



JU-JITSU DUO RULE BOOK

General competition guidelines &
competition format manual

This handbook was produced with the friendly support of JJIF (Ju-Jitsu International Federation). It contains the rules for Ju-Jitsu DUO and was approved on 24th of May 2026.

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The official version of the rules is only the English version of the rulebook.

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GENERALITIES

The JJIF-Duo System is aimed at presenting the defence of several predetermined attacks from two athletes of the same team.

The attacks, given in Appendix 1 are divided into 3 series of 4 attacks each:

- A. Gripping attacks, embracing and neck lock attacks;
- B. Punches, strikes and kicking attacks;
- C. Weapon attacks (stick and knife).

Every attack must be prepared by one **pre-attack**, such as pushing, atemi, pulling or a combination. The attacker must apply the pre-attack and the attack.

The defender will show a defence against an attack, followed by a lock, takedown or submission, and finished with an atemi, lock, strangulation or controlling technique.

The objective of the presentation is to perform a **realistic** and **technical** defence. Based on defined criteria jury referees will score to determine the duo with the higher technical skills.

Further restrictions, rules, guidelines, adaptations in organization, format, and protocol for different event formats and age categories can be found in the JJIF Sporting Code (SC) and the appendix. In case this book and the SC contradict each other the ruling in the SC is valid.

SECTION 01

COMPETITION DRESSING AND PERSONAL REQUIREMENTS

SECTION 01

COMPETITION DRESSING & PERSONAL REQUIREMENTS

- 1.1** Competitors must follow the regulations for competition dressing and personal requirements listed in the SC.
- 1.2** During Qualification Phase, all couples wear red belts. At Medals Phase, first team to be called wears red belt, the second team to be called wears blue belt.
- 1.3** Female competitors shall, and male competitors may, wear a white or black leotard or rashguard under their gi jacket. Competitors may wear hijab.
- 1.4** Competitors may wear approved protective gear (e.g. forearm, knee, foot and shinbone protections) made of soft material. All protective gear must be worn under the gi.
- 1.5** Competitors may wear jockstrap and mouthpiece.
- 1.6** Competitors are prohibited from wearing anything that may injure or endanger anybody.
- 1.7** When Duo weapons (knife and stick) are used, these must be made of soft materials or rubber. The stick shall be 50-70 cm long.
- 1.8** If the couple does not fulfill the requirements, they will be given two (2) minutes to comply. In addition they will get at penalty for delaying the match. If they do not comply within the two (2) minutes, they will get zero (0) points for that round.

- 1.9** Any additional requirements specific to the event shall also be observed.



SECTION 02

CATEGORIES AND SERIES

SECTION 02

CATEGORIES AND SERIES

- 2.1** The categories are set up as defined in the SC (Men, Women, Mixed, Open).
- 2.2** One same couple may participate in it's gender category (Men, Women or Mixed) plus Open category.
- 2.3** Athletes are grouped into four main categories:
- U10 and younger
 - U12/U14/U16
 - U18/U21/Adults
 - Masters
- 2.4 Oldest athlete principle:** if competitors are of different ages but in the same **Age Group**, they shall compete in the division of the oldest athlete. Ex:
- a U18 couple can compete with U21 or even Adults even if both athletes are U18
 - the same is true for a U12 couple that can compete with U14 and U16, even if both athletes are U12.
- 2.5 Higher division principle:** couples may choose to compete in a higher division within their group (e.g., a U18 couple can choose to fight in the Adult division) considering the program (series and attacks) are the same their assigned category.
- 2.6 Cross-group limits:** if partners are from **different** Age Groups, the younger athlete may only "jump up" one age category. Ex:
- a U16 athlete can only form a couple with a U18 athlete but not with a U21 athlete;
 - the same is true for U10 athletes, who can only form a couple with a U12 athlete but not a U14 athlete.



- 2.7** The series to perform during the competition differ for the Age Groups:

	SERIE A	SERIE B	SERIE C
Masters			
U18/U21/Adults			
U12/U14/U16			
U10 and younger			

- 2.8** Any combination of competitor is considered as another participant.
- 2.9** On a Grand Prix, Continental Championship or World Championship, an individual competitor may form only one pair per category.

SECTION 03

REFEREES, SECRETARIAT AND COACHES

SECTION 03

REFEREES, SECRETARIAT AND COACHES

3.1 Referees

3.1.1 In JJIF Duo there are five (5) referees:

- One (1) **mat referee (MR)**: stays within the match area and conducts the match, controls the injury time, overlooks the scoreboard and applies penalties when necessary;
- Three (3) **jury referees (JR)**, seated outside the match area, next to the tatami, evaluate and score the couples performance;
- One (1) **video referee (VR)** seated next to the secretariat, checks wrong attack and variety score. VR checks challenges from Coaches. During finals, two (2) VRs may assist each other in.

