



JU-JITSU DUO RULE BOOK

General competition guidelines &
competition format manual

This handbook was produced with the friendly support of JJIF (Ju-Jitsu International Federation). It contains the rules for Ju-Jitsu DUO and was approved in March 2024.

The copyright (especially for the photographs) belongs to JJIF.

The official version of the rules is only the English version of the rulebook.

www.jjif.sport

Section 01	Competition dressing and personal requirements	5
Section 02	Categories and series	7
Section 03	Referees, secretariat and coaches	9
Section 04	Course of the match	12
Section 05	Points and judging	16
Section 06	Penalties	22
Section 07	Attacks to perform	24
Section 08	Early settlement of the presentation	26
Section 09	Situations not covered by the rules	28
Appendix	Further rules and clarifications	30
Appendix I	Attacks in the Duo-system	31
Appendix II	Referee signs	34

GENERALITIES

The JJIF-Duo System is aimed at presenting the defence of several predetermined attacks from two athletes of the same team.

The attacks, given in Appendix 1 are divided into 3 series of 4 attacks each:

- A. Gripping attacks, embracing and neck lock attacks;
- B. Punches, strikes and kicking attacks;
- C. Weapon attacks (stick and knife).

Every attack must be prepared by one **pre-attack**, such as pushing, atemi, pulling or a combination. The attacker must apply the pre-attack and the attack.

The defender will show a defence against an attack, followed by a lock, takedown or submission, and finished with an atemi, lock, strangulation or controlling technique.

The objective of the presentation is to perform a **realistic** and **technical** defence. Based on definite criteria jury referees will be scored by jury referees, to determine the duo with the **highest technical skills**.

Further restrictions, rules, guidelines, adaptations in organization, format, and protocol for different event formats and age categories can be found in the JJIF Sporting Code (SC) and the appendix. In case this book and the SC contradict each other the ruling in the SC is valid.

SECTION 01

COMPETITION DRESSING AND PERSONAL REQUIREMENTS

SECTION 01

COMPETITION DRESSING & PERSONAL REQUIREMENTS

- 1.1** Competitors must follow the regulations for competition dressing and personal requirements listed in the SC.
- 1.2** Competitors who do not abide by these rules will not be allowed to start the match.
- 1.3** Once they have been informed, they have two (2) minutes to present in conformity.
- 1.1** Athletes must wear a gi that follows the regulations specified in the SC. In the qualification phase, all couples wear red belts.
- 1.2** Female athletes are required, and male athletes are allowed to wear a white or black leotard or rashguard under their gi jacket. It is allowed to wear a hijab.
- 1.3** Athletes are allowed to wear protective gear (e.g. forearm, knee, foot and shinbone protections), but they must be made of soft material. All protective gear must be worn under the gi.
- 1.4** It is allowed to use a jockstrap and a mouthpiece.
- 1.5** Athletes are prohibited from wearing anything that may injure or endanger anybody.
- 1.6** Athletes must have short fingernails and toenails.
- 1.7** Long hair must be tied together with a soft hair band.

- 1.8** When the athletes have to use weapons in their presentation, these must be of soft materials or rubber. The stick must be 50-70 cm long.
- 1.9** Any additional requirements specific to the event must also be observed.



SECTION 02

CATEGORIES AND SERIES

SECTION 02

CATEGORIES AND SERIES

- 2.1** The categories are set up, as defined in the SC (Men, Women, Mixed, Open).
- 2.2** One same couple can participate in it's gender category (Men, Women or Mixed) plus Open category.
- 2.3** The Age Divisions from the sporting code are combined into Age Groups. Those Age Groups are:
- U10 and younger
 - U12/U14/U16
 - U18/U21/Adults
 - Masters
- 2.4** A couple can be composed of two athletes of any combination of age divisions in each age group. The couple will be registered for the Age Division of the older athlete but can register for any higher age division within the age group, for example:
- a U18 couple can compete with U21 or even Adults even if both athletes are U18
 - the same is true for a U12 couple that can compete with U14 and U16, even if both athletes are U12.
- 2.5** However, if a couple comprises athletes from two different Age Groups, the younger athlete can only compete in the next higher Age Division, for example:
- a U16 athlete can only form a couple with a U18 athlete but not with a U21 athlete;
 - the same is true for U10 athletes, who can only form a couple with a U12 athlete but not a U14 athlete.



- 2.6** The series to perform during the competition are different depending on the Age Groups:

	SERIE A	SERIE B	SERIE C
Masters			
U18/U21/Adults			
U12/U14/U16			
U10 and younger			

- 2.7** Any combination of athletes is considered as another participant.
- 2.8** On a Grand Prix, Continental Championship or World Championship, an individual athlete cannot be inscribed to more than one couple in the same category.

