when he has clutched his arm with one hand, or when he has grasped his two arms in both hands (i.e. one arm in each hand). On the other hand, Tanto's *kaeshi-waza* will be effective even if Toshi has grasped his arm with both hands once and loosens his grip afterwards.

B. Illegal *kaeshi-waza* techniques which are subject to *shido* or *chui* penalization:

1. Applying an *atemi* technique before the opponent has clutched his arm. (*Shido*)

2. Applying an *atemi* technique (a) with the hand holding a rubber knife when the opponent has clutched the unarmed hand or (b) when the opponent has grasped his two arms with two hands (i.e. one arm in each hand). (*Chui*)

3. Applying any techniques other than *atemi* (e.g. *kansetsu* techniques on either the wrist or elbow). (*Chui*)

6. *Oshitaoshi*

(Yuko): Toshi breaks the opponent's balance in the *jodan* (upper) position and makes him defenseless even for a brief second.

(Waza-ari): Toshi breaks the opponent's balance to the extent that the latter's hand, knee, or other part of his body touches the mat.

(Ippon): Toshi locks the opponent's elbow, pins him down on the mat, and renders him completely defenseless.

7. *Ude-gaeshi*

(Yuko): Toshi breaks the opponent's balance backward to a significant degree.

(Waza-ari): Toshi forces the opponent into the *yuko* position and pushes him backward using his footwork.

(Ippon): Toshi drives the opponent into the *waza-ari* position and throws him down or pins

him on the mat.

Major points:

It is illegal for Toshi to twist the opponent's locked elbow to the outside as in *kotegaeshi* because it may hurt the latter's elbow. (*Chui*)

8. *Hikitaoshi*

(Yuko): Toshi breaks the opponent's balance to the extent the latter's head comes down to a significantly low level.

(Waza-ari): Toshi pulls down the opponent to the *yuko* position and makes his hand, knee, or other part of the body touch the mat.

(Ippon): Toshi pulls the opponent all the way down to the mat and makes him prostrate or pins him on the mat.

Major points:

It is illegal for Toshi to put his both knees down on the mat when applying this technique.

9. *Ude-hineri*

(Yuko): Toshi twists the opponent's arm in the *udehineri* form and breaks his balance to the extent that his head comes down to a significantly low level.

(Waza-ari): Toshi drives the opponent into the *yuko* position and makes his hand, knee, or other part of his body touch the mat.

(Ippon): Toshi drives the opponent to the *waza-ari* position and then either pins the opponent on the mat or forces him to make a breakfall.

10. *Waki-gatame*

(Yuko): Toshi breaks the opponent's balance in the *waki-gatame* position with the latter's elbow stretched; this must be done in a continuous flow of forward movement.

(Waza-ari): Toshi *locks* the opponent's stretched elbow even for a brief moment.

(Ippon): Toshi forces the opponent into the *waza-ari* position and then keeps him defenseless for a few seconds.

Major points:

1. It is acceptable for Toshi to lock the opponent's arm under his armpit and then pivot under the latter's armpit to tighten his lock as long as he does not intentionally lean or roll on top of the falling opponent in the *sutemi* position.

2. It is illegal for Toshi to stop his foot movement and apply sudden pressure on the opponent's elbow at a dangerous angle by means of leverage. (*Chui*). But it is acceptable for him to press the opponent's elbow in his effort for balance-breaking and end up making the opponent defenseless in the orthodox *waki-gatame* form. It is also fine for Toshi to shake or twist his body right and left to help lock the opponent's elbow.

3. It is illegal for Toshi to put both his knees down on the mat before applying this technique. (*Chui*)

4. It is illegal for Toshi to pin Tanto's hand or wrist under his armpit and use his other arm to lock the latter's elbow from underneath as in *mae-otoshi*. (*Chui*)

11. *Kote-hineri*

(Yuko): Toshi breaks the opponent's balance to a significant degree.

(Waza-ari): Toshi forces the opponent into the *yuko* position and then makes his hand, knee, or other part of his body touch the mat.

(Ippon): Toshi forces the opponent into the *waza-ari* position and keeps him defenseless for a few seconds.

Major points:

It is acceptable for Toshi to break the opponent's balance with a *gyakute-dori* (reverse hand) grip. However, it is illegal to keep the opponent's wrist locked in that position and get him down on the mat. (*Chui*)

12. *Kote-gaeshi*

(Yuko): Toshi locks the opponent's hand and wrist in the *kote-gaeshi* grip to break his balance.

(Waza-ari): Toshi forces the opponent into the *yuko* position and then makes the latter's knee touch the mat.

(Ippon): Toshi forces the opponent into the *waza-ari* position and (1) keeps him defenseless for a few seconds or (2) makes him fall on the mat.

13. *Tenkai-kote-hineri*

(Yuko): Toshi locks the opponent's wrist in the *kote-hineri* grip and breaks his balance to a significant degree.