3.1.2 MR, VR and JR are supported and supervised by the **tatami head referee (HR)**, who evaluates the referees' work and keeps a record.

3.1.3 Whenever digital scoring system is not available, Jury Referees score on paper form. A **table referee (TR)** will collect the scores after each round and communicate them to secretariat.

3.2 Secretariat

3.2.1 The secretariat consists of at least one (1) scorekeeper if a digital scoring system is used, the main task of the secretariat will be to follow up the fight order.

3.2.2 The secretariat is placed such that the MR faces them at the beginning of the presentation or match.

3.3 Coaches and Challenges

3.3.1 Only one (1) coach per couple is allowed in the match area. Coaches shall stay seated at the boundary of the match area during the match. Coaches are role models, so their behaviour shall reflect the martial arts code of ethics and personal conduct.

3.3.2 Coaches shall not exhibit offensive behaviour towards competitors, referees, the audience, anyone else or try to coach the referees. Considering Coach's action MR may warn once or immediately dismiss the coach from the area reserved for the officials (FOP) for the remaining duration of the match. If the offensive behaviour continues organiser is reserved the right to ban anyone they deem troublesome.

3.3.3 During Qualification Rounds a coach may only challenge his team's weapon control score, variety score and wrong attack. During Finals a coach may challenge the same also for the opponent's team.

3.3.4 Challenge must be required only after the last attack has been scored and before the announcement of the winner. Upon MR request VR will address the challenge. If necessary, HR assists, consulting.

CHALLENGE

WHEN IT CAN BE USED BY COACHES

 QUALIFICATION Only for actions of your own team			 FINALS For actions of your own team and the opposing team		
	ACTIONS OF YOUR OWN TEAM	ACTIONS OF THE OPPOSING TEAM		ACTIONS OF YOUR OWN TEAM	ACTIONS OF THE OPPOSING TEAM
 WRONG ATTACK	✓	✗	 WRONG ATTACK	✓	✓
 WEAPON CONTROL	✓	✗	 WEAPON CONTROL	✓	✓
 VARIETY	✓	✗	 VARIETY	✓	✓

SECTION 04

COURSE OF THE MATCH

SECTION 04

COURSE OF THE MATCH

4.1 The attacks corresponding to each serie and round can be found in Appendix I.

- Every attack can be carried out right-handed or left-handed, at the free choice of the couple;
- The defence is completely at the defender's choice, as well as the respective roles or the change of the roles as attacker and defender, as well as the respective position of the feet;
- The role change as attacker and defender can also happen during the round.

4.2 Athletes have a maximum recovery time of five (5) minutes between rounds during Qualification Phase and Medals Phase the recovery time is ten (10) minutes).

4.3 The competition is divided into two successive phases.

- **Qualification Phase:** Consists of three (3) rounds of four (4) attacks each from each serie A, B and C. Each couple performs the four (4) attacks in a row. Seeded couples are placed last to perform, other couples are placed by draw.
- The couples perform the attacks one after the other, meaning that only one couple is on the mat at any given time. - After one couple finishes their performance, the following couple presents their demonstration
- **Medals Phase:** The qualified couples for the second phase, face each other in a face-off format, couples perform the attacks at alternating turns by Mat Referee call. Each face-off will consist of a selection of six (6) attacks in a fixed order.

4.4 Qualification Phase

4.4.1 The couple stand in the corners and enter only at referee (MR) command, athletes stand two (2) meters apart, bowing to the MR first and then to each other. Once the Video Referee (VR) and Jury (JR) are ready, the MR announces "Hajime" to start the first attack. After the the attack sequence is performed MR steps in between the athletes and waits for Jury's scores to be displayed. After scores are confirmed and JR and VR are prepared, MR announces "Hajime" for the second attack. This procedure continues until all four (4) attacks of the round are completed. After the last attack, MR commands athletes to kneel by seiza and commands Hantei for the couple final score. When finished, athletes shall kneel (**seiza**) at the MR's request. The MR calls for the final decision (**Hantei**) by raising a hand. After final score, MR commands athletes to bow each other, then to MR and leave the same way they entered the area.

4.4.2 Every performance must include a pre-attack, the real attack, defenses for both, a form of throw or submission, and a closing part.

4.4.3 Attack and pre-attack are executed by the attacker;

4.4.4 In Serie C attacks, the athletes must use the approved weapons for each specific attack, only one weapon is allowed per attack.

