





Rules for qualifying rounds and final:

- The Top Ten competition will be executed through the Round-Robin system. This is a form of competition where all the Competitors in a group all meet each other in order to determine the winners. After the group winners of groups A, B, C, and D are determined the group winners proceed to the final. In the final the 4 remaining group winners compete against each other to determine the CHAMPION of the TOP TEN category.
- Should there be an odd number of participants (due to forfeiture or injury) that place will be considered as a bye for the Competitors for the bouts that do not take place. Should this happen during the competition itself any bouts already fought against the Competitor not completing the round-robin should be considered a bye for the previous opponents.
- The winner and runners-up of each pool is determined by the most won bouts by counting wins as two pints each, a draw as 1 point and a loss as zero points.

TIE BREAKS

- In cases where there is a tie between 2 or more Competitors, having the same number of total points, the criteria below will be applied in the specified order. This means, if a winner is found after one of the criteria, the following criteria will not have to be applied.
- 1. Winner(s) of the bout(s) between the 2 or more relevant Competitors
- 2. Higher number of total scores obtained in favour through all bouts
- 3. Lower number of total scores got against through all bouts
- 4. Higher number of Ippons in favour through all bouts
- 5. Lower number of Ippons against through all bouts
- 6. Higher number of Waza-Aris in favour through all bouts

- 7. Lower number of Waza-Aris against through all bouts
- 8. Higher number of Yukos in favour through all bouts
- 9. Lower number of Yukos against through all bouts
- 10 a. In Olympic competition: The highest Olympic standing per the day, as defined in the Qualification System
- 10 b. In any other competition: The winner of an additional bout to break the tie