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Players' Rules & Officials' Duties

These rules have been compiled with input from many knowledgeable and reputable sport karate participants and copyrighted by Sport Karate International Tournament Alliance (SKITA). It is our hope, that with the circulation of the SKITA handbook, that more and more tournament promoters and circuits will incorporate these rules [with the choice of seven (7) options] into their tournaments for the eventual reality of a sport unified under one set of rules.

These rules may have additional clarifications or needed changes or have options added to accommodate any circuit wishing to adopt these rules to meet their own needs. Each new issue of the SKITA handbook should be checked for any updates. ALL updates are underlined. Major yearly changes and/or deletions will be made and printed once a year. These are the official rules for the **NATIONAL BLACKBELT LEAGUE (NBL)** and the suggested (promoter's option) rules for all **Sport Karate International (SKIL)** sanctioned tournaments.

All NBL tournaments must use these rules and they must take precedence over the rules of any other league, circuit, rating system, etc. unless an exception has been granted and publicized by the NBL prior to the tournament. Rules that apply only to NBL tournaments are marked **NBL ONLY**. Rules that apply to SKIL members are marked **SKIL ONLY**. **SG ONLY** preceding any rule means that the rule applies only to the NBL Super Grands World Games. **AM ONLY** preceding any rule means that the rule applies only to the SKIL Amateur Internationals.

These rules contain seven (7) options listed 01 through 07 which karate circuits can choose to closely meet the general rules already used in their area. The NBL Super Grands and all NBL National Conference Tournaments use option "a" each year with the exception that in the Super Grands 04-1 "a" or "b" (groin point) alternates each year. National Conference tournaments may use either option "a" or "b" for 04-1. NBL promoters must choose the seven (7) options they want to be used at their tournament by circling the options on the "Rules at a Glance" page (at the end of this Handbook) and printing it in their main tournament application brochure. If an NBL promoter neglects to print the "Rules at a Glance" page and any option in their tournament brochure then option "a" will become effective at their tournament for all divisions with the exception that groin point will be the same option as the Super Grands will be having that particular year.

The following local, regional and national karate circuits have joined forces and exclusively adopted SKITA rules for their tournaments. The number and letters after the circuit name are the options in the rules that the circuit has officially adopted. If any given tournament in one of these circuits is also an NBL event, the NBL option that the event chooses (or must use) supersedes the circuit's option.

KARATE CIRCUITS USING SKITA RULES

NBL - (National Blackbelt League) - Super Grands World Games/all NBL National Conferences/Cowboy Conference

Options: 01-6a, 02-2a, 03-6a, 04-1a (even years of competition) or 04-1b (odd years of competition) (optional for national conference tournaments), 05-2a, 06-2a and 07-5a.

NBL - (National Blackbelt League) - All other conference tournaments.

Options: The promoters choose their own and are required to print them in their brochure.

AKA - (American Karate Association) - **John Sharkey (630) 369-8055**

Options: 01-6a, 02-2b, 03-6b, 04-1a, 05-2b, 06-2b, 07-5c.

ASKL - (African Sport Karate League) - **Amen Rahh 011 (254)-2-228977**

Options: 01-6a, 02-2b, 03-6b, 04-1a, 05-2b, 06-2b, 07-5c.

CIL - (Circuito Internacional Latino) - **Juan Andrade 011 (525) 583-6466 / Jose Luis Monroy 011 (525) 556-6854**

Opciones: 01-6b, 02-2b, 03-6b, 04-1a, 05-2b, 06-2a y 07-5b.

DOJO - (Organization of Independent Karate Schools Circuit) - **Gary Dillingham (919) 834-0118**

Options: 01-6b, 02-2b, 03-6b, 04-1a, 05-2a, 06-2c, and 07-5c.

EKL - (Excel Karate League) - **Carlos Ferrer (801) 294-0276**

Options: 01-6a, 02-2a, 03-6a, 04-1a (even years of competition) or 04-1b (odd years of competition), 05-2a, 06-2c, 07-5c

FICNAM - (Federación Internacional de Cintás Negras en Artes Marciales) - **Pablo Rodriguez 011 (525) 562-5042**

Opciones: 01-6a, 02-2a, 03-6b, 04-1a, 05-2a, 06-2a, 07-5c.

IMAC - (International Martial Arts Council) - **Richard Plowden (313) 538-8594**

Options: 01-6b, 02-2b, 03-6b, 04-1a, 05-2b, 06-2c, 07-5c.

LKL - (Louisiana Karate League) - **Danaree Benoit (504) 547-7109**

Options: 06-1a, 02-2a, 03-6a, 04-1a, 05-2b, 06-2a, 07-5a.

NWMAA - (Northwest Martial Arts Association) - **Jesse Palmer (253) 846-9291**

Options: 01-6a, 02-2a, 03-6b, 04-1a, 05-2a, 06-2c, 07-5c.

PKC-NY - (Professional Karate Commission of New York) - **Billy Pine (607) 729-4826**

Options: 01-6a, 02-2a, 03-6b, 04-1a, 05-2b, 06-2a and 07-5c

PKC-ON - (Professional Karate Commission of Ontario) - **Bill Pickells (905) 457-9982**

Options: 01-6a, 02-2a, 03-6b, 04-1a, 05-2b, 06-2b, 07-5c

PNRA - (Pacific Northwest Referees Association) - **Jon Funk (604) 421-3637**

Options: 01-6a, 02-2b, 03-6b, 04-1a, 05-2b, 06-2b and 07-5c.