4.4.5 A couple has ten (10) seconds to start the attack, if not they will be given a penalty for delaying the match.

Qualification Phase (Round 1)

1 st attack	A1
2 nd attack	A2
3 rd attack	A3
4 th attack	A4



(Example of Round 1 order of attacks)

4.5 Qualified Couples

- 4.5.1** The four (4) overall top scored couples from Qualification Phase qualify for the Medal Phase.
- 4.5.2** In case of a tie after Round 3, the tied couples perform a tie-break match, consisting of six (6) attacks (A1-A2-B2-B3-C3-C4). Each couple performs at a time. The starting order is the same as classification was attained. The couple with higher score at the end of the round is declared winner. The process repeats itself until a winner is determined.
- 4.5.3** Depending on the number of teams per category the procedure for Qualification Phase and Medals Phase vary, this procedure can be consulted at the appendix III.

4.6 Medals Phase

- 4.6.1** The qualified couples will compete in a face-off format :
- Round 4 Semi-Finals Round:**
- (Semi-final A) 4th vs 1st of Qualification Phase
 - (Semi-Final B) 3rd vs 2nd of Qualification Phase
- Round 5 Final Round:**
- 1st of Semi-Final A vs 1st of Semi-Final B
- 4.6.2** Each face-off will consist of a selection of six (6) of the attacks two (2) from each serie (A, B and C) in a fixed order;
- 4.6.3** At the end of the match, the MR announces the winner by raising his straight arm towards the respective team;
- 4.6.4** In case of a tie during the Medals Phase, the process will restart, and the red couple will show the same two (2) attacks of Serie A. Afterwards, the blue couple will show the same two attacks from Serie A, if there is still a tie, the blue couple will show the same two attacks of Serie B, followed by red, this process continues serie after serie until one couple has more points than the other after having shown the same serie.

Final Round (Round 5)		
1 st attack	A3	
2 nd attack	A4	
3 rd attack		A3
4 th attack		A4
5 th attack		B1
6 th attack		B4
7 th attack	B1	
8 rd attack	B4	
9 th attack	C1	
10 th attack	C2	
11 th attack		C1
12 th attack		C2

(Example of Round 5 order of attacks)

SECTION 05

POINTS AND JUDGING

SECTION 05

POINTS AND JUDGING

5.1 Scoring

- 5.1.1** Three (3) Jury referees (JR) are seated on the outside edge of the tatami or at a table.
- After each attack, the JR scores each part of the performance;
 - During the qualification phase, the JR should be as different as possible in each round to guarantee an **average of the overall judgments of all the referees** in the qualification phase competition.
- 5.1.2** The same Jury will evaluate the whole round;
- 5.1.3** If there are not enough referees to make a jury without any nation involved, the MR or VR can have the same nationality as one of the teams in the group, except for Finals unless unavoidable.

5.2 Scoring system and judging

- 5.2.1** The scoring of each presentation is divided in 4 Parts:
- 1st Part Attack
 - 2nd Part First defence
 - 3rd Part Form of Throw/Takedown
 - 4th Part Closing
- 5.2.2** In serie C, 5th Part Weapon Control score is added, JR score for the control of the weapon by Tori.
- 5.2.3** For every part above, each JR scores points from 0-3.
- 5.2.4** After every attack, the VR checks for the wrong attack and variety.

5.3 Principles of Judging

- 5.3.1** Both the attack and the defence shall be executed in a technical, clear way. The execution must follow martial arts principles, logical continuation, and biomechanics.
- 5.3.2** The score must take in consideration the following principles:
- **Powerful actions** – All actions must be executed in a powerful manner.
 - **Biomechanical Logic** – The techniques must be executed and connected in a biomechanical logical way. Throws and takedowns shall include breaking the opponent's balance. Tori is not allowed to move before the attack starts but must react to the attack.
 - **Control** - Obvious and clear control throughout each presentation.
 - **Effectiveness** – All actions must be executed with good control and given in a natural way considering the possible follow-up.
 - **Speed** - Both the attack and the defence shall be executed in a technical and realistic way, not too fast and not too slow

The following table is a **guideline** for JR's scoring in each part:

5.4 Scoring series A

Serie A - Locks, embracing and neck locks attacks: evaluate Tori's ability on how to release from the gripping control of the opponent.		
PART 1 Attack	3 2 1 0	Arms and hands in the correct place and firmly closed. Arms and hands in the correct place, but a loose grip. Weak pre-attack or hand in the correct place, but loose grip. Wrong or missing attack, missing or illogical or more than one pre-attack or hand in incorrect place.
PART 2 Defence	3 2 1 0	A perfect first strike and balance breaking or releasing, leading Uke to throw position. Good strike and balance breaking or releasing. Weak strike or medium balance breaking or releasing. No strike or no balance breaking or releasing.
PART 3 Throw Takedown Submission	3 2 1 0	A perfect throw/takedown/lock/strangulation. A good throw or takedown but in 2 stages or a lock/strangulation with a weak control. A throw or takedown, but Uke jumps, or a weak lock/strangulation. Uke jumps, without any effort from Tori.
PART 4 Closing	3 2 1 0	A perfect atemi (powerful, in good balance, in good distance and with Hikite/Hikiashi); a perfect lock/choke with good control. Good atemi but no power; a weak lock/choke. Atemi with poor balance or too distant; a lock/choke with open hands. Atemi misses the target or is technically incorrect; an incorrect lock/choke.