SECTION 03

REFEREES, SECRETARIAT AND COACHES

SECTION 03

REFEREES, SECRETARIAT AND COACHES

3.1 Referees

3.1.1 In the JJIF Ju-Jitsu Duo discipline, one (1) **mat referee (MR)** stays within the match area and conducts the match:

- Outside the match area, next to the tatami, three (3) **jury referees (JR)** will be seated. They are responsible for giving scores to the couples for the techniques performed.
- The MR and the JR are supported by one (1) **video referee (VR)** seated next to the secretariat. Video cameras are used, located at diagonally opposed corners of the mat.
- The VRs also play a part in judging/scoring the presentation.
- When the software allows it, the VRs can mark the wrong attack in the system. Otherwise, it is the MR's responsibility to signal and the JR's to notice the wrong attack and score a 0 in part 1 (attack).
- When possible, at all finals, two (2) VRs can assist each other in performing the VR tasks.

3.1.2 When there is no digital scoring system, one (1) **table referee (TR)** will oversee the secretariat.

- The TR will count the total points of the presentation given by each JR.

3.1.3 The MR starts the injury time.

3.1.4 Referee decisions may be challenged according to the regulations in the SC.

3.1.5 The MR, VR and JR are supported and supervised by the **tatami head referee (HR)**, who evaluates the referees' work and keeps a record.

3.1.6 The MR must follow up the course of the match, as described in the rules, and keep the flow of the presentation/match.

3.1.7 The MR has to penalise the coaches and ask them to leave the competition area, according to the SC. In case of a point deduction, this will be given by the VR (or TR) into the software after the announcement of the MR.

3.1.8 JRs and VRs on the same round or match should all be from different countries than the athletes and among themselves (or other clubs if it is a national competition), if possible. When this is impossible, the VR must always be neutral to the countries competing in the group.

3.2 Secretariat

3.2.1 The secretariat consists of at least one (1) scorekeeper. If a digital scoring system is used, the main task of the secretariat will be to follow up the fight order.

3.2.2 The secretariat is placed such that the MR faces them at the beginning of the presentation or match.

SECTION 03

REFEREES, SECRETARIAT AND COACHES

3.3 Coaches and Challenges

- 3.3.1** Only one (1) coach per couple is allowed in the match area. Coaches must stay seated at the boundary of the match area during the match. Coaches are role models, so their behaviour must reflect the martial arts code of ethics and personal conduct.
- 3.3.2** Coaches must be dressed according to the regulations in the SC. In certain events, a special dress code may be established (e.g. Beach Games).
- 3.3.3** If coaches exhibit offensive behaviour towards competitors, referees, the audience, or anyone else, or if they try to coach the referees more than once, the Mat Referee (MR) should dismiss them from the area reserved for the officials (FOP) for the remaining duration of the match. If the offensive behaviour continues, the referees of the match may decide to dismiss them from the official tournament grounds. The organiser/host reserves the right to ban anyone they deem troublesome from the venue.
- 3.3.4** A coach can challenge the performance of his own team in the qualification rounds and, additionally, of another team in the medal rounds. The coach can only challenge in connection with Hantei at the end of the performance rather than in the individual scoring breaks. The coach can challenge wrong attacks, weapon control and variety. It is not possible to challenge the referees' evaluation for part 1 to part 4 of each individual technique. The VR will review the challenge and, when necessary, will be assisted by the MR.



SECTION 04

COURSE OF THE MATCH

SECTION 04

COURSE OF THE MATCH

4.1 The attacks corresponding to each serie can be found in Appendix I.

- Every attack can be carried out right-handed or left-handed, at the free choice of the couple;
- The defence is completely at the defender's choice, as well as the respective roles or the change of the roles as attacker and defender, as well as the respective position of the feet;
- The role change as attacker and defender can also happen during a series.

4.2 Between two presentations, the athletes have a recovery time of a maximum of five (5) minutes (before the finals, the recovery time between matches is ten (10) minutes).

4.3 The competition is divided into two successive phases.

- The first phase of the competition is called "qualification". During this phase, all couples present all the attacks of the traditional three (3) series (A-B-C), technique by technique, in numeric order.
- A second phase, where the couples challenge each other in a face-off format, is called "medals phase". During this phase, the athletes are divided into different divisions.

4.4 To allow the referees to focus and view each performance with fresh eyes, during the qualification phase, the couples will be placed in blocks, depending on the number of couples registered in that category:

- Up to 6 couples: 1 block
- 7 - 12 couples: 2 blocks
- 13 – 18 couples: 3 blocks
- More blocks in case of more couples.

4.5 Qualification Phase

4.5.1 When using two or more blocks, if seeding is applied, the four (4) top-ranking couples will be split between the blocks, according to the SC.

- The seeded couples will be the last to perform in their respective blocks, in reversed order of their seeding (i.e. the best-seeded couple will perform last);
- All the other couples are placed by draw;
- Couples from the same country will be split over the blocks.
- During the whole qualification phase, the couples stay in their appointed block.

