

TOURNAMENT SCORER AND TIMER INFORMATION

I. MATCH TIMING

A. *Watch The Referee:*

There will be a natural tendency for you to watch the contestants because of the action. It is important to remember that the Referee controls the match and the match time with his or her commands. Because of this, your attention should be focused on the Referee. Paying close attention will be somewhat boring, but will ensure that you are able to respond quickly to his or her instructions.

B. *Use of “Time”Indicator*

Before the start of each match and whenever the match time has been stopped during a match, you should **HOLD UP** the yellow flag (**Time**) and look at the Referee. This will indicate to the Referee that you are ready and that the match time has stopped. When match time starts/continues you may put the yellow flag (**Time**) down

C. *Hajime – Match Time Continues/Starts*

The command “Hajime” starts/continues the match. There is no corresponding hand signal for this, only a verbal command, so it is important that you focus your attention on the referee. “**Time**” indicator should be put down to indicate to the Referee that the match time has been started/restarted.

D. *Matte- Match Time Stops*

The command “Matte” will stop the match. The corresponding hand signal is the referee’s outstretched arm toward your table with the palm of his/her hand facing you by making a 90-degree angle at the wrist. “**Time**” indicator should be held up to indicate to the Referee that the match has been stopped.

E. *“Soremade” – Match Is Over*

Matches may end before the match time expires and without “Osaekomi”. This typically happens when someone is: thrown for “Ippon”, choked for “Ippon”, arm barred for “Ippon”, or conceding the match prematurely. In these cases a contestant may be physically unable to continue the match or even be disqualified. In these cases, there will usually be a “Matte” before a “Soremade” thus you will not need to stop the match time as it should already be stopped. “Soremade” does not have a corresponding hand signal.

F. *Match Time Expires – Toss Bean Bag*

When match time expires, throw in the red beanbag. Try to throw the beanbag between the Referee and the contestants so that the Referee will be able to see the bag. Be careful to not hit the contestants or the Referee with the beanbag. If you do not have a good throwing arm have someone else throw the bag in for you.

TOURNAMENT SCORER AND TIMER INFORMATION

G. “Sonomama” – *Special Circumstance which stops Match Time*

“Sonomama” is a command, which stops the match time. It is used in special circumstances and is rare. When this command is used, the Referee will place his or hands on both contestants and say “Sonomama”. The contestants should then stop their activity and then freeze in their positions. Match time should be stopped immediately. The use of “Sonomama” should be fairly obvious, as the Referee has to touch the contestants to call “Sonomama”. **Time** indicator should be held up to indicate that the match time has been stopped.

H. “Yoshi” – *Continues Match after “Sonomama”*

When the Referee is ready to have the contest continue after “Sonomama” has been called, he or she will place his or her hands on both of the contestants and push down on both of them while calling out “Yoshi”. This will continue the match and the match time should start running again. **Time** indicator should be put down.

II. OSAEKOMI TIMING

I. *Watch the Referee*

There will be a natural tendency for you to watch the contestants because of the action. It is important to remember that the Referee controls the match and the match time with his or her commands. Because of this, your attention should be focused on the Referee. Paying close attention will be somewhat boring, but will ensure that you are able to respond quickly to his or her instructions.



J. *Osaekomi” – “Osaekomi” Time Starts*

The “Osaekomi” clock should be started when the Referee announces “Osaekomi”. The corresponding hand signal is a fully extended arm angled downward toward the contestants with the palm of the hand facing the ground. The Osaekomi” switch (scoreboard) should be on to indicate to the Referee that you have seen his or her announcement and have started the “Osaekomi” Clock.



K. *“Toketa or “Osaekomi” Time Stops*

When the contestant is being pinned successfully and he or she escapes, the referee indicated this by announcing “Toketa” or “Osaekomi Toketa”. The “Osaekomi” clock should immediately stop. The corresponding hand signal is a fully extended arm angled downward toward the contestants with the palm perpendicular to the ground and the whole arm swing back and forth from the right to the left. If the “Osaekomi” duration is long enough to score, the appropriate score card should be held up until the Referee awards the score. Turn off the “Osaekomi” switch (scoreboard) to indicate that you have stopped timing the “Osaekomi”

TOURNAMENT SCORER AND TIMER INFORMATION

L. “Matte” – “Osaekomi Time Stops



Sometimes the contestants are near the edge of the mat when the “Osaekomi” starts and as they move around, they may move outside the mat. On these occasions the Referee should use the “Matte” signal. This like “Toketa” will immediately stop the “Osaekomi” clock. Again, if a score has been earned, the appropriate score card should be held up until the Referee awards the score.

M. “Sonomama” – Special Circumstances Which Stops “Osaekomi” Time



“Sonomama” is a command, which stops the match time. It is used in special circumstances and is rare. When this command is used, the Referee will place his or hands on both contestants and say “Sonomama”. The contestants should then stop their activity and then freeze in their positions. Match time should be stopped immediately. The use of “Sonomama” should be fairly obvious, as the Referee has to touch the contestants to call “Sonomama”. The yellow flag (**Time**) should be held up to indicate that the match time has been stopped.