The following table is a **guideline** for JR's scoring in each part:

5.5 Scoring series B

Serie B - Punching and kicking attacks: evaluate Tori's abilities on how to avoid being hit.		
PART 1 Attack	3	A perfect attack that will hit the target if Tori doesn't react. In case of a punch, the fist is closed and the punch is powerful.
	2	The attack will hit Tori if Tori don't react, but there is no power. In case of a punch.
	1	The attack will hit Tori if Tori don't react, but there is no balance, the pre-attack is weak or the Uke has a bad stance after the attack.
	0	Wrong attack, missing or illogical or more than one pre-attack or the attack misses the target.
PART 2 defence	3	A perfect block with Tai Sabaki and first strike with a grip leading Uke to throw position.
	2	Good block and balance breaking.
	1	Weak block with Tai Sabaki or poor balance breaking.
	0	No block or no Tai Sabaki.
PART 3 Throw Takedown Submission	3	A perfect throw/takedown/lock/strangulation.
	2	A good throw or takedown, but in 2 stages, or a lock or strangulation, with weak control.
	1	A throw or takedown, but Uke jumps, or a weak lock or strangulation.
	0	Uke jumps without any effort from Tori.
PART 4 Closing	3	A perfect atemi (powerful, in good balance, in good distance and with Hikite/Hikiashi); a perfect lock/choke with good control.
	2	Good atemi, but no power; a weak lock/choke.
	1	Atemi with poor balance or too distant; a lock/choke with open hands. Atemi misses the target or is performed with an open hand; an incorrect lock/choke.
	0	Atemi misses the target or is technically incorrect; an incorrect lock/choke.

The following table is a **guideline** for JR's scoring in each part:

5.6 Scoring series C

Serie C - Weapon (knife and stick) attacks: evaluate Tori's ability on how to avoid getting hit by the weapon and control the weapon.		
PART 1 Attack	3 2 1 0	A perfect attack that will hit Tori if he/she doesn't react The attack will hit the Tori if he/she doesn't react, but the grip on the weapon is loose or in semi-good stance. The attack will hit the Tori if he/she doesn't react, but the attack or pre-attack is weak or in a bad stance. Wrong attack, missing, illogical or more than one pre-attack, or weapon misses the target or weapon is held loosely.
PART 2 defence	3 2 1 0	A perfect block with Tai Sabaki and first strike with a grip leading Uke to throw position. Good block and balance breaking. Weak block with Tai Sabaki or poor balance breaking. No block or no Tai Sabaki, weapon hits Tori.
PART 3 Throw Takedown Submission	3 2 1 0	A perfect throw/takedown/lock/strangulation. A good throw or takedown but in 2 stages or a lock/strangulation with a weak control. A throw or takedown but Uke jumps or a weak lock/strangulation. Uke jumps without any effort from Tori; Tori is hit/cut by the weapon.
PART 4 Closing	3 2 1 0	A perfect atemi (powerful, in good balance, in good distance and with Hikite/Hikiashi); a perfect lock/choke with good control. Good atemi but not so powerful; a weak lock/choke. Atemi with poor balance or distant; a lock/choke with open hands. Atemi misses the target or is technically incorrect; an incorrect lock/choke; Tori is hit/cut by the weapon.
PART 5 Weapon Control	3 2 1 0	Tori really controls the weapon throughout the defence, or Tori stands between Uke and the weapon. Weapon ends far from Uke but still on Uke's side; Weapon slips from Tori during the sequence. Uke lands on, or next to, the weapon or weapon lies down next to Uke. Stick falls straight and rolls out. Uke holds the weapon; weapon ends outside the fighting area; weapon hits a 3 rd person; Tori is hit/cut by the weapon during the sequence; disarming isn't performed to the JR. If Tori strikes Uke with the stick on the head or cuts Uke with the knife.

*** For part 5 Weapon Control, whenever two (2) criteria are eligible, the lower scoring criteria shall prevail.**

5.7 Variety scoring

Variety - Scored by the VR.