4.5.2 The couples perform the attacks one after the other, meaning that only one couple is on the mat at any given time.

- After one couple finishes their performance, the following couple presents their demonstration.

4.5.3 The athletes of the couple stay at the left and right corner, next to the MR. At the MR's command, the athletes enter the match area, standing in the centre, approximately two (2) meters apart, facing each other. Also, at MR command, the athletes bow first to the MR and then to each other.

4.5.4 The VR starts recording, the MR checks if the JR's and VR are prepared to start.

- After positive feedback from the JRs and VR, the MR announces Hajime (with one hand) and immediately steps backwards;
- The couple will perform the first attack and defence of the sequence;
- After each attack ends, the MR moves forward between the athletes and waits for the JRs to score.
- When all JRs have given their score, the MR announces Hajime, and the couple will perform the next attack and defence sequence;
- This procedure will be repeated until all attacks of the round are performed;
- When the performance reaches its end, the MR approaches the athletes and asks them to kneel (seiza);
- The MR commands Hantei to the JRs by raising their right hand straight up above their head.

4.6 The performance shall consist of:

- 4.6.1** A pre-attack, followed by the real attack (see Appendix I) that, must be performed;
 - 4.6.2** A first defence on the pre-attack and a defence on the real attack;
 - 4.6.3** A throw, takedown or submission;
 - 4.6.4** A closing part;
 - 4.6.5** In Serie C, the athletes also have in mind the weapon control;
 - 4.6.6** In a performance, it is allowed to combine parts (i.e., if the defender takes advantage of the attacker's movement, makes a direct throw, or bends down to avoid the attack and sweeps the legs directly).
- 4.7** During the performance, the VR should take notes to score variety. At the end of the performance, the VR will give their score for variety.
- 4.8** After the final score is registered, the MR commands the athletes to stand up and bow, first to each other, then to the MR, and leave the competition area.

4.9 Visualization of the scoring

- 4.9.1** The points are directly visible on the scoreboard after each attack when using the digital scoring system;
- 4.9.2** The scoreboard is placed in front of the secretariat desk. After each couple's performance, the couples in their group will be ranked;
- 4.9.3** In the case of paper scoring, each JR will note the points;
- 4.9.4** The scoring papers will be given to the TR after the performances of all couples in that group;
- 4.9.5** After all performances from the couples of that group, a ranking will appear on the screen in front of the secretariat desk.

4.10 Qualification Round 1

- 4.10.1** The couples will perform one after the other, showing the defences of Serie A in numerical order;
- 4.10.2** A couple has ten (10) seconds to complete the defence technique after Hajime is announced and will then wait for the JRs score;
- 4.10.3** After each attack performance, the MR steps forward between the athletes;
- 4.10.4** At this moment, when needed, the MR can indicate that the attack was incorrect;
- 4.10.5** This process is repeated until all performances of this round are completed;
- 4.10.6** At the end of the performances of all the teams in Round 1, the first ranking of the group will be made;
- 4.10.7** In case of a tie, the couple who performed first is first in the ranking.

4.11 Qualification Round 2

- 4.11.1** The starting order is the reverse order of the first provisional ranking (the lowest-scoring couple starts; the highest-scoring couple concludes the group);
- 4.11.2** The couples will perform the defences of Serie B in numerical order, in the same way as in Round 1;
- 4.11.3** At the end of the performances of all the teams in Round 2, the second provisional ranking of the group will be made;
- 4.11.4** The ranking is based on the sum of the scores of the first and second qualification rounds;
- 4.11.5** In case of a tie, the couple who performed first is first in the ranking.

4.12 Qualification Round 3

- 4.12.1 The starting order is the reverse order of the second provisional ranking;
- 4.12.2 The couples will perform the defences of Serie C in numerical order, in the same way as rounds 1 and 2;
- 4.13.3 At the end of the performances of all the teams in Round 3, the final qualifying ranking of the category will be made;
- 4.13.4 The ranking is the sum of the scores of all qualification rounds;
- 4.13.5 In case of a tie at the end of the qualifying rounds, the couple with the better score in Round 3 is ranked higher;
- 4.13.6 If the score is equal, the couple with the better score in Round 2 is ranked higher;
- 4.13.7 If the score is still equal, the couple with the better score in Round 1 is ranked higher;
- 4.13.8 If the score is still equal, the variety score is used to rank.

