

## IFS Regulations on Refereeing

### Chapter 1 The Judges

Article 1 The judges of sumó matches shall be certified judges, selected by the Organizing Committee of the International Sumó Federation.

Article 2 1. A team of judges shall consist of a head judge, a gyóji (referee), and four judges, making a total of six judges.

2. The head judge shall take full responsibility for all decisions made pertaining to a match.

3. The gyóji assumes control of the match from the time the athletes enter the dohyó (ring) to the end of the match when they exit the dohyó.

4. The responsibilities of the judges are to assist the head judge and to ensure that there are no errors in the decision.

5. The judge in the shómen (front) shall also function as the timekeeper.

Article 3 The manager of judges is responsible for executing all matters pertaining to general affairs in judging including assignment of judges and referees.

Article 4. The dressing of the judges is as follows:

(1) The head judge and judges shall wear suits, white shirts and ties. (If the International Sumó Federation designates a particular jacket, pants, or a tie, they shall be worn.)

(2) The gyóji shall wear white pants, white shirt and a black bow tie.

Article 5. When the head judge deems a judge or a referee to be unqualified he shall report the individual to the Competition Committee. The Committee shall evaluate the individual and come to a decision which will be announced by the Committee's chairman.

### Chapter 2 Refereeing Rules

Article 6 1. The gyóji shall start a match by calling out "Hakkeyoi" the moment after each athlete simultaneously places his hands on the dohyó and takes a breath.

2. The hands of the athletes shall be placed behind the shikirisen (starting lines).

3. When an athlete jumps off without waiting for the call, the gyóji shall call out "Matta (Wait.);" and re-do the tachiai (initial charge).

Article 7 1. When the head judge observes a false tachiai, he shall raise his right hand immediately and stop the match.

2. In the case of the above the tachiai shall be repeated immediately.

3. The decision on whether a tachiai was correctly or incorrectly carried out shall be left to the judgment of the head judge.

Article 8 With the exception of special rules, the following determines who is the winner of a match:

(1) The athlete who pushes his opponent out of the shobu-dawara (rice-bale boundary circle).

(2) The athlete who forces any part of his opponent's body, other than the soles of his feet, to touch the dohyó.

Article 9 1. When the opposing athlete is in shinitai (completely lost his center of balance), it is not a loss even if the following applies:

(1) An athlete touches the dohyó with his hand slightly before the opposing athlete.

(2) An athlete steps out of the dohyó slightly before the opposing athlete. 2. Above items (1) and (2) are referred to as kabaite and kabaiashi respectively.

Article 10 It is okuriashi, which is not a loss, when an athlete steps out of the dohyó while lifting his opponent out of the dohyó with his legs suspended in the air and puts him down outside of the shobu-dawara. However, he loses the match if he carries out the move by stepping out of the dohyó backward.

Article 11 It is not a loss, if the orikomi (front fold) of a mawashi (loincloth belt) touches the dohyó.

Article 12 When a match is won using a throwing technique, etc., it is not a loss if the instep of the athlete who does the throwing curls in and touches the dohyó.

Article 13 An athlete may be determined the loser of a match according to deliberations by the judges, if the following apply:

(1) If it has been determined that the athlete is no longer able to continue in the match due to injury.

(2) If it has been determined that the athlete has used kinjite (prohibited moves).

(3) If the athlete arbitrarily ends a match.

(4) If the judges have determined the athlete did not jump-off deliberately.

(5) If the athlete does not abide by the judges' instructions.

(6) If the maebukuro (front pouch part) of a mawashi becomes loosened and comes off during the match.

(7) If the athlete does not appear in dohyó-damari (waiting area) after being called twice by the broadcasting staff.

Article 14 When an athlete is injured during a match, the gyóji shall immediately stop the match and the judges must consult the medical staff to decide whether or not the match may go on.