For each type of different action 1 pt is scored, allowing a total sum of 12 pts. Each repetition counts zero (0) extra points (eg. two times Osoto Gari = 1 point). The variety concerns the different types of actions for Part 3 and Part 4, out of the following options:

PART 3 Forms of: Throw Takedown Submission	I. 2x Different standing throw to Uke's front (ex. <i>Seoi Nage, Ogoshi, Tai Otoshi, Uchi Mata</i>) II. Standing throw to Uke's back (ex. <i>O Soto Gari, Sukui Nage</i>) III. Knee Dropping throw (on one or both knees. ex. <i>Seoi Otoshi, Kneeling Kata Guruma, Kneeling Tai Otoshi...</i>) IV. Takedown to Uke's front (ex. <i>Back Double Leg, Collar Drag</i>) V. Takedown to Uke's back (ex. <i>Double Leg, Kouchi Gari</i>) VI. Sacrifice throw to Uke's front (ex. <i>Yoko Wakare, Ura Nage, Tomoe Nage</i>) VII. Sacrifice throw to Uke's back (ex. <i>Tani Otoshi, Kani Basami, Kouchi Makikomi</i>) VIII. Submission (Choke, Lock) (ex. <i>Kote Gaeshi, Shiho Nage</i>) IX. Atemi (ex. <i>Yoko Geri, Mawashi Geri, Punch</i>) X. Undefined (when the throw or takedown does not fit into one of the above groups - ex. if it's a combination of 2 groups)
PART 4 Closing	I. Arm strike (punch, elbow, open hand, <i>Shuto</i>) II. Leg limbs strike (knee, heel, kick) III. Lock with Uke face-up (<i>Juji Gatame...</i>) IV. Lock with Uke face-down (<i>Ude Garami...</i>) V. Choke from Uke's front (<i>Cross choke...</i>) VI. Choke from Uke's back (<i>Rear naked choke...</i>) VII. Footlock (<i>Ashi Gatame, Hiza Gatame</i>) VIII. Necklock (<i>kubi kansetsu</i>) IX. Weapon (strike, lock)* X. Undefined (when the closing does not fit into one of the above groups - ex. if it's a combination of 2 groups) <u>* If Tori strikes Uke with the stick on the head or cuts Uke with the knife is considered forbidden action and is scored zero (0) points.</u>



5.8 Wrong Attack

- If a couple shows a wrong attack (wrong number), part 1 will be scored with zero (0) points;
- The scoreboard will show a red flag for the wrong attack when possible;
- When the scoring software allows it, the VR will give the wrong attack and the score is zero (0);
- If the software or option is unavailable, the MR will signal the wrong attack just before the JR scores the attack;
- It is the responsibility of the JRs to score accordingly.