4.13 Qualified Couples

- 4.13.1 The best four (4) couples of the final qualifying ranking continue to the Medal Phase.
- 4.13.2 In case of a tie of three (3) couples in the 4th place, then six (6) couples continue in the Medal Phase.
- 4.13.3 In case of a tie of more than three (3) couples in the 4th place, then an extra tie round will be performed to determine which of the tie couples go to medal phase.
- 4.13.4 A tie match will go as follows:
 - The couples will perform Serie A, if still equal, then Serie B, etc, until the three (3) winning couples are found.
- 4.13.5 **The couples not qualified for the Medal Phase, continue in the Advance Division.**

4.14 Medal Phase

- 4.14.1 The couples will compete in a face-off. The techniques to be performed are fixed in the semi-final and final (see section 7 of these rules);
- 4.14.2 Each face-off will consist of a selection of six (6) of the techniques performed in the qualification phase;
- 4.14.3 During the face-off, the first couple will wear red belts, and the second will wear blue belts;
- 4.14.4 The red couple will start with their performance as described in section 4;
- 4.14.5 The couples also get ten (10) seconds to perform their defence after Hajime;
- 4.14.6 Before the JR's give their score, the MR can indicate if the attack was wrong;
- 4.14.7 At the end of the match, the MR will announce the winner by raising his straight arm towards the respective team;
- 4.14.8 In case of a tie during the face-off in the medal phase, the process will restart, and the red couple will show the same two (2) attacks of Serie A.
- 4.14.9 Afterwards, the blue couple will show the same two attacks from Serie A;
- 4.14.10 If there is still a tie, the blue couple will show the same two attacks of Serie B, followed by red;
- 4.14.11 This process continues until one couple has more points than the other after having shown the same series;
- 4.14.12 Four (4) couples qualified for Round 4 (semi-final); a face-off will be as follows:
 - 1st against 4th;
 - 2nd against 3rd.
- 4.14.13 The winner of each face-off will be placed in the final;
- 4.14.14 When 3, 5 or 6 couples qualify for Round 4, the semi-final will not be played as a face-off but as a point table. The best two (2) couples will be placed in the final (Round 5).
- 4.14.15 Losers of Round 4 will be automatically awarded the bronze medals. When exist, 5th-6th placed couples continue in Semi-Finals of Advanced Round 4.

SECTION 05

POINTS AND JUDGING

SECTION 05

POINTS AND JUDGING

5.1 Scoring

5.1.1 There will be 3 Jury referees (JR) seated on the edge of the tatami outside.

- The JR's give scores after each attack. They will have about 10 seconds to complete the scoring;
- The JRs must give points to every part of the performance;
- During the qualification phase, the juries should be as different as possible in each round to guarantee an **average of the overall judgments of all the referees** in the qualification phase competition.

5.1.2 To ensure **uniformity of judging** in the rounds, each jury composition must evaluate all the couples in that series: a referee cannot be replaced during a round.

5.1.3 If there are not enough referees to make a jury without any nation involved, the MR can have the same nationality as one of the teams in the group.

5.2 Scoring system and judging

5.2.1 The scoring of each presentation is divided in 4 Parts:

- 1st Part Attack
- 2nd Part First defence
- 3rd Part Throw/Takedown
- 4th Part Closing

5.2.2 A takedown can also be a lock or a kick.

5.2.3 In the series C, an additional part concerning Weapon Control is added, in this part the Jury will score the control of the weapon by Tori.

5.2.4 For every part above, each JR scores points from 0-3.

5.2.5 At the end of the couple's performance, the VR will add the variety score.

5.3 Criteria of judging

5.3.1 Both the attack and the defence shall be executed in a technical, clear way. The execution must follow martial arts principles, logical continuation, and biomechanics.

5.3.2 The score must take in consideration the following principles:

- **Powerful actions** – All actions must be executed in a powerful manner.
- **Biomechanical Logic** – The techniques must be executed and connected in a biomechanical logical way. Throws and takedowns shall include breaking the opponent's balance. Tori is not allowed to move before the attack starts but must react to the attack.
- **Control** - Obvious and clear control throughout each presentation.
- **Effectiveness** – All actions must be executed with good control and given in a natural way considering the possible follow-up.
- **Speed** - Both the attack and the defence shall be executed in a technical and realistic way, not too fast and not too slow

The following table is a **guideline** for JR's scoring in each part:

5.4 Scoring series A

Serie A - Locks, embracing and neck locks attacks: Tori must demonstrate how to release from the gripping control of the opponent.		
PART 1 Attack	3 2 1 0	Arms and hands in the correct place and firmly closed. Arms and hands in the correct place, but a loose grip. Weak pre-attack or hand in the correct place, but loose grip. Wrong attack, missing or illogical pre-attack or hand in incorrect place.
PART 2 Defence	3 2 1 0	A perfect first strike and balance breaking leading Uke to throw position. Good strike and balance breaking. Weak strike or medium balance breaking. No strike or no balance breaking.
PART 3 Throw Takedown Submission	3 2 1 0	A perfect throw/takedown/lock/strangulation. A good throw or takedown but in 2 stages or a lock/strangulation with a weak control. A throw or takedown, but Uke jumps, or a weak lock/strangulation. Uke jumps, without any effort from Tori.
PART 4 Closing	3 2 1 0	A perfect atemi (powerful, in good balance, in good distance and with Hikite/Hikiashi); a perfect lock/choke with good control. Good atemi but not so powerful: a weak lock/choke. Atemi with poor balance or with distance or a lock/choke with open hands. Atemi misses the target or is technically incorrect; an incorrect lock/choke.

