

HANSOKU (FOUL)

First **HANSOKU** (**HANSOKU-1**(*ichi*)) is a warning and does not result in a loss point. But if both competitors can not get any point until the end of the match, a competitor who has not HANSOKU will win. 2 times **HANSOKU**(**HANSOKU-2**(*ni*)) result in opponent's **KOHKA** point. 3 times **HANSOKU**(**HANSOKU-3**(*san*)) result in opponent's **YUKOU** point. The competitor who commits 4(*yon*) times **HANSOKU**s result in **SHIKKAKU** (DISQUALIFICATION) and opponent get **WAZA-ARI** point.

"**HANSOKU- 4**(*yon*)" means "the fourth violating the rules" in Japanese.= It becomes a loss on a foul from the DISQUALIFICATION.

The typical foul

To establish a standard of safety, the following shall be considered as" HANSOKU (FOUL)"



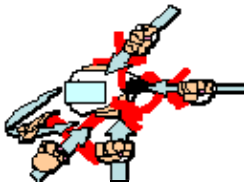





When an introduced player is absence







If for any reason a contestant doesn't appear at the mat after being called, this will be considered **HANSOKU-1**,and after 30 seconds, it will result in **HANSOKU-2**, thereafter every 10 seconds **HANSOKU-3** and **SHIKKAKU** (DISQUALIFICATION).

PHYSICAL INDEX SCALE Limitation excess



At the time of weigh-in, if a contestant's **TAIRYOKU SHISUU**(PHYSICAL INDEX SCALE) is higher than had been reported earlier, the following penalties will be applied:

- 1point over the **TAIRYOKU SHISUU** index will result in **HANSOKU-1**.(just warning)
- 2point over the **TAIRYOKU SHISUU** index will result in **HANSOKU-2**. (1 lost KOHKA)
- 3point over the **TAIRYOKU SHISUU** index will result in **HANSOKU-3**. (1 lost YUKOU)
- 4point over the **TAIRYOKU SHISUU** index will result in **SHIKKAKU**(DISQUALIFICATION)

| | | | |
|--|---|---|---|
| <p>Grab and hold a face protector.</p>  | <p>Any strangle, choke and joint techniques while standing.</p>  | <p>Any strike attack to the throat, to the back-side of the head , to the top of head , except the kick.</p>  | <p>Any kick which made the damage of the knee (joint of knee or ligament of the knee.)</p>  |
| <p>Any strike attack the upper part of body from the top while ground technique.</p>  | <p>Any strike attack to the back of the body and head.</p>  | <p>The act of losing a fighting spirit and escape.</p>  | <p>Grasps and holds more than 10 seconds.</p>  |
| Any attack which made | The throwing which made | Any strike attack to the | Any throwing-attack |

| | | | | |
|---|--|--|---|--|
| the damage of the neck.  | the damage of the head.  | Head from upper position, while ground technique.  | which made the damage of body using the weight.  | |
| Any attack after knockdown. Except the counter-attack to the tackle and throwing attack, until judge call "MATE" or "ground".   | | | | |
| When your "OBI(BELT)" loose. Both skirts of KUDO-GI out of the belt. | | → | Adjusts a dress yourself with in 10 seconds. When taking time many times too much. → foul. | |
| If the head protector does not have 2 extra tie strings attached through the ear hole and the head protector comes off as a result of not having the 2 strings attached. | | | | |

The difference of the Physical Index among the opponents

| δ = " difference " | $\delta < 20$ | $20 \leq \delta < 30$ | $30 \leq \delta$ |
|--|---------------|-----------------------|------------------|
| Strike attack with Holding "KUDO-GI"  | ○ | Except the kick × | × |
| The groin kick  | × | ○ | ○ |

Others violating the rules acts

The act it judged to be wicked should foul as a result which others President JUKUCHO, Executive Committee Chairman, and judgment group discussed.



Refer to a rule for the details