Article 15 The following moves are kinjite:

- (1) Punching an opponent with a fist or poking an opponent with a finger.
  - (2) Kicking an opponent in the chest or abdominal area.
  - (3) Grabbing an opponent's hair.
  - (4) Grabbing an opponent's throat
  - (5) Grabbing at the maebukuro or maetatemitsu (front part) of an opponent's mawashi or sticking a finger in through the side and pulling it down.
  - (6) Bending back one or more fingers of an opponent.
  - (7) Biting an opponent
  - (8) Slapping the opponent's face with an arm outstretched more than a shoulder width
2. The gyóji shall stop the match immediately when kinjite are used in a match.

Article 16 The gyóji shall determine the winner at the instant a match is over no matter what unexpected way the match has finished or even if it is difficult to give a decision.

Article 17 1. If the head judge or judges have an objection to the gyóji's decision, they shall raise their right hand immediately to lodge a formal objection.

2. A judge may lodge an objection when he has been unable to confirm the gyóji's decision, due to the poor view of the match from his viewing position.

3. The objections shall be made plainly and concisely and based on a clear kimarite (winning move).

4. No further objections may be raised once the gyóji has given the kachinanori (announced the winner) and the decision has been passed.

Article 18 1. When an objection has been raised, the judges shall immediately stand in the center of the dohyó to carry out their deliberations.

2. The gyóji shall clearly explain his reasons for the decision as a point of reference for the deliberations .

3. A judge may exclude himself from the deliberations due to a poor viewing location or for other legitimate reasons.

4. A judge shall be careful not to advocate his decision too strongly, so as not to impede deliberations.

Article 19 1. The head judge shall make the final judgement on a decision following the deliberations.

2. In principle, the deliberations shall be decided by a majority vote of the judges (excluding the gyóji).

3. The head judge shall try to convince the minority vote of the validity of the decision.

Article 20 When the head judge and judges believe that a match has been won, but the gyóji allows the match to continue without calling out a decision, the following measures shall, be taken:

(1) In the event of a fumikoshi (stepping over the dohyó) where there is a positive mark evidencing that a match has been won, a judge must raise their right hand to express his objection. In this case, the head judge shall instruct the gyóji to stop the match and a decision shall be made through deliberations.

(2) If there is no positive mark on the janome (sand around the dohyó) etc. indicating that a match has been won, an objection shall be lodged at the end of the match and a decision shall be reached through deliberations.

Article 21 If a gyóji mistakenly calls out "Shóbu atta (The match is won.)" during the match, the head judge and judges shall lodge an objection and a tori-naoshi (rematch) shall be called following deliberations.

Article 22 1. If a match continues for three minutes and there is no winner, it is stopped and a rematch shall be carried out.

2. At the signal of the judge keeping the time, the head judge shall instruct the gyóji to stop the match.

### **Chapter 3 Judges' Duties**

Article 23 Bearing in mind the great influence which their advice has on athlete and the general audience, judges shall strive to be fair and neutral in their decisions and they shall never show any sign of oscillation or wavering.

Article 24 1. Judges shall also instruct athletes, in addition to judging and passing decisions on matches.

2. If any inappropriate speech or behavior are exhibited on the dohyó or in the dohyó-damari (waiting area), the judge shall immediately

warn the athlete.

Article 25 The judges are responsible for maintaining the condition of the dohyō in order to ensure that matches are carried out safely and they shall take immediate corrective measures when needed.

Article 26 The gyōji shall be responsible for bringing the spirit of the two athletes and himself together at the tachiai.

Article 27 1. When a mawashi is loosened during the match, the referee shall call out "Matta" and stop the match temporarily, having the athlete maintain the kumite (their positions) as is until the match is restarted.

2. The temporary stopping of the match shall be ordered when the athlete's offensive moves have stopped.

3. After tightening the mawashi and confirming with the judges that neither athlete moved the kumite, the gyōji shall place his hands on the backs of both athletes, call out "Hikimasuyo, Hikimasuyo," and resume the match by lightly hitting their backs with the call "Hakkeyoi."

Article 28 When an athlete's move falls under either of the following, the gyōji shall instruct the athlete to let go. However, if it is difficult to give the instruction at that time, he may forgo it.