SCSKA - (South Carolina Karate Association) - **Rick Lee (864) 576-8273**

Options: 01-6b, 02-2b, 03-6b, 04-1a, 05-2a, 06-2c, 07-5c.

SMU - (Sport Maestro Universal International Ratings) - **Jose Riobueno 011 (5814) 936-3816**

Opciones 01-6b, 02-2b, 03-6b, 04-1a, 05-2a, 06-2c, 07-5b.

TNT - (Texas National Tour) - **Tony Lopez (210) 681-5566**

Options: 01-6a, 02-2a, 03-6a, 04-1a (even years of competition) or 04-1b (odd years of competition), 05-2a, 06-2a and 07-5a.

UMPIRE - (United Martial Artist Professionals for Integrity, Responsibility and Ethics) - **Garland Johnson (719) 598-6046**

Options: 01-6a, 02-2a, 03-6a, 04-1b, 05-2a, 06-2a and 07-5a.

CIRCUIT AUTHORIZATION

I _____ / _____ acting as authorized
(name) (information phone)

representative for the _____
(name of the sport karate circuit)

agree that our sport karate circuit will use Sport Karate International Tournament Alliance (SKITA) rules as the official rules of our circuit. I do hereby grant permission to Sport Karate International to reproduce our logo and list our circuit's name, contact person, phone number and rules options in the SKITA Handbook on a permanent basis until notified otherwise in writing. I agree to send a clear copy of our circuit logo to SKITA.

(√) OPTIONS TO LIST:

01-6a ___ b ___, 02-2a ___ b ___, 03-6a ___ b ___, 04-1a ___ b ___, 05-2a ___ b ___ c ___, 06-2a ___ b ___ c ___, 07-5a ___ b ___ c ___

Signed this _____ day of _____ 19_____.

Authorized Representative

Witness

SEND TO: SKITA, 341 EAST FAIRMOUNT AVENUE, LAKEWOOD, NY 14750 (Don't forget to send circuit logo)

Note: All revisions since 6/98 SKITA are underlined

01 - 07	= The seven rule options that a tournament must choose.
SG	= <u>Option applies to Super Grands</u>
NC	= <u>Option applies to NBL National Conference tournaments</u>
NBL ONLY	= Rule applies only to National Blackbelt League tournaments
SKIL ONLY	= Rule applies only to SKIL members
SG ONLY	= Rule applies only to NBL Super Grands World Games
AM ONLY	= Rule applies only to SKIL Amateur Internationals

- NBL ONLY () 1. SELECTION - The promoter should select one Ring Coordinator for every two (2) to four (4) rings and a Head Coordinator to over see all of the Ring Coordinators.
- () CONFERENCE PROMOTERS - The Ring Coordinators must include all of the NBL tournament promoters in that conference during that year.
- () 2. DUTIES - Each Coordinator must ensure that their assigned rings run as quickly, efficiently, safely and fairly as possible. Coordinators should not judge or arbitrate.
- NBL ONLY () PROMOTER ATTENDANCE - The NBL conference promoters' responsibilities include attending each of their conference tournaments.
- D. CHIEF REFEREE (For recommended Chief Referees see SECTION 2)
- () 1. AMOUNT - One (1) Chief Referee should be available per every five (5) to ten (10) rings.
- () 2. AGE - The Chief Referee must be eighteen (18) years old or older.
- () 3. DUTIES
- To train the Judges to SKIL rules both in the eliminations and in any finals.
 - To select the Judges for each ring based upon the qualifications of the Judges for the division being judged.
 - To watch the performance of the Judges and replace any inefficient or tired Judges.
 - To rotate the Center Referee if necessary.
- () 4. LOCATION OF - The Chief Referee could be at any location that Judges are to be trained, replaced or needed.

FORMS

I. PLAYING AREA AND EQUIPMENT:

(For recommended facility layout, set-up, staff and equipment see APPENDIX D)

A. NAME

- () 1. SPECIFICATION - The name of the competition area shall be called a ring, and the lines denoting the ring size shall be called boundary lines.

B. FLOOR SPECIFICATIONS

- () 1. COMPOSITION - The ring floor area must be made of wood or be carpet covered.

C. RING SPECIFICATIONS

- () 1. SIZE - The size of the ring shall be 20' x 20'. Chinese style players must be provided with a 20' x 40' competition ring area if requested. The ring can be 15' x 15' (15' x 30' for soft style) if the players in the ring do not exceed twelve (12) years of age and if all the players are under blackbelts.
- () 2. MARKINGS - The ring borders shall be designated with one inch (1") or wider tape which contrasts with the floor color. The ring number should be posted at least twelve (12) feet in the air above the ring.

D. TOURNAMENT EQUIPMENT

- NBL ONLY () 1. FLIP CARDS - Flip cards or score pads that are visible to the players and the spectators must be used for scoring.