The following table is a **guideline** for JR's scoring in each part:

5.5 Scoring series B

Serie B - Punching and kicking attacks: Tori must demonstrate how to avoid being hit.		
PART 1 Attack	3 2 1 0	A perfect attack that will hit the target if Tori doesn't react. In case of a punch, the fist is closed and the punch is powerful. The attack will hit Tori if they don't react, but there is no power. In case of a punch, the fist is semi-closed. The attack will hit Tori if they don't react, but there is no balance, the pre-attack is weak or the Uke has a bad stance after the attack. Wrong attack, missing or illogical pre-attack or the attack misses the target.
PART 2 defence	3 2 1 0	A perfect block with Tai Sabaki and first strike with a grip leading Uke to throw position. Good block and balance breaking. Weak block with Tai Sabaki or poor balance breaking. No block or no Tai Sabaki.
PART 3 Throw Takedown Submission	3 2 1 0	A perfect throw/takedown/lock/strangulation. A good throw or takedown, but in 2 stages, or a lock or strangulation, with weak control. A throw or takedown, but Uke jumps, or a weak lock or strangulation. Uke jumps without any effort from Tori.
PART 4 Closing	3 2 1 0	A perfect atemi (powerful, in good balance, in good distance and with Hikite/Hikiashi); a perfect lock/choke with good control. Good atemi, but not so powerful; a weak lock/choke. Atemi with poor balance or with distance or a lock/choke with open hands. Atemi misses the target or is performed with an open hand; an incorrect lock/choke. Atemi misses the target or is technically incorrect; an incorrect lock/choke.

The following table is a **guideline** for JR's scoring in each part:

5.6 Scoring series C

Serie C - Punching and kicks: Tori must demonstrate how to avoid being hit.

PART 1 Attack	3	A perfect attack that will hit Tori if he/she doesn't react
	2	The attack will hit the Tori if he/she doesn't react, but the grip on the weapon is loose or in semi-good stand.
	1	The attack will hit the Tori if he/she doesn't react, but the attack or pre-attack is weak or in a bad stand.
	0	Wrong attack, missing or illogical pre-attack, or weapon misses the target or weapon is held loosely.
PART 2 defence	3	A perfect block with Tai Sabaki and first strike with a grip leading Uke to throw position.
	2	Good block and balance breaking.
	1	No block or no Tai Sabaki
	0	Weak block with Tai Sabaki or poor balance breaking.
PART 3 Throw Takedown Submission	3	A perfect throw/takedown/lock/strangulation.
	2	A good throw or takedown but in 2 stages or a lock/strangulation with a weak control.
	1	A throw or takedown but Uke jumps or a weak lock/strangulation.
	0	Uke jumps without any effort from Tori; Tori is hit/cut by the weapon.
PART 4 Closing	3	A perfect atemi (powerful, in good balance, in good distance and with Hikite/Hikiashi); a perfect lock/choke with good control.
	2	Good atemi but not so powerful; a weak lock/choke.
	1	Good atemi but not so powerful; a weak lock/choke.
	0	Atemi misses the target or is technically incorrect; an incorrect lock/choke; Tori is hit/cut by the weapon.
PART 5 Weapon Control	3	Tori really controls the weapon, or he/she is between Uke and the weapon.
	2	Weapon ends far from Uke but still on Uke's side.
	1	Uke lands on, or next to, the weapon or weapon lies down next to Uke.
	0	Uke still holds the weapon or weapon ends out the competition area (except if stick falls straight and rolls outside); Weapon hits a 3 rd person. Tori is hit/cut by the weapon during the sequence.

5.7 Variety scoring

Variety - Scored by the VR.

An overall score is given at the end of the performance of all attacks. This score reflects the variety used in the performances.

PART 3	2	Different techniques in all attacks
Throw	1	Same technique in 2 attacks
Takedown	0	Same technique in 3 or more attacks
Submission		
PART 4	2	Different techniques in all attacks
Closing	1	Same technique in 2 attacks
	0	Same technique in 3 or more attacks

- For variety in part 3, a throw variation is considered a different throw;
- For variety in part 4, the target of the technique does not matter;
- The technique must be different or at least a variation from the technique to get high variety scores;
- The last technique in part 4 is considered for variety.
 - i.e. an arm lock followed by an atemi is the same closing as only an atemi.

5.8 Wrong Attack

- If a couple shows a wrong attack (wrong number), part 1 will be scored with 0 points;
- The scoreboard will show a red flag for the wrong attack when possible;
- When the scoring software allows it, the VR will give the wrong attack and the score;
- If the software or option is unavailable, the MR will signal the wrong attack just before the JR scores the attack;
- It is the responsibility of the JRs to score accordingly.



