

Procedures and Guidelines to evaluate a Hantei Decision

One of the hardest decisions we can make as a Referee Team is the Hantei Decision. Sometimes it is unavoidable to reach the end of the Golden Score with even scores. Unanimous Decision by the Referee Team shows a consistency assessment of the match. A split Decision could create impression of favouritism or lack of objectivity.

The best way to evaluate a Hantei Decision is to not have one in the first place. Referees can do this by giving the appropriate penalties when necessary at the right time before the end of normal/Golden Score time.

- A Referee should look at the match from a positive point of view.
- A Referee can penalize both players, if they are giving strong impression of avoiding fighting or trying to make false impression of being engage or pretending to fight. First penalty for both players will change drastically momentum because any further infringement will carry a score.
- However, when a penalty is required, it should be given to the most negative player at the proper time during the match.
- A Referee should not leave the penalties to the last 30 seconds of the match.

Therefore, the key elements which should be taken into consideration to evaluate a match, and assist in making the correct Hantei Decision, should be:

- Each Referee should be aware of who is leading during the normal match and Golden Score time (by quality of attacks and dominating player).
- Quality of attacks: Kinsa - is a major attack that almost resulted in a Yuko, Wazari or even Ippon score. One high quality attack has a greater value than a number of poor executed attempts, including actions in Ne-waza, where a hold down in which the Uke escaped before a Yuko was scored, dominance in ground work where an arm bar or strangle was almost close to a submission.
- If there is no Kinsa during the entire match positive attacks should be counted. A positive attack is when a throw is executed and the balance is effectively broken. Counting of Kinsa and positive attacks as a guide should be done by either adding or subtracting the attacks. If Blue attacks count as Blue 1. If Blue attacks again count as Blue 2.
 - If White attacks you count as White 1, Blue 2.
 - Or, if white attacks subtract one from Blue so the count will now be Blue 1.
- As a last point of evaluation if you feel the attacks on both sides are even award the win to the most positive/active dominating player.

When awarding the Hantei Decision the Referee and Judges hold Blue and White flags in each hand with the colour of the flag matching the players sides. The flags are held at arm's length and horizontal to the mats. The referee will call Hantei and both judges and referee will hold up the appropriate flag at the same time.

Award the win to the player with the majority decision.