II. OFFICIALS: (For recommended officials see SECTION 2)

A. SCOREKEEPERS / TIMEKEEPERS

(For recommended Scorekeepers see SECTION 2)

- () 1. AMOUNT - Each ring shall have one (1) scorekeeper and one (1) timekeeper.
- () 2. AGE - The Scorekeepers and Timekeepers must be eighteen (18) years old or older, or one (1) adult (18+) in combination with a minor who can be accounted for by the adult whom the adult can account for the minor's actions.
- () 3. DUTIES - As directed by the Center Referee or Head Statistician, Scorekeepers:
- Take roll call.
 - Tally the scores. (For use of NBL Player Cards see APPENDIX K; for use of SKIL Electronic Scoreboards see APPENDIX L)
 - Time the player's competition.
 - Call players "up" and "on deck" before each performance.
 - Announce scores.
 - Double check all scores before announcing winners.
- () 4. IDENTIFICATION - The Scorekeeper(s) shall wear appropriate identification reflecting his/her official status.
- () 5. LOCATION OF - The Scorekeeper(s) shall sit at a table just outside the ring and on the opposite side of the ring as the Center Referee.

B. COMMISSIONER

- NBL ONLY () 1. SELECTION - A commissioner is selected by the NBL on a yearly basis to represent each conference.
- NBL ONLY () 2. DUTIES - The Commissioner's responsibility is to represent the NBL and assist the promoter by processing scorekeeping of the player cards, collecting the player cards and putting them in order, filling in the NBL Magazine Results Form and being a representative for the NBL. (See APPENDIX K, M and N)
- The Commissioner may also assist in arranging with the promoter to obtain tournament photos and a story of the tournament.

C. COORDINATORS

E. RULES ARBITRATOR (For recommended Arbitrators see SECTION 2)

- () 1. AMOUNT - One (1) Arbitrator should be available for every five (5) to ten (10) rings. There shall be only one Arbitrator per Arbitration and only one Arbitrator summoned to and allowed in the ring.
- () 2. AGE - The age of the Arbitrator must be eighteen (18) years old or older.
- () 3. DUTIES - Make final decisions / uphold rules. The Rules Arbitrator is a rules interpreter and shall make all final decisions and enforce penalties in regards to rule violations and protests, as defined in the SKITA rules. The Rules Arbitrator shall always enforce a written rule to take precedence over any rule that has not been strictly enforced or was given an unauthorized change in the past. If no written rule is contained herein, any rules included in the tournament brochure shall be in effect.
- Creates non-existent rules - If there is no applicable rule and/or penalty in these rules or in the tournament brochure or if any contradiction exists in the rules contained herein, the Rules Arbitrator may arbitrate in a fair and orderly fashion as he/she deems necessary.
 - Reverses Judges call only with rule violation - The Rules Arbitrator shall not reverse a Judge's call or pass judgment on any Judge's score unless he gets a Judge to admit that his/her judgment call was based on a violation of the rules. [i.e. - A Judge gives a vote to a player for a point call score to the head of his opponent. A protest arises based upon the Judge's call and the amount of contact. The Judge admits that the player made medium contact, (which is not allowed to the head). The Arbitrator may then nullify the Judge's point call because the Judge has admitted that this call was not in accordance with the rules by allowing medium contact.]
 - No protest needed - The Arbitrator shall not need a protest to enforce the rules or a penalty.
 - Video tapes evidence - The Arbitrator shall rely upon any evidence of a video tape for rule violations, but not to reverse judgmental scoring.
 - Shows proof of rule - The Arbitrator shall interpret rules and prescribe penalties as defined by these rules and has a responsibility to show proof of, and read the rule and penalty as contained herein, to the parties involved.
 - Prevents rule changes - The Arbitrator shall not change any herein prescribed rule and shall not allow the tournament promoter, any officials or players of the tournament to vote, by majority or otherwise, to change any of these rules at a tournament.
 - Enforces suspensions - The Arbitrator shall abide by and enforce any suspensions or limitations against any players or persons that are levied by the league that is the major sanctioning body for the tournament. If, after a suspended individual is asked to leave a tournament and refuses, the Arbitrator must call the proper law enforcement agency to remove the individual from the tournament.
 - Weighs weapons - If option 02-2a (APPENDIX A - Specific Forms Criteria) is used at the tournament, then weapons must be weighed in hard traditional weapons divisions. Weighing and measuring of the weapons is to be done by the conference Arbitrator or his directee.
- () 4. PROCESS OF ARBITRATION / REPORT / CHECKLIST -(see APPENDIX H)
- () 5. IDENTIFICATION - The Arbitrator shall wear appropriate identification as to his/her official status.
- () 6. LOCATION OF - The Arbitrator will go to any ring where rules arbitration is necessary.
- () 7. RULES MEETING - It is the Arbitrator's responsibility to coordinate the

NBL ONLY () rules meeting.
 () 8. SELECTION - An Arbitrator is selected by the NBL on a yearly basis to represent each conference.

F. CENTER REFEREE (for recommended Center Referees see SECTION 2)

- () 1. AMOUNT - Each ring shall have one (1) Center Referee.
- () 2. AGE - The age of the Center Referee must be eighteen (18) years or older.
- () 3. TOURNAMENT LANGUAGE - The official language of the country that the Center Referee is from prevails as the official language for the commands which will be used in that ring.
- () 4. DUTIES - (see APPENDIX G)
- () 5. IDENTIFICATION - The Center Referee shall wear appropriate identification as to his/her official status.
- () 6. LOCATION OF - The Center Referee shall sit just outside one side of the ring in the center across from the scorekeeper and the player's entrance to the ring.

