



# Fighting-System Ju-Jitsu



# Japanese grading system



***Recognized by***

***Ju-Jitsu International Federation***



One of the goals of the Ju-Jitsu International Federation is that all referees in the world act in the same way.

The reason is clear. In this way our gestures and movements are clear for every fighter, coach and public all over the world.

If we want this, we have to coach referees. So we need coaches and course instructors that work the same way.

To promote just that, the JJIF has asked Peter Smid in the function of Referee-expert to take the lead for it, together with a small group of referees, called, the Referee-Working-Group.



# Referee coaching



The Referee-Group exists by:

Chairman:

Peter Smid, Referee-expert

Members:

Dana Mortelmans

Dimitri Georgantidis

Fabio Carril



**Referee coaching**



# Be proud to be a International Referee

International referee is not something you get by doing nothing

If it is correct, you've been national referee for several years  
You studied hard to get the next, the first international level

If you are international, you are just starting your carrier

Every time you have the possibility to follow a course or be a referee on a tournament, you take it. Every time you learn.

Promotion is not what you get, when you have your current level a long time but, what you did with that level in that time



Referee-Experts will decide if you are ready for the next exam, without politics and without favoring friends.



- It was clear that a lot of referees were not fond of the way the referees were coached and valuated.
- In one tournament a referee could get a 9, and in another tournament the same referee got a 7. That with no clear explanation why there is that great difference.
- To standardize this for every referee, in every continent, all over the world, we made this new way of referee-coaching.



# Referee coaching



- On every mat will be a coach/mat responsible, who is active as referee and referee coach
- His/her job is of course being a referee on that mat.
- He/she will DIRECT coach the referees on his/her mat.
  - Give the strong points to the referee
  - Give points to the referee that should be done better
- In this way the referee can work on his refereeing directly and grow in the tournament.



# Referee coaching



- First thing to do is make a standard for referees
  - What is expected from referees
  - How must referees perform their “duty”
- Make a form to use by the Referee-Coaches to examine or coach the referee and contains the items of the standard referee
- Organize Referee-Coach-meetings to create a standard coach procedure and a standard report to the referee



# Referee coaching



# What are the definitions of a JJIF-referee?

A referee should: (explanation follows in next sheets)

- Look alike (same clothes)
- Move in a standard way
- Work in same way
- Know the rules and make the same interpretation
- Have a high technical insight
- Can cooperate and work with other referee and coaches



# Referee coaching



# What are the definitions of a JJIF-referee?

A referee should:

- Look alike (same clothes)
- Move in a standard way
- Work in same way
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# Referee coaching



# What are the definitions of a JJIF-referee?

First, we divide the presence of the referee in three parts

1. POSTURE AND MOVEMENT ON THE TATAMI
2. TECHNICAL INSIGHT
3. COOPERATION + VIDEO SYSTEM



# Referee coaching



# The exam (coach) form

The form for practical exam and coaching is divided in four parts.

1. The posture and movement on the mat
2. The technical insight
3. Cooperation + video system
4. The report for the referee



# Referee coaching



The first part of the coaching is:

**The posture and movement on the mat**



**Referee coaching**



# The posture and movement on the mat

Posture and movement on the mat	element	-- √ ++	explanation	photo referee
	appearance			
	rest giving - soothing			
	use of voice			
	distance to fighters			
	conducting the game			
	clear in giving scores			
	Duo/Show ... Attentive and Focus			
	giving scores at correct time			
	awarding Penalty's <small>correct way</small>			
	application of rules			
	(un)necessary breaks of fight			
	score for this element.	30%		



# Referee coaching



# we explain: **POSTURE AND MOVEMENT ON THE TATAMI**



## ○ **Appearance**

- Clean white shirt and black trousers
- Tie in straight knot
- Black socks
- Red and Blue armband
- Wristwatch with chronometer

we explain: **POSTURE AND MOVEMENT ON THE TATAMI**

## ○ Appearance

- How is the referee in his/her behavior?
  - Is the referee full of confidence and is this confidence right?
  - Is the referee full of doubt, and do he/she show this by example a face with “fear”
- How does the referee work with the fighters-coaches
  - In a restful gentle manner and is in control
  - Uncertain way so the fighters-coach gets the idea that he can play the referee



# Referee coaching



we explain: **POSTURE AND MOVEMENT ON THE TATAMI**

○ **Rest giving – soothing**

- Referee gives rest to the game
- Ensures that the fighters are not triggered to make (more) not allowed techniques and/or fight without control
- Don't argue with coaches.
- At a challenge. Be gentle, short, professional and clear



**Referee coaching**



# POSTURE AND MOVEMENT ON THE TATAMI

- **Use of voice**

- Clear voice.
  - *So, fighters, coach and table crew hear what you say*
- Combination of voice and referee signs



# Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

## ○ Conducting the game

- Don't lose control
- Don't let the fighters, coaches or public lead you in any way
- Don't allow the fighters to talk (in case of medical issues there is a exception for this)
- Don't let fighters make any gestures, in order to disagree with any referee decision



# Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

## ○ Distance to fighters

- Ensure you have that distance that you can see the whole package of both fighters
  - *When you have to escape contact with the fighters, you are way to close. The distance should be at least 2 meters from the fighters in all three parts*
- Try to have the fighters between you and the table as much as possible
  - *But you must have the best view of the fight. So, it can not be always like this*
- In part 3, try to be somewhere at the head(s) of the fighters (this is not standard for Jiu-jitsu-Newaza)



# Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

## ○ Clear in giving scores

- Make the signs clearly visible for fighters, Table-referee, Video-referee and audience
- When you give Wazari/**Advantage**, make a quarter turn so everybody can see it
- After tapping and Ippon-Osaekomi
  - *After Matté, give the Ippon when the fighters are in start position.*
  - *After tapping: Give Stop-sign. Give winner in start position*
- Make a clear difference between Ippon-2 and Ippon-3
  - **2, 3 and 4 points**



# Referee coaching



Especially for DUO-system

## Clear in giving scores:

- As Jury-referee, be attentive during performance and moment of scoring.
- Looking only to performance and Mat-referee, without contact or looking at college Jury-Referees.
- Attentive Jury-Referee sits up straight, feet on floor and no crossed legs.
- See the different way of gestures and movements of the Mat-referee pertaining to the Fighting-System-Mat-referee



# Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

- **Giving scores at correct time** (*Fighting*)
  - Part 1:
    - Ippon directly when the Ippon is made
    - Wazari at the end of the engagement
  - Part 2:
    - When one fighter is tapping. Matté, Ippon-3 when the fighters are in starting position
    - With throw or take-down at the total end of the movement (Ippon or Wazari)



# Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

- **Giving scores at correct time** (*Fighting*)
  - Part 3:
    - When one fighter is tapping. Matté, Ippon-3 when the fighters are in starting position
    - Ippon Osaekomi. Matté, Ippon-2 when the fighters are in starting position
    - Wazari Osaekomi. (consulting scoreboard / table )  
Directly after Toketa



# Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

- **Awarding penalties in a correct way** (*Fighting*)
  - After Matté:
    - Put the fighters in the starting position.
    - Turn your whole body in the direction of the punished fighter, make clear (voice and sign), the color (with a bold fist in front of your body), what the Penalty is for, and give the Penalty with one up straight finger
    - Hajime (or stop the fight when end)



## Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

- **Awarding penalties in a correct way** (*Fighting*)
  - After Sonomamma:
    - Make sure that you don't lose sight of the fighters
    - Make sure that the fighters do not improve their position
    - Stand in a place where the Table-referee and Video-referee can see you
    - Turn your whole body in the direction of punished fighter, make clear (voice and sign), the color (with a bold fist in front of your body), what the Penalty is for, and give the Penalty with one up straight finger
    - Joshi



## Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

- **Application of rules**

- Is the referee looking for points and if necessary, giving penalties OR is the referee looking for penalties in a too dominant way?



# Referee coaching



# POSTURE AND MOVEMENT ON THE TATAMI

- **(Un)necessary breaks of fights and between fights**
  - Are the breaks (Matté, Sonomamma) necessary or do they only break the flow of the match?
    - Referee must avoid any unnecessary interruption.
    - So, let the fighters fight
  - No chats between the fights. Change of referees between fights 15 sec max
  - Be prepared! (ex. don't put your armbands on, on the tatami)

**It should be always like this, but especially on TV-mats**

*(Because of organizing and/or financial reasons)*



# Referee coaching



The second part of the coaching is:

## The technical insight

# Referee coaching



# The technical insight

<b>Technical insight</b>	<b>element</b>	<b>-- √ ++</b>	<b>explanation</b>		
	awarding points				
	Duo/Show ... four parts				
	Weapon / Throws				
	awarding Penalty's				
	application of rules				
	challenge		total	referee	coach
score for this element.	40%				



# Referee coaching



We explain:

## TECHNICAL INSIGHT

### ○ Awarding points

- Are the given scores correct or, are there a lot of differences between Mat-referee and Video-referees? And which of the referees, if there is a difference, is correct?



# Referee coaching



Especially for DUO-system

## Awarding points:

- Are the given scores about the same as that from the other Jury-Referees or is there often a “big” difference? Who is correct at such moments?
- Is the Jury-Referee correct in points for the four parts of the performance?
- Is the Jury-Referee aware about how many different defenses are used?
- Is the Jury-Referee correct regarding the control of the weapon?



