

**JU-JITSU INTERNATIONAL FEDERATION**  
**(JJIF)**



**E-Tournament Show System**  
**TECHNICAL DETAILS**

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## 1) Introduction

The e-Sports Show Tournament (called eShow-System) is a technical comparison competition which is carried out over video.

e-Tournaments are changing the way in which we participate in martial arts tournaments. Compared to traditional tournaments, e-Tournaments make the participation easier and more cost-efficient. Every athlete, no matter where they live, can participate without travel or lodging costs. Compete with professional and casual athletes from all over the world and improve your abilities.

## 2) General

The JJIF-eShow-System shall depict defense techniques of a fighter against a number of predetermined attacks. The team can use objects (max. two (2) items), which support the idea of the show. The objects can be used for attacks and defence (to defend maximum 50% of the attacks).

Even though the choreography can be freely chosen by the team, it shall contain sequences of attacks and defences.

The team is free to choose minimum six (6) attacks from the Duo series. There shall be minimum two (2) attacks from each series (see point 2). More and other attacks can be chosen freely. Every attack may be carried out right-handed or left-handed, at the free choice of the team. The same is valid for the respective position of the feet.

The defence part must contain minimum two (2) atemi, two (2) traditional budo throws and two (2) locks or strangulations. Choreography and additional actions are allowed, and attacks can be prepared by pre-attacks such as pushing, atemi, pulling.

The defence action is completely at the defender's choice, as well the respective roles or the change of the roles as attacker and defender.

The maximum time for the demonstration is two (2) minutes, the minimum time is 1.30 minutes (Masters, Adults, U21, U18). In case of youth categories the maximum duration as well as the minimal attacks are:

	<b>U16</b>	<b>U14</b>	<b>U12</b>
Maximal Show Time	1:30 min	1:30 min	1:00 min
Minimum Attacks (From Duo Series)	6 Attacks (3A & 3B)	6 Attacks (3A & 3B )	3 Attacks (free choice)



### 3) Composition of pairs and categories

An eShow-Team contains of 2 persons.

The classes are divided in : men, women and mixed. Within the youth and masters' categories, divisions per age are implemented.

The team must decide in which category they will or has to start beginners, advanced or masters (if it is not automatically decided by another rule for the categories).

The classes are further divided by age.

- Masters 1 (30-39 years),
- Masters II (40-49 years),
- Masters III (from 50 years up),
- Adults,
- U21,
- U18,
- U16,
- U14,
- U12,
- U10,
- U8,
- "Open Class".

Age category will be defined by the age the oldest competitor has on December 31 of the current year. Teams which already :

- competed in a Show tournament on a national level (National Championship) and reached Top 2, or
- competed in a Show tournament on an international level (Grand Slam, Continental Championship) and reached Top 3, or
- competed in a Show tournament on an international level (World Championship) and reached the Top 5, or
- already started 3 times at an eShow tournament on an international level (World Championship or Continental Championship) and reached at least one time Top 3 must start in the Advanced category. Every other team can decide by itself to compete in the Beginner or in the Advanced category.

**A double participation of one team in different categories is not possible.**







#### 4) The attacks of the Duo-Series

The attacks are divided into 3 series with 4 attacks each:

##### *a. Series A contact-attacks (Grip-attacks and embracing attacks)*


General comment on Series A : Hands and grips must always be closed!

<p><b>A1 Wrist or reverses grip</b></p> <p><u>Possibility 1:</u> Uke takes hold of Tori's arm. One hand takes the wrist, the other, the forearm.</p> <p>Intention: to push or to pull, to control Tori's front hand, to immobilize the defender.</p> <p><u>Possibility 2:</u> Uke takes the reverse of Tori's Gi with his hand.</p> <p>Intention: to come close to the opponent in order to make another action, to pull – push or pin the opponent –perhaps to hit him/her afterwards</p>	
<p><b>A2 Strangulation with both hands</b></p> <p><u>Possibility 1:</u> Uke attacks Tori's neck from the front-side to strangle them.</p> <p><u>Possibility 2 :</u> Uke attacks Tori's neck from the backside to strangle them.</p> <p><u>Possibility 3 :</u> Uke attacks Tori's neck from the side with both hands to strangle them. Uke can bring Tori in the right position or Tori can assume the position themselves.</p> <p>Intention: to push Tori backwards, to pin Tori.</p>	