G. JUDGES (for recommended Judges see SECTION 2)

- () 1. QUALIFICATIONS - in order of importance.
 - A Judge should be qualified in the field of the division's criteria in any division where style criteria is a factor of a Judge's ability to adequately score.
 - A Judge should not judge a division in which he/she has relatives, affiliates or students, unless the Judge is the only one available who can represent the country which the player is from.
 - The Judges chosen for any given ring must be from as many different areas, states or countries as possible and may be changed upon a protest before play is started if equally qualified Judges from a variety of localities are available.

NBL ONLY - NBL Promoters, Arbitrators and Commissioners cannot referee in any tournament of the national or regional NBL conference that they are a Promoter, Arbitrator or Commissioner. They can compete in other conferences. (The Yellowstone, Island and Olympus conference tournament promoters will be granted an exception because of the travel distance to other conferences.) A regional NBL promoter can compete in a national conference tournament that is part of his/her regional conference as long as it is not their own tournament, if that promoter is following and competing in the national conference that the national tournament is part of.

- () 2. AMOUNT - Each ring shall have five (5) Judges (one is the Center Referee). Under blackbelt rings (with no blackbelts in them) can have three (3) Judges. It is not a player option to have five (5) Judges in underblackbelt divisions.

SG/AM ONLY () AMOUNT - Must have five (5) Judges for all forms divisions.
 () 3. AGE - The age of all Judges must be eighteen (18) years or older.
 () 4. DUTIES

- Scores players at the direction of the Center Referee.
- To judge an entire division without leaving the ring.

 () 5. IDENTIFICATION - Each Judge shall wear appropriate identification as to his/her official status.

01-6a or (SG/NC) () 6a. LOCATION OF - In all contemporary and open divisions the Judges shall sit just outside one side of the ring opposite the player entrance, with two (2) on each side of the Center Referee. In all traditional divisions the Judges shall sit just outside each corner of the ring with the Center Referee just outside the center of the ring opposite the player entrance.

01-6b () 6b. LOCATION OF - In all divisions the Judges shall sit just outside the ring opposite the player entrance, with two (2) on each side of the Center Referee.
 () 7. JUDGE LEAVES RING / JUDGE REPLACEMENT - Once a division has started a Judge cannot be replaced for any reason or leave his post. If a Judge leaves and does not return then the division must be rerun using the same order of performance for players.

H. NBL SALESMAN

NBL ONLY () SELECTION - A Salesman may be selected by the NBL on a yearly basis to represent each conference.
 NBL ONLY () DUTIES - The Salesman will set up an NBL booth with NBL literature and sell official NBL and SKIL products.

I. PHOTO-JOURNALIST

NBL ONLY () SELECTION - A Photo-journalist is selected by the NBL on a yearly basis.
 NBL ONLY () DUTIES - The Photo-journalist's responsibility is to represent the NBL and give publicity by supplying photographs and a short story on each conference tournament.

III. PLAYER UNIFORM AND EQUIPMENT:

A. UNIFORM

- () 1. UNIFORM SPECIFICATIONS - All players (not people being used as props) must wear a martial arts uniform that is not unsightly or with foul language on it. The uniform must be a traditional tie across top or Tae kwon do style pull-over or sport karate uniform with basic traditional

stylized elements. The uniform can be themed but cannot be "regular" clothing. Tops must have sleeves. Uniform tops and pants cannot be skin tight. The top must extend past the midsection and extend under the belt or be tucked in. "T" shirts as part of a school uniform are allowed for Chinese and soft stylists only. Except for Chinese stylists, "T" shirts and sweatshirts (in place of a uniform tops) are not allowed. The wearing of shoes is optional, but if shoes are worn they must be made of a material that will not in any way mar or damage the playing surface.

EXCEPTION: Also see V. PLAYER DIVISIONAL CRITERIA, E. DIVISIONS, 2a STYLE CRITERIA for further uniform requirements of the event division (forms, weapons, self-defense or breaking).

() **PENALTY** - Any uniform displaying foul language automatically disqualifies the player. Unsightliness of uniforms are at the discretion of the Arbitrator. Any player wearing a uniform in violation of style criteria will be given five (5) minutes to correct it before the division starts. Players entering the ring without the proper uniform will be disqualified.

() 2. REMOVAL OF UNIFORM TOP - Removal of the uniform top after a player has presented himself to the Judges is allowed unless the specific forms criteria option V-E-2a is being used and the specific criteria that applies to the division disallows it.

() 3. JEWELRY - Wearing exposed jewelry is allowed in open and contemporary divisions unless the division has contact with another player. Exposed jewelry is not allowed in traditional divisions.

() **PENALTY** - If the player is discovered wearing jewelry during a performance that disallows jewelry he/she may be subject to disqualification at the Arbitrator's discretion.

NBL ONLY () **PENALTY** - If option 02-2a (NBL Specific forms Criteria) APPENDIX A is being used, then the AUTOMATIC DISQUALIFICATION CRITERIA for the division shall apply in regards to the wearing of jewelry.

B. PROPS

() 1. A PERSON(S) AS A PROP - A person(s) may be used as a prop(s) for part of the player(s) routine except in traditional divisions (Chinese, Japanese, Kenpo, Korean, Okinawan, Polynesian or any division labelled as traditional except traditional two man forms). The person(s) being used as a prop shall not be scored by the Judges as part of the routine and their name(s) shall not be included as part of a team name and any person(s) acting as a prop(s) shall receive no rating points. The player(s) must announce to the Judges that the other person(s) in their form is only acting as a prop and should not be scored as part of the routine. A person(s) acting as a prop(s) may be of any age, rank or gender.

