



TEAM COMPETITION JUDOWN RULES

CONTENTS

Article 1 – Team Composition	2
Article 2 – Match Format and Medal Allocation	3
Article 3 – Match Duration, Scoring, and Tie-Break Procedures	4
Article 4 – Refereeing and Penalties	6



ARTICLE 1 – TEAM COMPOSITION

A Mixed Team consists of **five competing athletes per match**, divided as follows:

- **Three male competitors:**
–66 kg, –81 kg, +81 kg
- **Two female competitors:**
–57 kg, +57 kg

Each team may register a **maximum of 10 active athletes** for the competition. These 10 form the official team roster from which the lineup can be selected before each team match.

Teams may register **more than one athlete per weight category**, but only **one athlete per category** may compete in any single team match. The team lineup may be changed from match to match, as long as all athletes comply with the rules below.

To participate in the event, a team must have **at least three eligible athletes**.

- If fewer than five athletes are available for a match, the unfilled categories are counted as **walkover losses**.
- Teams may still compete with three or four athletes under these conditions.

If a country is unable to form a full team, it is permitted to **borrow one athlete** from another delegation present at the event.

- This borrowed athlete must be approved by the Tournament Director and must fulfill all JUDOWN eligibility, classification, and medical requirements.
- Only **one borrowed athlete** is allowed per team.

Each athlete may compete in **only one weight category** during the entire team competition.

- Athletes may be assigned to a higher weight category than their actual weight.
- Once assigned, the athlete **must remain in that category** for the duration of the team event.



ARTICLE 2 – MATCH FORMAT AND MEDAL ALLOCATION

The competition format depends on the number of registered teams:

Number of Teams	Competition Format	Medal Allocation
2 teams	Best-of-three matches	Gold and silver medals
3–5 teams	Round-robin (pool) system	Gold, silver, and one bronze medal (based on placement in the pool)
6–8 teams	Two pools with round-robin matches. Top two teams from each pool advance to semifinals and finals.	Gold, silver, and two bronze medals (one for each losing semifinalist)
9 or more teams	Direct elimination format following IJF/EJU structure	Gold, silver, and two bronze medals (awarded to the winners of the two bronze medal matches)

Match Structure

- Each team match consists of **five individual bouts**, one per weight category.
- The team that wins **three or more bouts** is declared the winner of the match.
- If a team secures three wins before all five bouts are completed, the remaining matches may be skipped or held as demonstration bouts depending on time and organizer decision.

Classification Rules

- **Athletes with Trisomy 21 and athletes with Mosaic Down Syndrome may not be mixed** in the same team or competition bracket.
- Mixed team competitions must be held **entirely separately** for Trisomy 21 and Mosaic athletes to ensure fair and safe classification.



Classification Rules

- **Athletes with Trisomy 21 and athletes with Mosaic Down Syndrome may be mixed in the same team or competition category, up to a maximum limit of one Mosaic athlete per team.**
- Mixed team competitions are held with athletes with Down Syndrome and Mosaicism (only one per team), in order to allow the Mosaicism athlete the opportunity to also participate in the competition, thus interfering as little as possible with a fair classification.

ARTICLE 3 – MATCH DURATION, SCORING, AND TIE-BREAK PROCEDURES

Match Duration

- Each individual bout lasts **3 minutes of active fighting time** (excluding stoppages for "Mate").

Golden Score

- If no winner is determined at the end of regular time, **Golden Score** begins immediately and lasts for a maximum of **1 minute**.
- If no score occurs during Golden Score, the **referee will decide the winner (Hantei)** based **only on positive judo** (e.g. initiative and active attempts to score).
- **Shidos are not considered** in Hantei decisions.

Scoring System (for display and tie-breaking)

Each result or action corresponds to a value used for scoreboard display and tie-breaking within pools:

Outcome / Technique	Points
Ippon	100
Waza-ari	10
Yuko	1
Win by Hansoku-make	100
Win by Walkover	100

Win by referee decision (Hantei) 0

- Two **Waza-ari** equal one **Ippon**.
- **No number of Yuko can override** a single Waza-ari.
- Scores from both **winning and losing matches** are recorded to promote active judo.



- **Osaekomi durations:**

- 5 seconds = Yuko (1 point)
- 10–19 seconds = Waza-ari (10 points)
- 20 seconds = Ippon (100 points)

Tie-Breaking: Drawn Team Matches (Head-to-Head)

If a team match ends in a draw (e.g., each team wins the same number of individual bouts):

- A **random draw** will determine one weight category to be re-fought as a tiebreaker.
- If **both teams have a competitor** in the selected category, the match is contested.
- If **only one team has a competitor** in the selected category, that team wins the team match by walkover.
- If **neither team has a competitor**, a new weight category is drawn.

Tie-Breaking: Drawn Pool Standings (Round-Robin)

If teams in a pool end with equal team match records:

1. The number of **individual bout victories** across all pool matches is considered first.
2. If still equal, the **total score points** from all individual matches are used.
3. If still tied:
 - A random draw will determine a weight category for a deciding match between the tied teams.
 - The team with an available competitor in that category wins; if not, a walkover applies.
 - If neither has a competitor in the drawn category, another is drawn until resolved.



ARTICLE 4 – REFEREEING AND PENALTIES

General Refereeing Guidelines

- Standard IJF refereeing rules apply, with adaptations for JUDOWN athletes' safety, understanding, and communication needs.
- Referees must prioritize **safety, clarity, and fairness**, and may apply **educational judgment** when interpreting minor infringements.
- Referees are responsible for:
 - Ensuring techniques are applied safely.
 - Stopping dangerous positions (e.g., arm around the neck with hand across to opposite shoulder).
 - Controlling tempo and tone of the match, allowing fair engagement for both judokas.

Shido and Hansoku-make

- The standard rule of **3 Shidos = Hansoku-make** applies.
- However, **referees are encouraged not to penalize unnecessarily**, especially when misunderstanding or language barrier may be the cause.
- Serious or repeated dangerous behavior (e.g., arm across the neck, uncontrolled throwing) will result in **direct Hansoku-make**.

Specific Prohibited Actions

1. **Hand or arm reaching across to the opponent's opposite shoulder** (e.g., dangerous Koshi-guruma or holds like Hon-kesa) will result in **immediate Mate** and possible penalty.
2. **Throws using arm around the neck** (e.g., Koshi-guruma) are allowed **only if the hand does not appear on the opposite shoulder**. If it does, Mate must be called immediately.
3. **Pins involving the arm around the neck** (e.g., some Hon-kesa-gatame) are allowed **if the hand is flat on the tatami** and no squeezing occurs. If not, Mate should be called.
4. Judoka must not forcefully apply neck pressure in ne-waza or tachi-waza.

Behaviour and Misconduct

- Disrespectful behavior, intentional harm, or repeated non-cooperation results in **Hansoku-make**.
- A referee may stop the match to **educate** the athlete instead of immediately issuing a penalty, when appropriate.