SECTION 06

PENALTIES

SECTION 06

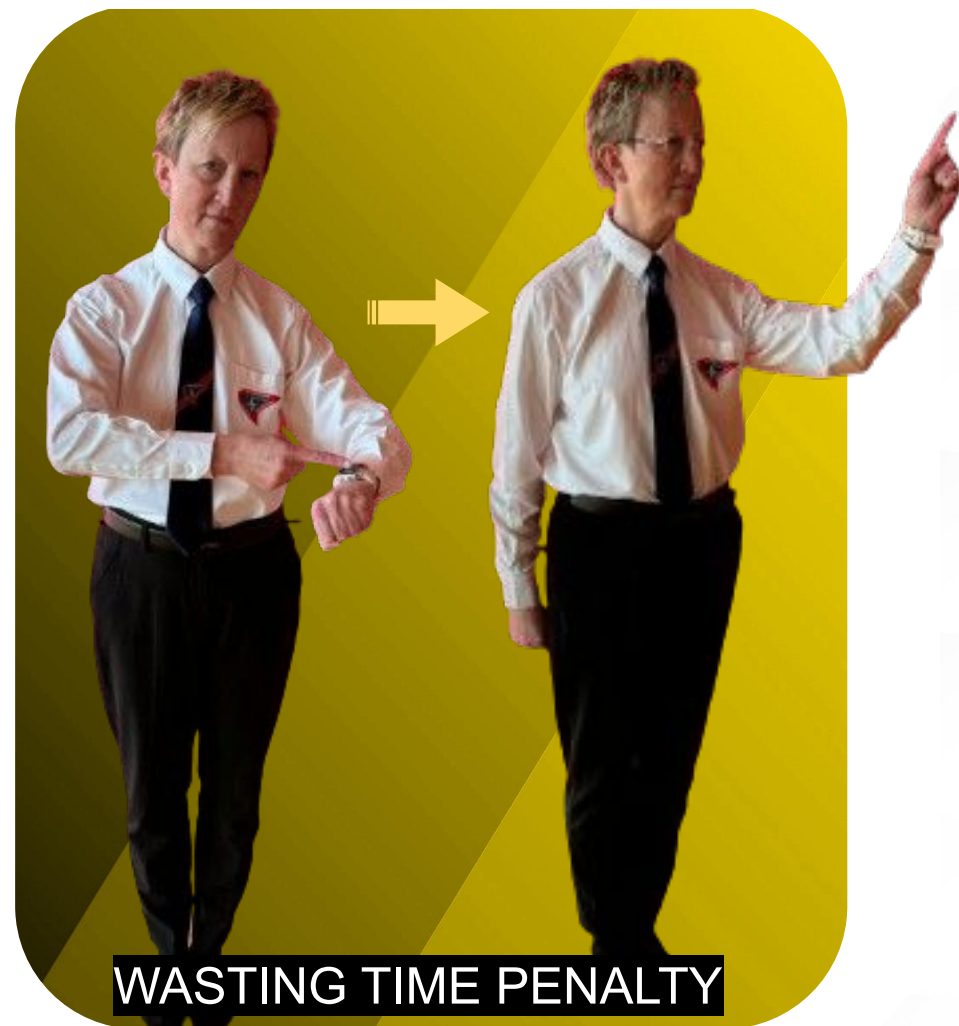
PENALTIES

6.1 A penalty can be given by the MR. The MR announce the penalty by pointing at the watch and showing the penalty sign (a diagonally raised index) to the couple. A deduction of four (4) points is shown in the scoreboard by the secretariat.

6.2 Penalties shall be given for:

- Arriving late at the tatami;
- Arriving unprepared;
- Wasting time.

6.3 Multiples penalties may be applied throughout the match.



SECTION 07

ATTACKS TO PERFORM

SECTION 07

ATTACKS TO PERFORM

7.1 Attacks by rounds

7.1.1 The Qualification Phase consist of the following rounds of attacks:

Round 1	A1 - A2 - A3 - A4
Round 2	B1 - B2 - B3 - B4
Round 3	C1 - C2 - C3 - C4

7.1.2 The Medal Phase consists of the following rounds of attacks:

Round 4 (Semi-Finals)	A1 - A2 - B2 - B3 - C3 - C4
Round 5 (Finals)	A3 - A4 - B1 - B4 - C1 - C2

7.1.3 The tie-break match consists of the following attacks:

Tie-Break round	A1 - A2 - B2 - B3 - C3 - C4
-----------------	-----------------------------

7.1.4 The couple will execute the attacks in the order of the serie, as presented.



7.2 Youth and children ages

7.2.1 In all the youth and children classes, the competition consists of only two qualification rounds.

Age class	QR Round 1	QR Round 2	Bronze Medal Round	Gold Medal Round
U16	All of serie A	All of serie B	A1 - A2 - B2 - B3	A3 - A4 - B1 - B4
U14	A1 - A2 - A3	B1 - B2 - B3	A1 - A3 - B1 - B3	A2 - A3 - B2 - B3
U12	A1 - A2	B1 - B2		
U10 and lower	A1 - A2	A1 - A2		

SECTION 08

EARLY SETTLEMENT OF THE PRESENTATION

SECTION 08

EARLY SETTLEMENT OF THE PRESENTATION

- 8.1 The decision of **Fusen Gachi** (win by walk-over) shall be given to any couple that didn't show up. The couple will get zero (0) points in the round.
- 8.2 The decision of **Kiken Gachi** (win by withdrawal) shall be given to the couples whose opponent withdraws from the competition during the match. In this case the withdrawing couples score is set to zero (0) and the winner's score is set to fifty (50).
- 8.3 The couple gets an injury during the performance in a round and needs to withdraw. The score that is reached will be kept.
- 8.4 The couple has a maximum Medical Time of two (2) minutes per presentation, after that time is due the round is zero (0) points.



SECTION 09

SITUATIONS NOT COVERED BY THE RULES

SECTION 09

SITUATIONS NOT COVERED BY THE RULES

- 9.1** Situations not covered by the rules should be decided by the MR, VR and JR involved in the qualification or medal phase and reported - if possible, with video - to the JJIF Duo Committee (tc@jjif.org).
- 9.2** The referee team involved in a situation not covered by these rules may decide to involve the HR of the mat or even the Head referee of the event to make the right decision.



SECTION 10

TEAMS COMPETITION

SECTION 10

TEAMS COMPETITION

- 10.1** A Team in the Duo System Team Competition shall consist of a minimum of 3 and a maximum of 6 couples.
- 10.2** Each Team must include at least:
- 1 male couple,
 - 1 female couple, and
 - 1 mixed couple.
- 10.3** Each Team may include at most:
- 2 male couples,
 - 2 female couples, and
 - 2 mixed couples.
- 10.4** The Team Competition shall start from the 3rd round (Bronze Final), where one Team (country) competes against another Team (country).
- 10.5** The couples of each Team shall perform the techniques in the same fixed order (Red – Blue) and according to the techniques prescribed in the official rules for that phase of the competition.
- 10.6** Within a Team, a male, female or mixed couple may perform up to 2 attacks during the Team match, in any order of execution, provided that the overall structure of the team line-up complies with Articles 9.2 and 9.3.
- 10.7** Example of possible distribution of attacks in a Team match:
- Male couple: 2 techniques
 - Female couple: 2 techniques
 - Mixed couple: 2 techniques
- (Other combinations are possible as long as each couple does not exceed 2 attacks and the required composition of the Team is respected)