() 2. A PERSON AS A PROP - UNIFORM CODE - Any person(s) being used as a prop has no specific uniform requirement unless the 02-2a (NBL Specific Forms Criteria) APPENDIX A is being used and the specific criteria that applies to the division states otherwise.

() 3. WEAPONS - Martial Arts weapons are not allowed to be used by the player(s) and/or person(s) acting as props. Unsharp weapons (other than Martial Arts Weapons) are allowed as part of a performance in contemporary divisions.

() 4. OTHER PROPS - All other props are allowed except in traditional divisions. A prop will not be allowed however, if the facility in which the tournament is being held does not permit such a prop or if such prop is illegal in the area that the tournament is held. (i.e. use of fire, certain weapons, etc.) It is the responsibility of the player to know the legality of the prop and/or the facility's regulation of any props.

() **PENALTY** - No prop(s) (person or inanimate object) is allowed in a traditional division and will disqualify the player. (excepting traditional two man forms).

**NOTE - Handicapable divisions allow the use of an aid (wheelchair, crutches, canes, walkers or any other type of medical/mechanical instrument) and shall be considered as an extension of the player's body/limbs and should not be confused with being a separate weapon or prop.*

C. PLAYER COMMUNICATION EQUIPMENT

() 1. TOURNAMENT STAFF INTERFERENCE - Any player, coach, or spectator using communication equipment (headsets, walkie talkies, etc.) at the tournament must immediately discontinue use if such equipment interferes with any of the equipment used by the tournament facility or the tournament promoter.

() **PENALTY** - Any player, coach or spectator refusing to discontinue use of communication equipment that interferes with facility equipment or the tournament promoters equipment will be finned and subject to removal from the tournament facility.

IV. RATINGS:

A. LEAGUE PRECEDURES

NBL ONLY () 1. AMOUNT OF DIVISIONS - The NBL rates ninety-nine (99) divisions.
 NBL ONLY () 2. TRANSFER OF POINTS - A player cannot request a transfer of points from one division into another (i.e., different age group, different forms division, different weight class, etc.) by submitting a point chart or by other means if the tournament offered the division that the player wants the points transferred to. The player should have competed in the

- appropriate division to begin with.
- NBL ONLY () 3. NBL POINT CHARTS - (See SECTION 3 - SKIL/NBL POINT CHART)
- SKIL ONLY () 4. SKIL POINT CHARTS - (See SECTION 3 - SKIL/NBL POINT CHART)
- SKIL ONLY () 5. POINT CHART DEADLINE - The final deadline for SKIL point charts is September 10 of each year.
- NBL ONLY () POINT CHART DEADLINE - The final deadline for NBL point charts is September 30 of each year.

B. DISQUALIFICATION

- () 1. LOSES POINTS - A player that is disqualified from a match or division for one of the following, does not receive ratings points or divisional placement.
- Intentional excessive contact
 - Hitting after the call to break
 - Poor sportsmanship
 - Not showing up for a division at all
- () 2. RETAINS POINTS - A player that is disqualified from a match or division for one of the following does receive ratings points and divisional placement.
- Unintentional excessive contact
 - Bowing out
 - Showing up for a division but electing not to compete or not able to compete because the division coincides with competition that the player is at in another ring.

SG ONLY

- () QUALIFICATIONS
- To compete in the Super Grands World Games a player must have competed in at least one NBL conference and become rated in one of the top five (5) positions in any of the ninety-nine (99) NBL divisions rated in *Sport Karate Magazine*, or vie for a wild card seed at the Super Grands. (NBL Ratings appear in issues dated June/August, September/October and November/February of each year).
 - Those competitors placing in the final top five positions in any division, qualify to compete at the Super Grands. (Those competitors will be notified by invitation in October and their names shall appear in the final conference ratings in the November/February edition of *Sport Karate Magazine* which comes out in October).
 - The higher the player's final conference standing, the better their positioning in the Super Grands eliminations.
 - Wild card seed - An unrated player may try for the wild card seed for his/her division at the Super Grands in the pre-elimination wild card single eliminations run-off. The winner of each divisional pre-elimination run-off will be granted a fifth place wild card seeded position, which will be equivalent to the least preferred fifth place rated position. Only one wild card player will advance to Super Grand eliminations play in each division.

C. RATINGS ERRORS

- NBL ONLY () 1. NBL RATINGS ERRORS BY PLAYER - Any player who fails to verify or correct their NBL points by point chart by September 30 for their rating and who finds an error or change that they want corrected for seeding at the Super Grands World Games, will be charged a fee of \$25 to have their rating changed. (See point chart in section 3 of this handbook)
- NBL/SKIL ONLY () 2. NBL / SKIL RATINGS ERRORS BY LEAGUE - If NBL/SKIL makes an error in the final ratings that had already been clarified by a player submitting a point chart, than no player will be moved to a lesser ranking, but NBL/SKIL may move that player into a higher ranking. NBL/SKIL reserves the right to do this unconditionally and uncontested.