(Waza-ari): Toshi forces the opponent into the *yuko* position and then pulls him down until his hand, knee, or other part of his body touches the mat.

(Ippon): Toshi locks the opponent's wrist and hand tightly and keeps the opponent defenseless for a few seconds.

Major points:

1. It is illegal for Toshi to put his grasping hand down on the mat. (*Chui*)

2. It is illegal to lift up the opponent on his back. (*Muko*)

14. *Tenkai-kote-gaeshi (Shiho-nage)*

(Yuko): Toshi locks the opponent's wrist and breaks his balance widely to the outside.

(Waza-ari): Toshi drives the opponent into the *yuko* position and keeps him locked for a few seconds.

(Ippon): Toshi forces the opponent into the *waza-ari* position and renders him completely defenseless or takes him down on the mat.

Major points:

Toshi is allowed to put one knee down on the mat, but it is illegal to put both knees down and pivot.

15. *Mae-otoshi*

(Yuko): Toshi breaks the opponent's balance to a significant degree or lift him off the mat.

(Waza-ari): Toshi forces the opponent into the *yuko* position and then makes his hand, knee, or other part of his body touch the mat.

(Ippon): Toshi drives the opponent into the *waza-ari* position and then renders him completely defenseless or forces him to make a breakfall.

Major points:

It is illegal to (1) lock and press the opponent's elbow from underneath while keeping the latter's palm turned upward, (2) apply this technique while rolling on top of the falling opponent's body (i.e. putting one of his own knees down on the mat) or (3) lift the opponent up on his hip or back. (*Chui*)

16. *Sumi-otoshi*

(Yuko): Toshi breaks the opponent's balance to a significant degree.

(Waza-ari): Toshi forces the opponent into the *yuko* position and then makes his hand, knee, or other part of his body touch the mat.

(Ippon): Toshiu throws the opponent down on the mat with great momentum or makes his upper body touch the mat.

Major points:

Toshiu is allowed to put one of his knees down on the mat when applying this technique as far as he keeps his own balance. If he puts both knees down on the mat, it will be regarded as an illegal *sutemi* technique. (*Chui*)

It is illegal to lift the opponent up on his hip or back as in *seoi-nage*. (*Chui*)

17. *Hiki-otoshi*

(Yuko): Toshiu breaks the opponent's balance forward to a significant degree. He is allowed to put one knee down on the mat.

(Waza-ari): Toshiu forces the opponent into the *yuko* position and makes his hand, knee, or other part of his body touch the mat.

(Ippon): Toshiu maintains the *waza-ari* position and makes the opponent completely defenseless or throws him and makes his upper body touch the mat.

Other Agreements Concerning Penalization

1. It is illegal for Tanto to put his knee(s) down in order not to be thrown. The moment he touches one knee on the mat, he will be penalized with a *shido*, or Toshiu may get a point for the technique he was trying to apply at the moment.

2. It is illegal for either Toshiu or Tanto to deliberately push the opponent off the mat. The one who has attempted to do so will be penalized with a *shido*.

3. It is illegal for Toshiu to grab and snatch the rubber knife out of Tanto's hand. Toshiu will be penalized with a *shido*.

4. It is illegal for Toshiu to lock Tanto's hand or wrist under his armpit, hook his other arm around the latter's elbow or arm from above and flip him backward. (*Chui*)

5. It is illegal for Toshiu to lock the opponent's arm in the *Ude-hineri* position, and throw him backward (as if applying a major outer reap or *osoto-gari* in judo) in a *sutemi* position. (*Chui*) However, he is allowed to use this movement as part of his balance-breaking or in the process of applying a legal technique.

6. It is generally illegal to apply any technique in a *sutemi* position. (*Chui*) It is, however, permitted to do so as part of balance-breaking or as a step for the next technique. But, as for *waki-gatame* and *mae-otoshi*, the referee will intervene and pronounce *Mate* (wait) the moment he has judged that there is a risk of causing injuries. He will, at that point, give Toshiu a *kyoiku-teki shido* or *shido*.

7. It is illegal to touch the opponent's eyes, nose, or throat when applying *Shomen-ate*, *Aigamae-ate*, or *Gaykugamae-ate* techniques. (*Shido* or *chui*) Tanto is not allowed to put his *shuto* or hand blade on any part of Toshiu's head in his defensive efforts. (*Shido*)

8. If the referee has clearly made a misjudgment of any kind (e.g. a mistake by a scoring secretary), the opponent or the third party may file a complaint, and the announced judgment can be retracted. The protester will have to call a conference with the referee and judges and explain why the judgment must be reconsidered. However, in the individual category, a complaint about an erroneous or unreasonable judgment must be filed before the wrestler who has been called the winner participates in the next-round match. In the group category, it must be done before the winning team takes part in the next match. If it is the final in either category, the same procedure must be finished before the award ceremony.