N. “Yoshi” – Continues Match after “Sonomama”



When the Referee is ready to have the contest continue after “Sonomama” has been called, he or she will place his or her hands on both of the contestants and push down on both of them while calling out “Yoshi”. This will continue the match and the match time should start running again. The yellow flag (**Time**) should be put down.

O. Scoring “Osaekomi”

Depending on how long an “Osaekomi” is effective, appropriate scores are awarded. Here are the duration in seconds and the corresponding scores:

Seconds

Score

TOURNAMENT SCORER AND TIMER INFORMATION

- 0 – 14.9 No Score

- 15 – 20 “Yuko” 

- 21 – 24.9 “Wazari” 

- 25 “Ippon” 

As the “Osaekomi” time clicks on when a score is earned the corresponding sign should be held up. If an escape occurs you should hold up the sign until the referee awards the score.

There is a special case, which would end the “Osaekomi” at 20 seconds, instead of the usual 25 seconds. This occurs when the contestant who is applying the pin (on top) has already earned a “Wazari”. Because he has already earned a “Wazari” he or she needs only to earn another “Wazari” to combine the two “Wazari’s” for an “Ippon”. Therefore when a contestant who already has a “Wazari”, gets the “Osaekomi”, he or she has to go until 20 seconds and not 25. At 20 seconds, he or she earns his or her 2nd “Wazari” for the “Ippon” and the beanbag should be thrown in.

III. SCORING

P. Referee Is Responsible For Scoreboard

The Referee is responsible for ensuring that the scoreboard is correct: The correct score has been scored; the correct contestant got awarded the score, etc. Only the Referee has the authority to instruct you to put scores onto the scoreboard. Likewise, only the referee can instruct you to change a score once it has been put up. Even if the judge in the chair near the table tells you to change the score, wait until the referee instructs you to do so. Sometimes, instructors and/or parents may come and tell you that the score is wrong; you should ignore them. **ONLY THE REFEREE HAS THE AUTHORITY TO CHANGE THE SCORE.**

Q. Don't Know Whether Score Is For Blue or White

Sometimes a throw is scored but it happens so quickly that you may not be sure which contestant should get the score. If someone on your team member knows who got it, then just put up the score for that contestant. If you and your team member don't know and the Referee doesn't indicate by pointing just put the score up. If it is incorrect the Referee will change the score. You may hear boos and grumbling, **you should just ignore it. THE REFEREE IS RESPONSIBLE FOR CORRECTNESS OF THE MATCH SCORE.**

TOURNAMENT SCORER AND TIMER INFORMATION

R. Referee's Verbal and Hand Signals Don't Match

Occasionally, the Referee may display a hand signal, which doesn't match his or her verbal command. While there is no rule that specifically states, which should take precedence over the other, it is probably better to put up the score indicated by the hand signal. This ensures that you score what everyone saw the Referee score. If he or she in fact, meant to have the verbal score scored, he or she will instruct you to change the scoreboard.

IV. SCORES AND PENALTIES

These are the scores, which may be earned, and the corresponding penalty equivalents:

<u>Scores</u>	<u>Penalties</u>
• No Score	“Shido 1”
• “Yuko”	“Shido 2”
• “Wazari”	“Shido 3”
• “Ippon”	“Shido 4”

“Ippon” is the highest achievable score and immediately ends the match. An “Ippon” may be earned by effectively: throwing, pinning, choking, or arm barring an opponent.

“Wazari” is the next highest achievable score and if a contestant earns 2 of them, the 2 “Wazari” are combined to earn an “Ippon” to immediately end the match. Throwing or pinning an opponent may earn a “Wazari”.

An unlimited number of “Yuko” may be earned. These scores cannot be combined to produce a greater score.

The penalties in increasing severity are: “Shido 1”, “Shido 2”, “Shido 3” and “Hansoku Make (Shido 4)”. Unlike scores, each successive penalty increases in severity. A contestant can have only one penalty at a time. For example: if a contestant gets penalized “Shido 2”, his or her next violation will be a “Shido 3”. If a contestant is penalized a “Shido 3”, his or her next violation will penalized him or her with “Hansoku Make (Shido 4)” and disqualify him or her.

When a contestant is penalized, the penalty will be put up on the scoreboard. Using the electronic scoreboard, the equivalent score will automatically be shown on the scoreboard for the other contestant. For example, if the white contestant is penalized with a “Shido”, the “Shido 1” will be displayed for him or her.

When a contestant is penalized again, the new penalty should be displayed. The score for his or her opponent should now be upgraded to be equivalent with the more severe penalty; the electronic scoreboard does this automatically. For example: if the blue contestant has been penalized with a “Shido 2, the score “Yuko” will be given to the white contestant.