AM ONLY

- () QUALIFICATIONS
- The SKIL Amateur Internationals is an open event for any age, rank and style player. Players do not have to be ranked.
 - Pre-registered Sport Karate International (SKIL) rated players are seeded into each division for preferred placement. SKIL rated players will only be seeded into the Amateur Internationals if they :
 - 1) pre-registered by the deadline stated in the tournament brochure
 - 2) were a current SKIL member by the September 10 deadline and
 - 3) placed in the final SKIL ratings.
 - The higher the player's final rating, the better their positioning in the eliminations. The player's final point total will be used for seeding purposes.

D. PLAYER DIVISIONAL ENTRY

- NBL/SKIL ONLY () 1. ENTRY - (see V/E/1)

E. STATISTICAL VIOLATIONS

- SG/AM/NBL ONLY () 1. STATISTICAL VIOLATIONS - The NBL/SKIL executive offices reserves the right to make final decisions regarding statistical arbitrations and violations that effect ratings and final standings (i.e., age violations, places taken, divisional entry, etc.) above and beyond any NBL Arbitrator's decision or the rules of SKITA.
- () 2. VERIFICATION OF WINNING - Verification or proof of winning a division after a tournament must be proven by the statistical information on the cards and/or verification by the divisional staff not by any awards that the player has or were presented for winning the division. If a player wants conclusive proof of their placement then they need to confirm this with the scorekeeper or any league commissioner immediately after the division ends not by the award they are presented with.

SG/AM ONLY

- () 2. SCHOOL / TEAM REPRESENTATION
- A player can only represent one (1) team (that enlists players from different schools), but may represent more than one (1) school or school team if they train for different events at different schools.

SG/AM ONLY

- Team's cannot be represented as school teams that include students that don't regularly train at that school.

SG/AM ONLY

- () PLAYER'S RESPONSIBILITY TO RECORD RATING - It is the responsibility of the player to put all their national and/or regional ratings on the spaces provided on their cards upon registering in order to be seeded. All ratings entered on players cards are verified for accuracy by the Super Grands registration staff.

- () PENALTY - Failure by the player to properly record their ratings on their player card(s) when registering will result with the player being unable to be seeded properly once the staging of that division has been started. Seeding cannot be changed at ringside for failure of the player to have properly entered their rankings on their player's card.

B. AGE

- () 1. AGE DEFINITION - Age shall be interpreted as the exact age of the player on the first day of the tournament's competition unless the league in which the tournament is sanctioned requires that the player compete at a certain age for the entire league season.

- () 2. AGE CATEGORIES - A player must compete in his/her appropriate age category and divisional age breakdown according to their age as defined above. No player can compete in a younger or older age division than the division's listed age groupings.

- JUNIOR - A junior player shall be 17 years of age or younger
- ADULT - An adult player shall be 18 years of age or older
- SENIOR - A senior player shall be 35 years of age or older

- () PENALTY - Decisions regarding disputed ages before a division starts will be made by the Arbitrator with possible disqualification or player divisional changes. A player already competing in an incorrect age division will be disqualified.

- () 3. PROOF OF AGE - A player must show proof of age (i.e. birth certificate, drivers license or passport, no photo copies) if the league that the tournament is sanctioned with, requires such.

- () PENALTY - A player will automatically be disqualified or pay a league fine if he/she does not submit a birth certificate or positive proof of birth at tournaments that require such proof and that have that requirement printed in their official tournament registration brochure. The Arbitrator has the authority to impose such fine and/or allow a short term extension to provide such required

V. PLAYER DIVISIONAL CRITERIA:

A. REGISTRATION

- () 1. REGISTRATION - The player must be properly registered for the division and have the required ticketing or identification. The player is responsible for filling out their own registration form(s) and any player's card(s) including the proper division(s) and/or divisional number(s) despite whether the registration staff assisted them or not. If the registration form or player's card asks for the name of the player's school and/or instructor, the player is required to put down the school in which he/she most commonly trains at for the division he/she is entering and the head instructor of that school only. The person that is being registered must be present at the registration area in order to complete their registration process and receive their proper registration material.

PENALTY - A player that has failed to register properly, or has been put into the wrong division because of incorrect or incomplete information that they were required to have put on their registration form(s) and/or player's card(s), is automatically disqualified after the division is officially closed. (Also see Player Loses Entry Card VI-B-4)

- NBL ONLY () - HOW TO FILL OUT NBL PLAYER CARDS
- Front side: Numbers one (1) through five (5) including name, sex, age (as of January 1, 12:00 a.m.), weight, division number, team name and team coach's name (if they are part of a team) must be filled in. The division number must be filled correctly by the player.
 - Back side: The entire backside of the card must be filled in and the waiver signed. The blanks for instructor, school and school address must be filled in completely with the player's present instructor and present school, not the player's sponsor, team or coach's name and/or address.

- NBL ONLY () QUALIFICATIONS
- NBL Promoters, Arbitrators and Commissioners cannot compete and/or

proof.

() **PENALTY** - A player caught intentionally falsifying his/her age will be disqualified and be subject to a probable one year suspension from competition at league tournaments.