APPENDIX

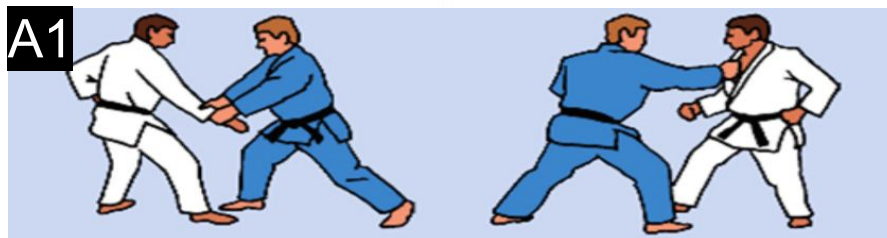
FURTHER RULES AND CLARIFICATIONS

APPENDIX I

ATTACKS OF THE DUO SYSTEM

Serie A - Gripping, embracing and neck locks attacks

General comments to Series A: Hands and grips must be closed.



Uke takes hold of Tori's arm. One hand takes the wrist, the other, the forearm.

Intention: to push or pull, to control Tori's front hand, to immobilise the defender.

Uke takes the reverse of Tori's Gi with their hand.

Intention: to come close to the opponent to make another action, to pull - push or pin the opponent - perhaps to hit them afterwards.



Uke attacks Tori's neck from the front side, from the back side, or from the side to make a strangulation.

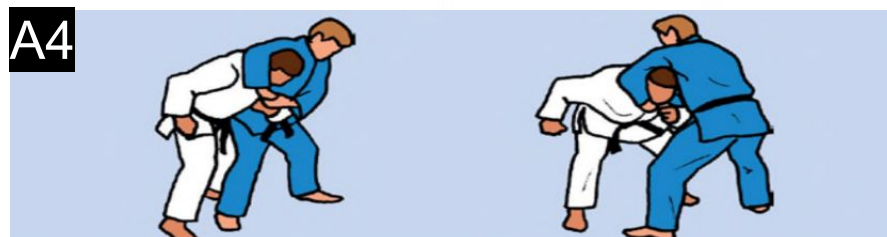
Intention: to push Tori backwards, to pin Tori.



Uke embraces Tori from the front or back side, under or over the arms. Uke's head lies on Tori's shoulder. Before the attack, Tori keeps their arms in a natural position.

Uke applies a Hadaka Jime (neck-lock from behind) with their arm.

Intention: to strangle or to break the balance



Uke embraces Tori's neck with his arm from the side or the front side.

Intention: to strangle or to apply a throwing technique.

Serie B - Punches, blows/strikes and kicking attacks

General comments to Series B: The attack must be able to reach Tori if they are still moving. It is not allowed to move before the attack is started. Tori must react to the attack.

B1



Jyodan or Chudan Tsuki - punch from the front side with the fist to the head or the body.

Target: solar plexus, stomach or face.

B2



Mawashi Tsuki (Hook) - Semi-circular punch with the fist.

Target: Tori's chin or side of the head.

B3



Mae Geri / front kick.

Target: solar plexus, stomach

B4



Mawashi Geri – Semi-circular kick with the leg.

Target: head, solar plexus, stomach. Tori is allowed to take a step back and lightly turn their body as a reaction to the attack.

Serie C - Weapon attacks

General comments to Series C: The attack must be able to reach Tori if they are still moving. Tori shall have full control of the weapon during and after the defence.

C1



Knife attack from the front consisting of two stabs.

Target: stomach.

C2



Knife attack diagonally cutting.

Target: slicing cut the torso or head of Tori diagonally upwards or downwards.

C3



Attack with a stick straight from the top.

Target: top of the head.

C4



Attack with a stick from outside, which is applied from either side.