<p><b>A3 Embracing</b></p> <p>Embracing attack from the front or behind, under or over the arms as well as strangulation with the underarm from behind.</p> <p><u>Possibility 1</u> : 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 his arms in a natural position.</p> <p><u>Possibility 2</u> : Uke applies a neck-lock from behind with their arms. Uke can bring Tori in the right position or Tori can assume the position themselves.</p> <p>Intention: to strangle or to break balance.</p>	
<p><b>A4 Headlock from the side or from the front</b></p> <p>The grip has to be closed.</p> <p><u>Possibility 1</u> : Uke embraces Tori's neck with his arm from the side</p> <p><u>Possibility 2</u> : Uke embraces Tori's neck with his arm from the front-side.</p> <p>Intention: to strangle or to apply a throwing technique.</p>	

*b. Series B Punches, blows/strikes and kicking attacks.*

General comment on Series B: The attack must be able to reach Tori, if he is not moving away. It is not allowed to move before the attack is started. Tori must react on the attack.




<p><b>B1 Straight punch (Jodan or Chudan Tsuki)</b></p> <p><u>Possibility 1</u> : Punch from the front side with the hand to the head</p> <p>Target : Face</p> <p><u>Possibility 2</u> : Punch from the front side with the hand to the body</p> <p>Target : Solar Plexus or stomach</p>	
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<p><b>B2 Ago Tsuki (Upper cut) or Mawashi Tsuki (Hook)</b></p> <p><u>Possibility 1</u> : Semi-circular punch with the fist.</p> <p>Target: Chin</p> <p><u>Possibility 2</u> : Semi-circular punch with the fist.</p> <p>Target: Tori's side of the head</p>	
<p><b>B3 Mae Geri / front kick</b></p> <p>Target : Solar Plexus, stomach</p>	
<p><b>B4 Mawashi Geri –Semi-circular kick with the leg</b></p> <p>Target : head, Solar Plexus, stomach</p> <p>Tori is allowed to make a step back and lightly turn the body.</p>	

*c. Series C Weapon attacks*

General comments on Series C: The attack must be able to reach Tori, if he is not moving away. Tori shall have full control of the weapon during and after the defence ( the disarming can take place while standing or while on the ground).

<p><b>C1 Semi-circular knife attack from the side</b></p> <p><u>Possibility 1</u> : Knife attack straight from the top.</p> <p>Target : base of the neck on Tori's left or right side, just behind the clavicle</p> <p><u>Possibility 2</u> : Semi-circular knife attack, which is applied from the side or diagonally downwards.</p> <p>Target : side of the body</p>	
<p><b>C2 Knife attack from the front-side</b></p> <p>Target : stomach</p>	
<p><b>C3 Attack with a stick straight from the top</b></p> <p>Target : top of the head</p>	

#### **C4 Attack with a stick from outside**

The stick is applied from the side or diagonally downwards.

Target : Tori's side temple / head



The defence is completely at the defender's choice, as well the respective roles or the change of the roles as attacker and defender, as well as the respective position of the feet.

The competitors shall use one soft stick and one rubber knife. The stick shall be between 50 cm and 70 cm long. A maximum of two (2) additional items are allowed to be used for attacks or for defences are allowed. The items must be of unbreakable material.

#### **5) Presentation – the video**

The given attacks and corresponding defences are shown one after the other in the given order. A knee down or other interruption shall not happen during the presentation. The video is filmed in one go and not edited.

The eShow team shows the match code to the camera in the beginning of the video. They also show their names and category. The match code will be provided on the tournament site. It ensures that the video was filmed in the correct time period. The videos can be prepared and filmed any time before the upload period begins. Please make sure that they comply with all video requirements and that the match code of the tournament is used.

The coach may announce the attacks.

Each team shall upload and submit their video URL within 24h. This is necessary for every round.