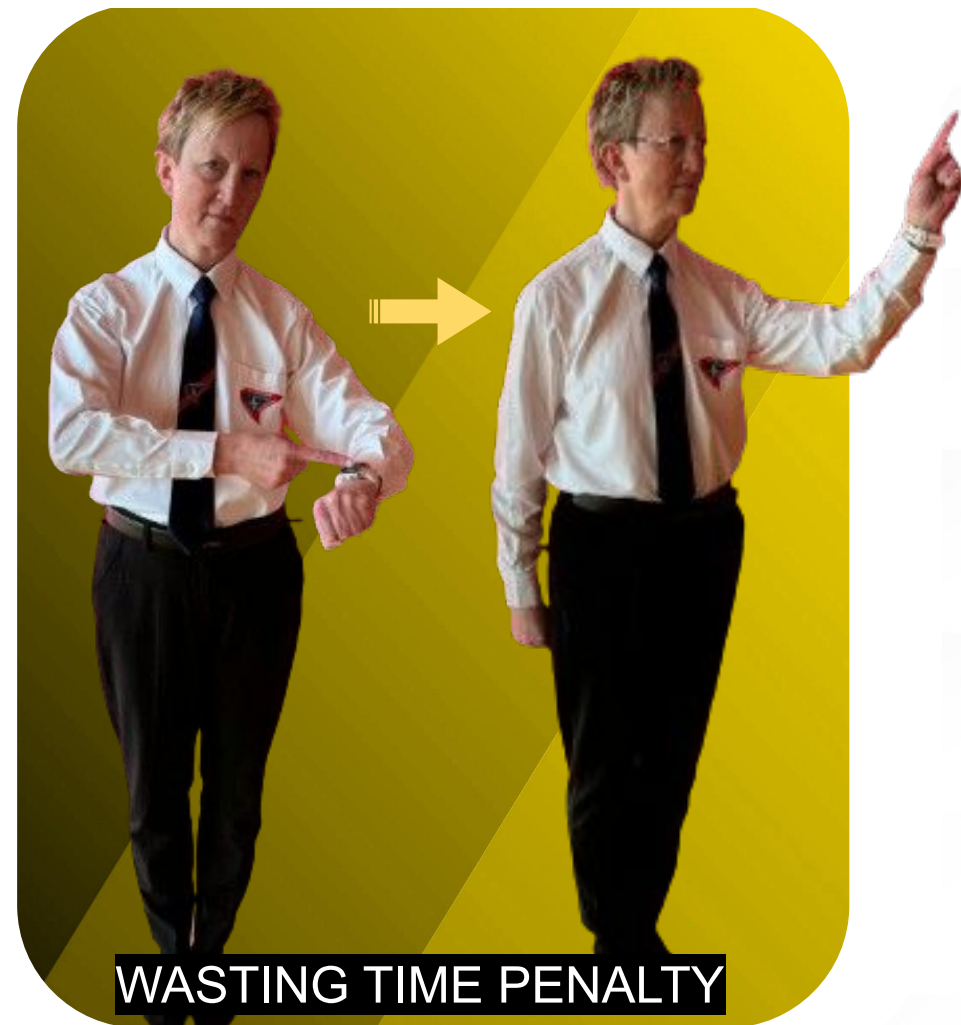
SECTION 06

PENALTIES

SECTION 06

PENALTIES

- 6.1** A penalty can be given at the start of the presentation. The decision to give a penalty must be agreed upon by the majority of the referee team (MR, JR's, VR).
- 6.2** The MR will announce the penalty by pointing at the watch and showing the penalty sign (a raised finger) to the couple. The couple will start with a deduction of 4 points, given in the software by the secretariat.
- 6.3** Penalties can be given for:
- Arriving late at the tatami.
 - Arriving unprepared.



SECTION 07

ATTACKS TO PERFORM

SECTION 07

ATTACKS TO PERFORM

7.1 Attacks by rounds

7.1.1 In the qualification rounds, there will be three rounds:

QR Round 1	All attacks of series A
QR Round 2	All attacks of series B
QR Round 3	All attacks of series C

7.1.2 At the quarter finals and the semi-final rounds there will be a mix of all series to perform:

Semi-Final Round	A1 - A2 - B2 - B3 - C3 - C4
Final Round	A3 - A4 - B1 - B4 - C1 - C2