Target: Tori's side, temple/ head

APPENDIX II

REFEREE SIGNS



APPENDIX II

REFEREE SIGNS



APPENDIX II

REFEREE SIGNS



APPENDIX II

REFEREE SIGNS



APPENDIX III

DIVISIONS AND PROCEDURE

PROGRESSION TO DIVISIONS

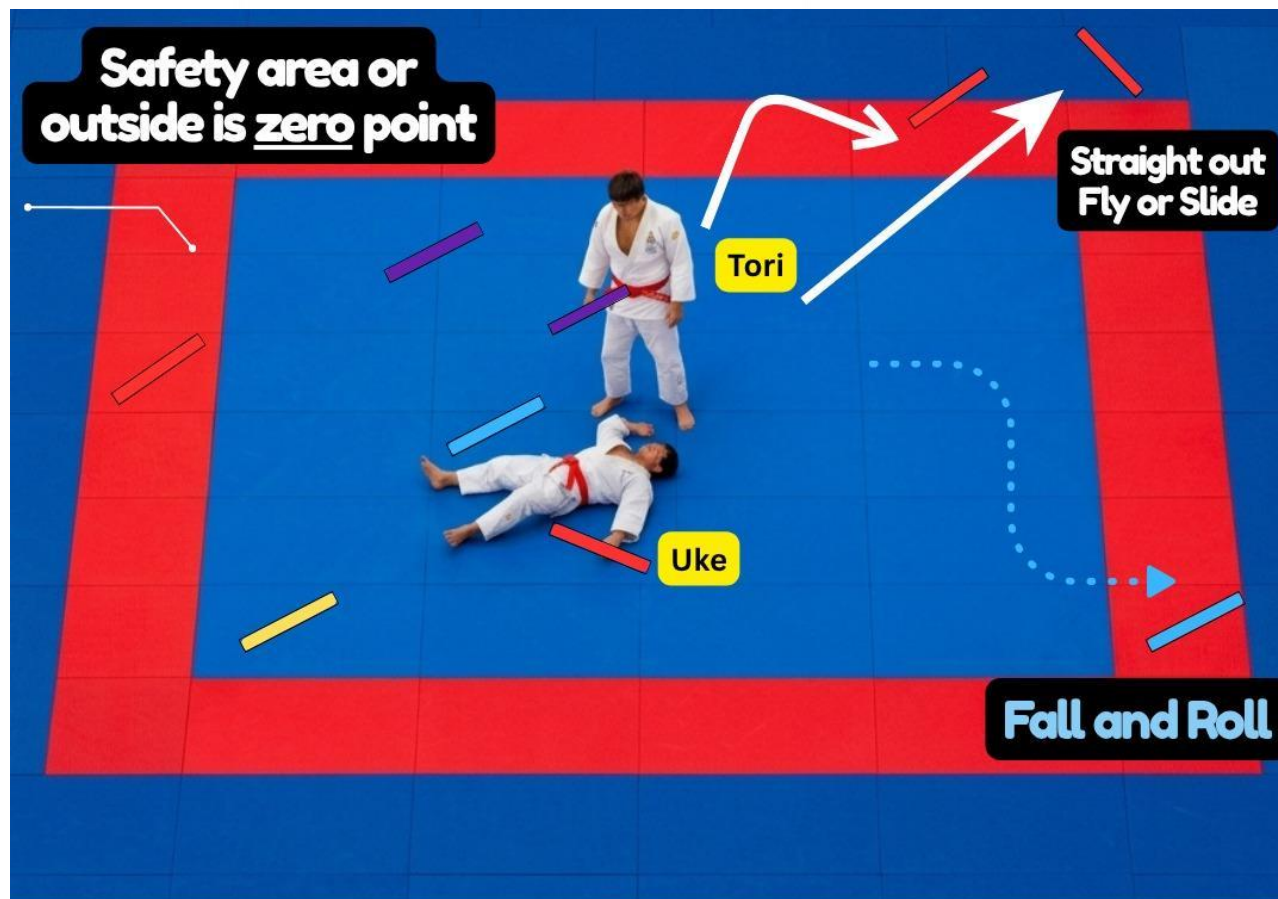
According to the Ranking in the Qualification Phase

 WORLD DIVISION				 ADVANCED DIVISION		
NUMBER OF TEAMS	QUALIFICATION PHASE	QUALIFIED FOR ROUND 4 (SEMI-FINALS)	QUALIFIED FOR ROUND 5 (FINALS)	NUMBER OF TEAMS	QUALIFIED FOR ROUND 4	QUALIFIED FOR ROUND 5
9+ 		 	 	9+ 	 8th vs 5th 7th vs 6th	 Winners of Round 4
7 or 8 		 	 	7 or 8 	-	 6th vs 5th
5 or 6 		 	 	5 or 6 	-	-
3 or 4 		 	 	3 or 4 	-	-
2 			 	2 	-	-

 = PLAYED
  = SKIPPED
   = 3rd PLACE (TWO BRONZE MEDALS)
  = 1st PLACE (GOLD MEDAL)
  = 2nd PLACE (SILVER MEDAL)
  = MATCHES TO DETERMINE QUALIFICATION
 - = NOT APPLICABLE

APPENDIX IV

WEAPON CONTROL



3 points (purple)

2 points (yellow)

1 point (blue)

0 point (red)