(1) When an athlete grabs a tatemawashi (vertical part of mawashi), orikomi, a bandage or supporter, etc.

(2) When an athlete has a hold on his opponent in gassho (both arms wrapped around the opponent with hands gripped), the gyōji shall instruct the athlete to unlock his hands.

Article 29 The responsibilities of the gyōji are as follows:

(1) When an athlete goes onto the dohyō and carries out the chirichōzu (water purification) ritual, the gyōji shall position himself inside the toku-dawara (privilege bale) in the muko-jomen (back) of the dohyō (henceforth referred to as the basic position).

(2) When the athletes move to the center of the dohyō, the gyōji shall simultaneously move two steps forward from the basic position.

(3) When the athletes take the sonkyo (squatting) position, the gyōji shall confirm that they have synchronized their breathing and call out "Kamaete (On your mark.)" and move back one and a half steps to stand with legs apart. He shall then call out "Te o tsuite. Mattanashi (Hands down. Waiting time is over.)" and slightly bend his knees, with both palms facing inward and slightly stretching the arms, he shall urge on the tachiai and start the match with the call, "Hakkeyoi."

(4) When the tachiai is not accomplished, the above procedure shall be repeated.

(5) The gyōji shall call out "Madayo, Madayo (Not yet. Not yet.)" to an athlete who places his hands on the dohyō before his opponent, to insure he does not start the match unfairly. The gyōji shall indicate to the other athlete to put his hands on the dohyō by calling out "Hikimasuyo, Hikimasuyo (Get ready. Get ready.)" and starting the match by calling "Hakkeyoi" after confirming that the athlete's hands are on the dohyō.

(6) When both athletes begin the bout, the gyōji shall urge on the performance with the call, "Nokotta" or "Hakkeyoi." "Nokotta" shall be called out when an athlete puts a move on his opponent and "Hakkeyoi" is called out when both athletes are not moving.

(7) When a match is won,, the gyōji shall call out "Shobu atta" and he shall indicate the winner by pointing to the east or west side of the dohyō with his hand.

(8) Prior to delivering the kachinanori, the gyōji shall return to the basic position and after both athletes have bowed to each other, he shall call out, "Higashi (or Nishi) no kachi (The winner is east (or west.))" while pointing his hand at the winner who remains in the sonkyo position. However, if a deliberation of judges is held, kachinanori shall be given after each judge has taken his seat after the deliberation.

Article 30 The gyōji shall observe the following when the match is in progress:

(1) The gyōji shall ensure that he does not step on the shobu-dawara or the janome.

(2) The gyōji shall see to it that he does not turn his back to the shōmen.

(3) The actions of the gyōji shall be swift and nimble, in order not to obstruct the movements of the athlete.

(4) The gyōji shall be in a position, angle, or form where a decision can be clearly made.

Article 31 At the beginning and end of the team competition, the gyōji shall line up the athlete of the east and west and the athlete shall bow at the command, "Rei (Bow)." The gyōji shall stand in the basic position during these standing courtesies.

Article 32 The judges shall line up in their designated places in the dohyō-damari and bow standing at the command of the gyōji when they enter or exit.

Article 33 The judges shall rotate their positions according to the following rules:

(1) The judges for the first match shall stand and bow at their respective seats at the command of the gyōji. They shall then move to their designated places in the dohyō-damari and line up there.

(2) The judges for the next match shall line up at the designated place in the dohyō-damari and shall stand and bow at the command of the gyōji and move to their respective refereeing seat.

(3) When all judges have moved to their proper locations the gyōji for the next match shall give the command for standing courtesies and the rotation is completed.

(4) The gyōji shall stand in the basic position when he gives the commands for standing courtesies as described in (1) and (3).

#### **Chapter 4 Revisions to the Regulations of Refereeing**

Article 34 Revisions to the refereeing regulations are made by the Competitions Committee and their recommendations are sent to the Board of Directors of the International Sumó Federation for further deliberation and final approval.

Supplementary Rules

These regulations shall take effect from April 1, 1997.

Supplementary Rules

These regulations shall take effect from October 22, 1998.