7.1.3 The couple will execute the attacks in the order of the series (from A to C) and in numeric order (from 1 to 4).



7.2 Youth and children ages

7.2.1 In all the youth and children classes, the qualification phase consists of only 2 rounds.

Age class	QR Round 1	QR Round 2	QR Round 3	Semi-Final Round	Final Round
U16	All of serie A	All of serie B	SKIPPED	A3 - A4 - B2 - B3	A3 - A4 - B1 - B4
U14	A1 - A2 - A3	B1 - B2 - B3	SKIPPED	A1 - A2 - B1 - B2	A2 - A3 - B2 - B3
U12	A1 - A2	B1 - B3	SKIPPED	A1 - A2 - B1 - B3	A1 - A2 - B1 - B3
U10 and lower	A1 - A2	A1 - A2	SKIPPED	A1 - A2	A1 - A2

SECTION 08

EARLY SETTLEMENT OF THE PRESENTATION

SECTION 08

EARLY SETTLEMENT OF THE PRESENTATION

- 8.1 The decision of **Fusen Gachi** (win by walk-over) shall be given to any couple that didn't show up before finishing the round. When the couple has not shown up over a three (3) minutes period. The couple will get zero (0) points in the round.
- 8.2 When in the final the couple doesn't show up after being called three (3) times over three (3) minutes period. The walk-over couple gets zero (0) and the winner will get fifty (50) points.
- 8.3 The decision of **Kiken Gachi** (win by withdrawal) shall be given to the couples whose opponent withdraws from the competition during the match. In this case the withdrawing couples score is set to zero (0) and the winner's score is set to fifty (50).
- 8.4 The couple gets an injury during the performance in a round and needs to withdraw. The score that is reached will be kept.



SECTION 09

SITUATIONS NOT COVERED BY THE RULES

SECTION 09

SITUATIONS NOT COVERED BY THE RULES

- 9.1** Situations not covered by the rules should be decided by the MR, VR and JR involved in the qualification or medal phase and reported - if possible, with video - to the JJIF Duo Committee (tc@jjif.org).
- 9.2** The referee team involved in a situation not covered by these rules may decide to involve the HR of the mat or even the Head referee of the event to make the right decision.



APPENDIX

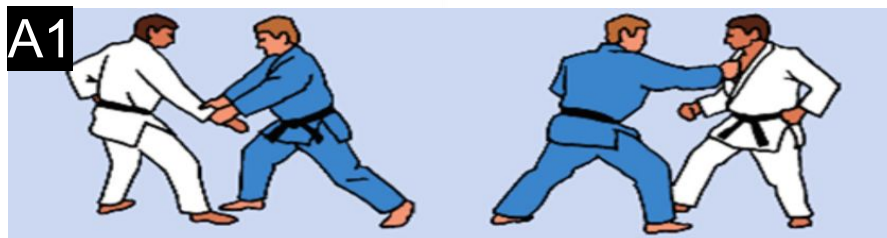
FURTHER RULES AND CLARIFICATIONS

APPENDIX I

ATTACKS OF THE DUO SYSTEM

Serie A - Gripping, embracing and neck locks attacks

General comments to Series A: Hands and grips must be closed.



Uke takes hold of Tori's arm. One hand takes the wrist, the other, the forearm.

Intention: to push or pull, to control Tori's front hand, to immobilise the defender.

Uke takes the reverse of Tori's Gi with their hand.

Intention: to come close to the opponent to make another action, to pull - push or pin the opponent - perhaps to hit them afterwards.



Uke attacks Tori's neck from the front side, from the back side, or from the side to make a strangulation.

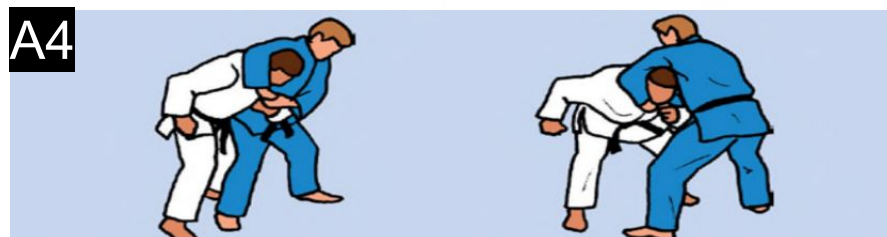
Intention: to push Tori backwards, to pin Tori.



Uke embraces Tori from the front or back side, under or over the arms. Uke's head lies on Tori's shoulder. Before the attack, Tori keeps their arms in a natural position.

Uke applies a Hadaka Jime (neck-lock from behind) with their arm.

Intention: to strangle or to break the balance



Uke embraces Tori's neck with his arm from the side or the front side.

Intention: to strangle or to apply a throwing technique.

Serie B - Punches, blows/strikes and kicking attacks

General comments to Series B: The attack must be able to reach Tori if they are still moving. It is not allowed to move before the attack is started. Tori must react to the attack.