SG ONLY

() **PROOF OF AGE** - The NBL must receive a valid certified (no photo copy) birth certificate, or have same, or valid driver's license or valid passport presented upon final registration at the Super Grands. Once the NBL has verified an age or has received a certified birth certificate or notarization of same, it may not be required again in the future, as long as the player pre-registers. If the player fails to provide positive proof of age by the Super Grands, the player will be required to pay a non-refundable \$50 processing fee and sign a "Verification of Age Statement" and be required to send positive proof of age by certified mail to the NBL offices. It must be postmarked within fifteen (15) days of the Super Grands last day. If NBL doesn't receive the positive proof by this date then the player may lose whatever placement they took in their world title division and any other titles for the year and be subject to suspension from future NBL/SKIL events and/or subject to an increased fine by the next Super Grands of \$100 or more.

AM ONLY

() **PROOF OF AGE** - is not mandatory for registration, but if a protest of age arises:
 a) The player must present a certified birth certificate, drivers license, current SKIL ratings proof of age card or passport to the Arbitrator (even if you've submitted proof to us before, we will not take responsibility if we do not have it on file at the event); or
 b) If the player doesn't have proof, he will be required to pay a non-refundable \$50 processing fee and sign a "Verification of Age Statement" and be required to send the league positive proof of age by certified mail within fifteen (15) days of the Amateur Internationals last day or he will lose title to whatever placement he took in his international title division and all other titles for the year and be subject to suspension from future NBL/SKIL events and/or subject to an increased fine by the next Amateur Internationals of \$100 or more.

() 4. **CONTINUING AT AN AGE** - At the discretion of the league, a player must compete an entire league competition season at the age he/she is on the first day that the league's season begins. This must apply to all players equally.

NBL ONLY

() **CONTINUING AT AN AGE / NBL DIVISIONS** - The NBL season starts on January 1 and ends December 31 of every year and includes the seasons year end competition at the Super Grands even if they are after December 31.

- All players must compete at the age they were on January 1 at 12 a.m. from January 1 to December 31 in NBL divisions at all NBL tournaments and at the Super Grands for that season even if it is held after December 31.

- The exception to this rule are those players who will be turning 18 during the NBL circuit season (NBL season - January 1 to December 31) are allowed to compete in either 17- or 18+ at each NBL tournament during that entire NBL circuit season - even before they turn 18. They cannot compete in both 17- and 18+ at the same tournament and points will stay in the age group the player competes in at each tournament. The same applies for those that will be turning 35 or 42 during the circuit season except they can compete in both age divisions at the same tournament and retain points in both

SKIL ONLY

() **CONTINUING AT AGE / SKIL PLAYERS** - The SKIL season starts on July 1 and ends on June 30 of the following year and includes the Amateur Internationals held after June 30 near the end of the year and at the same time as the Super Grands.

- All players must compete at the age they were on January 1 at 12 a.m. from January 1 to December 31 at all NBL tournaments and all tournaments using SKITA rules during that time period and at the Amateur Internationals for that season even if it is held after December 31.

- The exception to this rule are those players who will be turning 18 during the SKIL circuit season (SKIL season July 1 to June 30) are allowed to compete in either 17- or 18+ at tournaments during that entire SKIL circuit season - even before they turn 18. They cannot compete in both 17- and 18+ at the same tournament and points will stay in the age group the player competes in at each tournament. The same applies for those that will be turning 35 or 42 during the circuit season except they can compete in both age divisions at the same tournament and retain points in both. Points earned can only be used and submitted on SKIL points charts for the age group that the points were earned in. A 17 or 18 year old can only submit point charts for one age group or the other (17- or 18+) per SKIL circuit season. If point charts are submitted for both 17- and 18+ then the chart with the most amount of points will be the only chart used in the ratings.

SG/AM ONLY

() **CONTINUING AT AN AGE** - Players with ages of eighteen(18) years or younger can compete at only one age level at the Super Grands and one age level at the Amateur Internationals regardless of possible multiple age seeded positions.

C. RANK

() 1. **PROPER BELT COLOR** - A player must compete in the proper division of the color belt that he/she is wearing when he/she is being staged at

the division that he/she is competing in. A player must compete at the same belt rank in all events and divisions at the tournament. A player is not allowed to compete at two different ranks (belt colors) even if he/she has trained longer in one event or division than another.

**NOTE: In the case of junior blackbelts, some styles may denote status in various ways, including the wearing of a brown belt with junior blackbelt status markings. If the player has been promoted to the highest rank possible for his/her age which his/her style permits, and as long as it is equivalent to blackbelt status, then he/she may be permitted into the junior blackbelt divisions, but cannot wear a belt other than a blackbelt, or a brown belt with appropriate markings. They may wear no belt.*

() **PENALTY** - A player competing in an incorrect division for his/her belt color, will by the Arbitrator, be moved to the correct division, have his/her belt changed, or be disqualified.

SG/AM ONLY

() **TWO DIFFERENT RANKS** - It is possible that a player can earn an NBL seed to compete in the Super Grands as a blackbelt and also have earned an SKIL seed to compete in the SKIL Amateur Internationals as an underbelt. They may, in fact, compete in both tournaments wearing different belt colors (This is only possible for one year). A player must compete at the same rank in all Amateur Internationals divisions that he/she enters.

() 2. **RANK DIVISIONS** - The tournament under blackbelt rank divisions shall be called: If one - all ranks (or Nov/Adv); if two - Novice and Advanced; if three - Novice, Intermediate and Advanced and if four - Beginner, Novice, Intermediate, and Advanced. This applies to all age groupings that the tournament offers.