# Referee coaching



# TECHNICAL INSIGHT

## ○ Awarding penalties

- Are the given penalties correct or are there a lot of differences between Mat-referee and Video-referees? And which of the referees, if there is a difference, is correct?
- Is the referee looking for points and if necessary, giving penalties OR is the referee looking for penalties in a too dominant way?



# Referee coaching



# TECHNICAL INSIGHT

## ○ Application of rules

- Are the rules used in the way intended by the rules?
- Is the knowledge of rules of the referee enough or does the referee make mistakes because of not following / knowing the rules?



# Referee coaching



# TECHNICAL INSIGHT

## ○ Challenge

- How many challenges does the referee have? (not that important because this is the coach of the fighter that make them)
- But very important is:
  - How many end in favor of the referee? and
  - how many end in favor of the fighters-coach?



# Referee coaching



The third part of the coaching is:

## Cooperation + video system



# Referee coaching



# Cooperation + video system

cooperation + Video system	element	-- √ ++	explanation
	coaching each other		
	cooperation with Table referee		
	cooperation with Video referee and/or Side referee		
	use video as Mat referee		
	use video as Video referee		
	score for this element.	30%	



# Referee coaching



## We explain: **COOPERATION + VIDEO SYSTEM**

### ○ **Coaching each other**

- Is the referee helping other referees to improve?
- Is the referee open for coaching by the official JJIF referee coach ?
- Is the referee open for coaching by his colleagues?
- Don't talk about previous fights during short moments. (ex. between two fights) If you want to help each other, do it, when you have both time for it, out of the arena, and in a private setting.
  - Keep in mind that talks between referees, even the short ones, can disturb the flow of a tournament or a television broadcast.



# Referee coaching



# We explain: **COOPERATION + VIDEO SYSTEM**

- **Cooperation with Table-referee** (and/or Side-referee)
  - Clear, short in talking, signs
  - No big discussions (*better NO discussion at all*)
- **Cooperation with Video-referees**
  - Clear, short in talking, signs
  - No big discussions (*better NO discussion at all*)



# Referee coaching



# COOPERATION + VIDEO SYSTEM

## ○ Use video as Mat-referee

- In the few possibilities that the Mat-referee needs to look at the video (together with the Mat-Responsible-Referee)
  - Is the referee open for disagreement and following the Mat-Responsible-Referee?
  - Don't only stand for your own opinion but listen carefully to others opinion



# Referee coaching



# COOPERATION + VIDEO SYSTEM

- **Use video as Video-referee**
  - The Video-referee is looking the fight live on the tatami
  - When one of the Video-referees agrees with the Mat-referee, the video will not be used.
  - Uses the video only when necessary (also at challenges)
    - This must be a quick look and conclusion.
    - Don't look several times. See the video and decide!



# Referee coaching



The first three parts of the form have their own percentage of importins

- The part “Posture and movement on the mat” is responsible for **30%** of the end conclusion
- The part “Technical insight” is responsible for **40%** of the end conclusion
- The part “Cooperation + video system” is responsible for **30%** of the end conclusion
  
- So when you score 100% you are a perfect referee



# Referee coaching



The fourth part of the coaching is:

## **The report for the referee**

The report to the referee will contain:

- **The end conclusion**
  - The level is \* below / according / higher than their level
  - Maybe proposal for promotion
- **Remarks to the end conclusion**
  - Explanation of the result
- **Name from the Referee-Coach**



# Referee coaching



The fourth part of the coaching is:

## **The report for the referee**

The report to the referee will contain:

- **The end conclusion**
  - The level is \* below / according / higher than their level
  - Maybe proposal for promotion (NO numbers)
- **Remarks to the end conclusion**
  - Explanation of the result
- **Name from the Referee-Coach**



# Referee coaching



The form can be used by the Referee-Coach in his/her favorite way. The Referee-Coach can use:

- -- √ + ++

or

Using numbers.

*If using numbers, use the numbers with the same level as all other referees. (see next table)*

It is NOT necessary to fill in every line of the form. Only the lines that are talked about between referee and Referee-Coach



# Referee coaching

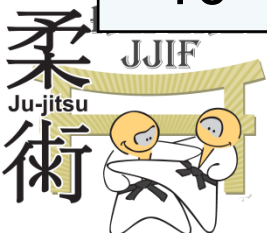


# Referee numbers used by head coach for referee ranking



## Points giving Referees

1/4	un – satisfactory
5	not yet satisfactory (Medium National)
6	CONTINENTAL C, medium score for Continental C exam
7	CONTINENTAL B. medium score for Continental B exam and Continental Open Championships
7,5	CONTINENTAL A, medium score for Continental A exam and for Continental Championships
8	WORLD B, medium score for recommendation for World B exam
8,5	WORLD A, medium score for recommendation for World A exam and for World Championships
9	WORLDGAMES level
9,5	VERY GOOD / future Olympic level
10	EXCELLENT