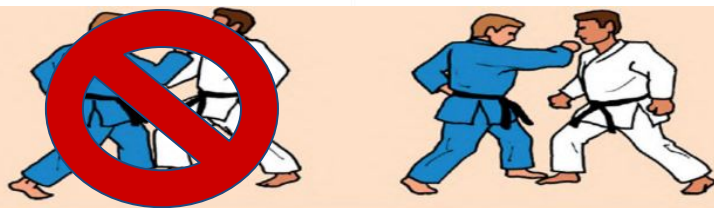
B1



Jyodan or Chudan Tsuki - punch from the front side with the fist to the head or the body.

Target: solar plexus, stomach or face.

B2



Mawashi Tsuki (Hook) - Semi-circular punch with the fist.

Target: Tori's chin or side of the head.

B3



Mae Geri / front kick.

Target: solar plexus, stomach

B4



Mawashi Geri – Semi-circular kick with the leg.

Target: head, solar plexus, stomach. Tori is allowed to take a step back and lightly turn their body as a reaction to the attack.

Serie C - Weapon attacks

General comments to Series C: The attack must be able to reach Tori if they are still moving. Tori shall have full control of the weapon during and after the defence.

C1



Knife attack straight from the top.

Target: base of the neck on Tori's left or right side, just behind the clavicle.

Semi-circular knife attack, which is applied from either side.

Target: side of the body or head.

C2



Knife attack from the front side.

Target: stomach.

C3



Attack with a stick straight from the top.

Target: top of the head.

C4



Attack with a stick from outside, which is applied from either side.

Target: Tori's side, temple/ head

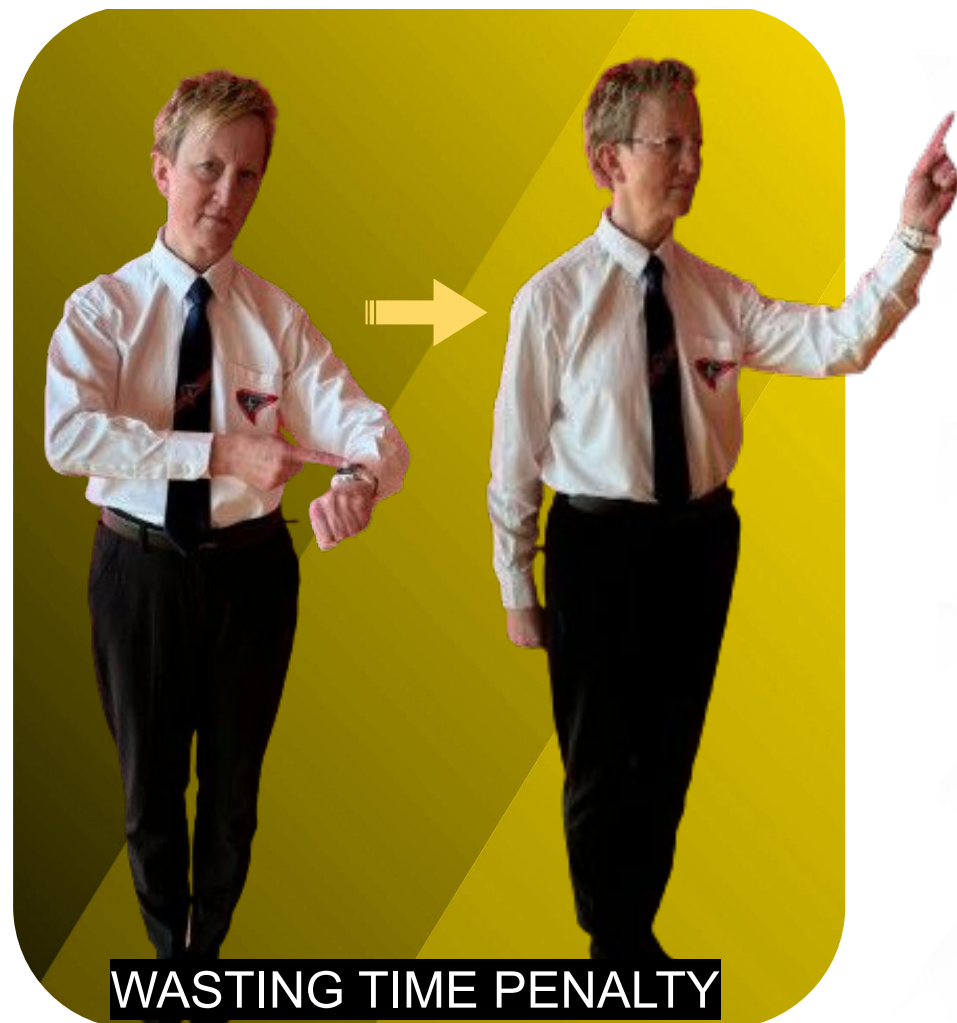
APPENDIX II

REFEREE SIGNS



APPENDIX II

REFEREE SIGNS



APPENDIX II

REFEREE SIGNS



CHALLENGE



POSITIVE CHALLENGE



NEGATIVE CHALLENGE



MEDICAL TIME

APPENDIX II

REFEREE SIGNS



