

## GUIDE to JUDO SCORING

The International Judo Federation governs Judo as a sport, and has detailed rules regarding all aspects of competition (the current rule book is 63 pages). This guide is provided simply as an unofficial overview to understand the basics of Judo scoring.

### How Matches are Won

Judo contests are won:

- Immediately upon scoring one full point (“Ippon”) either by throwing or mat techniques as described below;
- By the competitor with the best score of combined efforts at the end of official time.

### Length of Matches

Matches for Juniors are generally three minutes of *real* contest time (when matches are paused for any reason, time is stopped), while matches for Seniors are generally five minutes in length.

### Basic Scoring

	Full Point (“Ippon”)	Half Point (“Waza-ari”) <sup>1</sup>	Moderate Score (“Yuko”) <sup>2</sup>	Minor Score (“Koka”) <sup>2</sup>
Throws <sup>3</sup>	“Perfect” throw – contestant 1)lands largely on back with 2)speed and 3)force	“Near perfect” throw meets 2 of 3 “Ippon” criteria	Meets 1 of 3 “Ippon” criteria.	Without force on buttocks, thighs, shoulder.
Pins <sup>4</sup>	25 Seconds	20 Seconds	15 Seconds	10 Seconds
Choke or Arm Lock	Submission	n/a	n/a	n/a
Penalty <sup>5</sup>	4 “Shido” = “Ippon” for opponent	3 “Shido” = 1 “Waza-ari” for opponent	2 “Shido” = 1 “Yuko” for opponent	1 “Shido” = 1 “Koka” for opponent

<sup>1</sup> Two half points equal one full point

<sup>2</sup> Moderate and minor scores are *never* added to create any higher score

<sup>3</sup> Throws are further explained on page two

<sup>4</sup> Pins are further explained on page three

<sup>5</sup> Penalties are further explained on page four

NO score for throws which land only on hands, knees, elbows or stomach, and NO score for pins less than 10 seconds

**JUDO SPORTSMANSHIP: REFEREES AND JUDGES ARE NEVER QUESTIONED AND CALLS CANNOT BE DISPUTED FOR ANY REASON**

## Scoring With Throws (“Nage Waza”)

**Full Point (“Ippon”)** is scored only if the contestant is thrown meeting three distinct criteria: 1)contestant lands substantially on his/her back; with *both* 2)force and 3)speed. People commonly refer to this as a “perfect” throw. When Ippon is scored, the match is immediately won. Ippon is indicated by the referee’s arm raised straight up.



IPPON

**Half Point (“Waza-ari”)** is scored if the contestant is thrown with “near perfect” quality (meets 2 of 3 “Ippon” criteria). This usually means that the contestant is thrown “almost fully” on his/her back, or is without the full force or speed expected of a “perfect” throw. Two half points (scored either with throws or mat work) constitute a “full point” and the match is immediately won.



WAZA-ARI

**Moderate Score (“Yuko”)** is given for an effective throw which meets 1 of 3 “Ippon” criteria. Yuko throws are usually done with speed but less force and where the contestant lands on his/her side; or for a throw that simply does not have sufficient speed and force. Moderate Scores (Yuko) *cannot* be combined to achieve Half Point (Waza-ari) or Full Point (Ippon).



YUKO

**Minor Score (“Koka”)** is given for a throw which meets 1 of 3 “Ippon” criteria, and is usually a throw onto the thighs, buttocks, or shoulder when one contestant is clearly in control. Minor Scores (Koka) *cannot* be combined to achieve any higher score.



KOKA

**NO Score** is given for any throw where the contestant lands only on his/her knees, hands, elbows, or stomach. Also, no score is given when both contestants fall to the mat and neither is clearly in control.

## Scoring With Mat Work (“Ne Waza”)

Mat work includes pins, chokes (only for contestants 13 years of age and over), and arm locks (only for contestants 17 years of age and over).

A Pin (“Osaekomi”) is considered to be made when the pinning contestant has:

- His/her opponent’s back and at least one shoulder in contact with the mat;
- Established control from the side, rear or top;
- His/her legs free and unencumbered by the opponent.



Additionally one contestant must have some contact within bounds. If these conditions are met, the referee will call “osaekomi” and the pin will begin to be timed.

### The score for a pin is:

- **25 seconds – Full Point (“Ippon”)**
- **20 seconds – Half Point (“Waza-ari”)**
- **15 seconds – Moderate Score (“Yuko”)**
- **10 seconds – Minor Score (“Koka”)**
- **Less than 10 seconds – No Score (counts only as attack)**

A pin is considered broken (“Osaekomi Toketa”) if any of the aforementioned conditions are not continually met. The score is then based on the elapsed time at that point. If a pin is re-established, time is started again at zero.



For chokes and arm locks, Ippon is awarded when a contestant submits.

## Penalties

As with most sports, there are many types and levels of penalties in Judo. The International Judo Federation specifically identifies thirty-one types of prohibited activity. Most penalties are designed to ensure that contestants’ safety is protected, and that high levels of competition are achieved.

The most common penalty seen in competition is for “non-combativity”. This is defined as a lack of offensive attacking actions for approximately 25 seconds, or assuming a strongly defensive position for more than five seconds.



The most common level of penalty is “shido” or “minor penalty”. A shido will automatically cause the opponent to be awarded a “Koka” (“minor score”). Two shido will automatically cause the opponent to be awarded a “Yuko” (“moderate score”). Three shido will automatically give the opponent a “Waza-ari” (“half point”). Four shido will cause the opponent to be awarded an “Ippon” (“full point”) which will cause him/her to be declared the winner

## Determining The Winner

Whenever a contestant scores an Ippon (full point) he/she is the automatic winner. In the event that a score of Ippon (full point) is not achieved, the contestant with the next highest score is determined to be the winner. If the highest score awarded during a match is a Waza-ari (half point), the contestant with one Waza-ari wins over the contestant with any number or combination of lower scores. If the highest score awarded during a match is a Yuko (moderate score), the contestant with the most Yuko wins over the contestant with any number of Koka (minor score). When Koka (minor score) is the highest score, the contestant with the most Koka wins

Blue: 3 Yuko and 1 Koka  
White: 1 Yuko and 4 Koka  
Score: Blue 31/White 14

***WINNER***				
BLUE	0	3	1	
	I	W	Y	K
WHITE	0	1	4	

Blue: 3 Yuko and 1 Koka  
White: 1 Waza-ari, 0 Yuko and 0 Koka  
Score: Blue 31/White 100

***WINNER***				
BLUE	0	3	1	
	I	W	Y	K
WHITE	1	0	0	