After the submission the video will be checked to make sure that it corresponds with all requirements. The video has to comply with certain requirements, which are explained in detail here: [https://www.sportdata.org/etournament\\_howto.html](https://www.sportdata.org/etournament_howto.html).

If the video does not comply with these requirements, the team cannot participate. The same applies for a late upload.

#### **6) Course of the competition/ schedule**

The event is divided in three (3) phases: phase 1 Elimination round, phase 2 Semi-final, phase 3 Final.

##### Elimination :

Every video is given a score. The best four teams of the list (Elimination round) get to the Semi-final.

If there are more than then 4 teams qualified, the teams with equal points (f.x. place 4 and 5. have equal points) have to fight again against each other. The decision is based on the points. If the points are tied, then a majority of the judges decides (This is integrated in the SportData system).





### Semi-final :

Teams are allowed to upload a new video for this round. If no new video is uploaded, the video of the previous round will be used. Each video is scored in direct comparison with another team. The team with the highest score advances to the final. The team with the lowest score will receive the third place.

### Final :

Teams are allowed to upload a new video for this round. If no new video is uploaded, the video of the previous round will be used. Each video is scored in direct comparison.

## 7) Jury

The jury is composed at least of three (3) proficient experts (eReferees). The referees must be registered as eReferees. The scoring of the videos will occur within the given time period (between 24 and 48 hours). This process continues until all finals of the last fight day are completed.

## 8) Judging and Scoring

There are 2 different scores awarded in the Show system:

- **Technical scores** : which take into account the execution of Ju-Jitsu techniques
- **Show scores** : shall take into account aesthetics, story and creativity, variety, time-limit and choreography.

The scores are given from 0 to 10 with 1/2 number interval. The referee will give max 5 points for the Technic and max. 5 point for the show score. The scores are given in one scoring.

- **Technical Scoring** : Both the attack and the defence shall be executed in a technical clear way. Although spectacular techniques are allowed, the execution must follow the principles of martial art, logical continuation and biomechanics.

The technical scores shall take into account the execution of all martial art techniques, such as atemi (strikes, punches, and kicks), throws and take downs, locks, chokes and ground techniques. The score shall be given according to the following criteria:

- **Biomechanical logic** – The techniques must be executed and connected in a biomechanical logical way. Throws and take-downs shall include breaking the opponents balance and must force them to move.
- **Control** - Obvious and clear control at the end of each defence sequence. Proper defence of the weapons. Safe and adequate use of the additional item(s).
- **Effectiveness** - Techniques must be powerful, but with good control.
- **Speed** - A logical speed flow of the attacks, as well as of the defensive techniques.
- **Powerful attack** - Give more importance to the attack and to the first part of the defence.



- **Show scoring:** The show aspect shall be judged based on the following principles:
  - **Aesthetics** - Attractive Martial Art presentation, including spectacular budo techniques, acrobatics, slow motion, etc.
  - **Story & creativity** - Show idea and the logic within the story of the show. The show should build up using martial arts. Unnecessary acting should be avoided.
  - **Variety** - Variation of the shown techniques and the inclusion of the additional item.
  - **Time limit** - Difference from the given time6.
  - **Choreography** - Fitting to the chosen music.

d. Scoring help – Point deduction

- **Attacks**
  - incorrect attack - 1 point.
  - Attack misses the target -1 point.
  - Weak attack - 1/2 point.
  - Grips which were not closed – 1/2 point.
  - Pre-attack(s) and attack are not logically connected 1/2 point.
  - Bad balance - 1/2 point.
- **Defence & take down to the floor.**
  - Defence is insufficient – 1 point.
  - Actions were too quickly applied – 1 point.
  - No balance breaking – 1/2 point.
  - Uke is jumping -1/2 point.
- **Control on the floor.**
  - No control of the weapon - 1/2 point.
  - Insufficient control (Lock, Strangulation) of Uke - 1/2 point.
  - Missing atemi when there is no other efficient control - 1/2 point.

These points constitute a scoring help. The referee decides within the tournament always in comparison! The scorings of the referees are considered factual decisions.

## 9) Tournament administration

The tournament administration consists of the Sports Director Duo and the Referee Director Duo of the JJIF. They will decide in cases of doubt.

**Be creative and have fun!**