# Referee coaching



# HOW TO BE TABLE REFEREE

- Standing behind the scoreboard manager
- Gives the results and penalty's only given by the Mat referee to the scoreboard manager

## Medical time:

- Starts the medical time when the doctor starts his treatment
- Stops the medical time when the doctor ends his treatment
- When the doctor walks away to get more material to treat, pause the medical time till the doctor is starting the treatment again

When there is a coach standing for challenge, and the MR doesn't see, the table referee points his hand to the coach



# Referee coaching



# HOW TO BE A VIDEO-REFEREE

- First and most important task is TO HELP the Mat Referee  
You are the MR assistant. NOT his/her corrector
- The Video-referee sits with concentration looking the fight  
LIVE ON THE MAT

## When the MR gives a score/Penalty:

- If ONE of the VR agree, DON'T LOOK AT THE VIDEO because there is a majority
- If there is a doubt, DON'T LOOK BOTH to the video when the fight is running. Maybe you must stop the fight by standing up and show the Maté sigh. There must be ALWAYS at least one VR looking live to the fight
- If both VR not agree with the MR, change the result by majority



# Referee coaching



There is one referee on the tatami



## What is the result when we see this?

Mat-Referee	VR1	VR2
<b>Score/Penalty</b>	<b>Agree</b>	<b>Different</b>
Majority with Mat-referee.	The vision of the Mat-referee stays	
<b>Score/Penalty</b>	<b>Different</b>	<b>Same as VR1</b>
Majority by VR1 & VR2.	The Mat-referee <b>must</b> change	
<b>Ippon</b>	<b>Wazari</b>	<b>Ippon</b>
Majority gives Ippon	Ippon	
<b>Ippon</b>	<b>Wazari</b>	<b>Chui</b>
Majority of score prevails.	Decide: Ippon or Wazari	
<b>Chui</b>	<b>Wazari</b>	<b>Ippon</b>
Majority of score prevails.	Decide: Ippon or Wazari	
<b>Chui</b>	<b>Ippon</b>	<b>Shido</b>
Majority of Penalty prevails.	Decide: Chui or Shido	

# HOW TO BE A VIDEO-REFEREE

## If looking at the video:

- Take one or maximum two views and decide what's the majority
- Don't try to overrule the opinion of the other VR, but a very short discussion before showing the majority is possible.
- Make a fast decision

## Correct the Mat-referee

- Always stand up and try to get the attention of the MR
- If the MR doesn't see you standing, and he should DIRECTLY stop the fight, clap your hands
- If not, wait till the first Matté



# Referee coaching



# HOW TO BE A VIDEO-REFEREE

## Giving a decision you do always:

- Stand up, look if the MR is paying attention to you
- First you give your decision of deleting former results
- Then give the replacing result
- The MR will follow up the changes without showing faces that he/she doesn't agree with the changes



# Referee coaching



# HOW TO BE A VIDEO-REFEREE

## CHALLENGES:

If one or both coaches stands up, he wants a challenge

**Look at the scoreboard if he/she has this possibility**

If the fighter has that possibility:

- The Table-referee gives the sign (pointing hand to coach) to inform the Mat-referee
- One VR push the button “M” on his computer to mark the place of challenge in the fight. This way, when needed, the VR can find the challenge faster on the video.
- The other VR stay looking live at the match
- Make majority decisions in the way as described before



# Referee coaching



# How to conduct as a Referee

- Your self-consciousness dictates if you are conducting the match. That counts for all combat-systems.
- Make your gestures clear for everyone. (quarter turn) (straight vertical and horizontal).
- Give Ippons in part 3 when the fighters are standing in starting position for part 1
- Make the same way and gesture for the same reason. *(example: the many ways to give Hajime and giving penalty's) (show during practice)*



# How to conduct as a Referee

- How to move as mat referee in reference to the other Referees, and watch your distance to the fighters. (or camera's with Video-Referees)
- Don't try to do things your own way. When every referee in the world does everything in the same way, it is clear for everyone
- Don't talk t much. With a little sign or eyewink you can "speak" to
- Look FIRST to give points, and then, if it is necessary, you give a Penalty. Don't look for penalty's first.



**Are there still questions about  
how to be a good**



**Mat-referee  
Table-referee  
Video-referee**



**Referee coaching**



**Are there still questions  
about the**

**Referee-Coaching**



**Referee coaching**





**Thank you for joining**

**Referee coaching**

