

RULES FOR THE SAITO CUP AND FUKUDA CUP

1. SAITO CUP: All team members (competitors) shall be male.
2. FUKUDA CUP: All team members (competitors) shall be female.
3. All team members shall be from the same judo club.
4. Competitors must compete in the tournament's shiai or kata competition.
5. Age categories are 7-8, 9-10, 11-12, 13-14, and 15-16 year olds.
6. One team member (competitor) per age group.
7. In order to hope to win, a dojo must field at least 3 competitors, one per age group. A "full" team is 5 competitors, one per age group. If there are not at least 3 team members, the club cannot enter the competition.
8. Substitution of a competitor after the competition begins is allowed only under extenuating circumstances and then only by approval of the tournament director. Example: Parent says a competitor has to leave the tournament site for some reason. A substitute competitor (if available) will be allowed.
9. Match competition rules are the same as for the regular tournament competition.
10. A COMPETITION is between 2 dojo teams. The COMPETITION winner (winning team) is the one with most wins of the 5 individual matches.
11. If neither team fields a competitor for a particular age group, then neither team scores a win or a loss.
12. If only one team fields a competitor for a particular age group, then that competitor wins by "Fusen-gachi" (win by default – no show). This is equivalent to win by Ippon.
13. If two competitors face off in a match, the winner is determined by normal scoring rules used in the regular tournament competition. The winning score (Ippon, Wazari, etc.) shall be noted. Note: Ideally all scores in the match will be noted in case they are needed to help break a tie in the team score.
14. If a competitor wins by Hansoku-make, this is equivalent to winning by Ippon. Note: If losing competitor is penalized with 4 shidos ("slight" infringements) to reach Hansoku-make, this competitor will be allowed to complete in subsequent team COMPETITIONS. However, if the losing competitor was awarded a direct Hansoku-make due to a "grave" infringement, this competitor is excluded from any further competition in accordance with the rules.
15. For safety or strategic reasons, a team may elect to lose a match by "Kiken-gachi" (withdrawal). This is equivalent to losing by Ippon. This does not preclude this same competitor from participating in a subsequent team COMPETITION.

Example: Team A has a competitor weighing 75 pounds and team B has a competitor weighing 140 pounds. Since there is a large weight difference, team A may elect to not compete in this match. If team A ultimately wins the COMPETITION against team B, and

has to face team C next, then the competitor that chose to lose by Kiken-gachi against the team B competitor is allowed to compete in the match against the team C competitor.

16. If there is a tie between the teams in the number of wins (2 and 2 or 1 and 1) then the winner is determined by how each match was won (Ippon, Wazari, etc.).

Example: Score is tied at 2 wins for team "A" and 2 wins for team "B". Team A has two wins by Ippon. Team B has one win by Ippon and one win by Wazari. Team A wins the COMPETITION.

Example: Score is tied at 2 wins for team "A" and 2 wins for team "B". Team A has one win by Kiken-gachi (team B competitor withdrew) and one win by Wazari. Team B has one win by Ippon and one win by Yuko. Team A wins the COMPETITION.

Example: Score is tied at 1 win for team "A" and 1 win for team "B". Team A has one win by Fusen-gachi (no team B competitor). Team B has one win by Wazari (or Yuko). Team A wins the COMPETITION.

17. **NOTE: The following rule is new this year, and is a change from years past in how to resolve a tie score between two teams. This has been implemented by the AJI Executive Committee.** If there is a tie in the number of wins (e.g., 2 and 2) and how each match was won (e.g., 2 Ippons/equivalent for each team), then the winner of the COMPETITION is determined by the last match played.

Example: Score is tied at 2 wins for team "A" and 2 wins for team "B". Team A has two wins by Ippon (the 2nd & 3rd matches in the COMPETITION). Team B has one win by Ippon and one win by Kiken-gachi (the 1st & 4th matches in the COMPETITION). The COMPETITION is in a tie score-wise. Team B is the winner because Team B won the last (4th) match.

18. The tournament director shall resolve any disputes. Decisions by the tournament director are final.
19. Note Regarding Mat Officials: Ideally, the mat officials (referee and 2 judges) will be from different clubs than either of the two competing teams. Alternately, if this cannot be arranged, the 2 judges will be one from each competing club, and the referee will be from a neutral club. These arrangements are not required for the Saito or Fukuda competition to occur, but to provide for the maximum impartiality of the mat officials, along with the appearance of impartiality.