

## **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)"

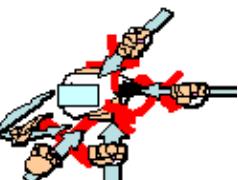
### **When an introduced player is absence**

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 )

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

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

### 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