() 3. **PLACEMENT** - The placement of a player into Beginner, Novice, Intermediate or Advanced shall not be determined by belt color, but rather by dividing up the number of under blackbelt ranks that the player's style/school offers, equally into the amount of divisions provided for any age grouping (i.e. beginner, novice, intermediate, and advanced). If there is an indivisible amount, then the extra ranks shall be put into the more advanced division (Refer to chart.)

() **PENALTY** - The Rules Arbitrator will make the final decision.

Amount of UBB ranks of style/school	Rank split for 2 Divisions:		Rank split for 3 Divisions:		Rank split for 4 Divisions:				
	Nov	Adv	Nov	Int	Adv	Beg	Nov	Int	Adv
3	1	2	1	1	1	0	1	1	1
4	2	2	1	1	2	1	1	1	1
5	2	3	1	2	2	1	1	1	2
6	3	3	2	2	2	1	1	2	2
7	3	4	2	2	3	1	2	2	2
8	4	4	2	3	3	2	2	2	2
9	4	5	3	3	3	2	2	2	3
10	5	5	3	3	4	2	2	3	3

D. GENDER

() 1. **GENDER** - A player must compete in the proper division according to his/her gender.

() **PENALTY** - A player competing in an incorrect gender division will, by the Arbitrator, be moved to the correct division or be disqualified.

E. DIVISIONS / EVENTS

- **EVENT DEFINITION** - An event is an overall category including but not limited to forms, weapons, self defense, breaking, point sparring, team sparring and continuous sparring.

- **DIVISION DEFINITION** - A division is a break down of an event. For example divisions of forms could include Japanese forms, musical forms or creative forms. Divisions may break down into rank, age and sex .

() 1. **PLAYER DIVISIONAL ENTRY** - A player may enter as many events and divisions as he/she is allowed by the tournament league. If the league allows a player to compete in multiple divisions (i.e., Japanese and musical) within one event (i.e., forms), then the players must understand the possibility of being disqualified from one division if it runs concurrently with their other division(s) within that same event. A player cannot compete in a division using more than one entry. (For example a player cannot compete in the same Korean forms division twice at one tournament).

() **PENALTY** - A player that competes in more than one division runs the risk of being disqualified (without any refunds) from additional divisions if those division(s) are running concurrently. It shall be the player's responsibility to understand that a division will not necessarily be held for them when they are still competing in another division. Disqualification does not apply to a second event running concurrently, (i.e., sparring and self defense, etc.). In this case, the event must be held for the player.

() **PLAYER DIVISIONAL ENTRY**

- At all NBL tournaments, players may enter in as many events and divisions as they qualify for.

- Only the fifty-five (55) or more NBL divisions that the promoter prints in their tournament brochure will be allowed for players to receive NBL points (excepting any NBL required division that may be omitted thus

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be added and points will count). NBL divisions cannot be added or split at the tournament from what the tournament brochure listed.

- Any of the NBL's ninety-nine (99) title divisions that are subdivided in the tournament brochure will not award a player any NBL points for any NBL division. Added unrated spin off blackbelt divisions (ie: senior women's forms or 55- continuous sparring) are allowed but will not be rated by NBL.

() **PENALTY** - If a player enters a division that is subdivided at the tournament differently from what is printed in the tournament brochure or subdivided beyond the NBL's ninety-nine (99) title divisions he/she will not receive NBL points.

02-2a or
(SG/NC)

() 2a. **STYLE CRITERIA** (no weapons allowed in forms divisions) - The "Specific Forms Criteria for each forms division in APPENDIX A must be adhered to in each division or the player will, in all probability, be disqualified.

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() **STYLE CRITERIA** - If option 02-2a is used at an NBL tournament then "Specific Forms Criteria" also applies to any non-NBL traditional divisions. All other non-NBL non traditional divisions will be governed by "General Forms Criteria" (option 02-2b). Players of each style of a non-NBL traditional division (Japanese/Okinawan, Kenpo/Polynesian, Korean, and Soft) should be split up and read the specific forms criteria in Appendix A that is applicable for the form they are performing.

AM ONLY

() **STYLE CRITERIA** - "Specific Forms Criteria" applies to traditional divisions. All other divisions will be governed by "General Forms Criteria".

02-2b

() 2b. **STYLE CRITERIA** (no weapons allowed in forms divisions) - "General Forms Criteria" applies.

GENERAL FORMS CRITERIA

OPEN - Any form (traditional or creative, soft or hard and musical or non-musical)

CONTEMPORARY - Any made-up form that is creative or musical but not entirely traditional.

CREATIVE - Made-up forms and altered traditional forms only (no music). Gymnastics may be utilized but cannot monopolize the form.
MUSICAL - Creative forms choreographed to music. The performance must have music played throughout at least 75% of the form.

HARD - Forms created from Japanese, Korean, and/or Okinawan origin utilizing only linear "hard" style movements.

SOFT - Forms created from Chinese or Korean origin including styles of Kenpo, Polynesian, Wu Shu, Kung Fu, Tai Chi and Kuk Sool Won utilizing mostly circular "soft" style movements.

TRADITIONAL - Any form with traditional techniques of any commonly accepted art or style.

CHINESE - Forms with traditional Chinese techniques only.

HARD - Forms with traditional Japanese, Korean and/or Okinawan origin utilizing only linear "hard" style techniques.

JAPANESE - Forms with traditional Japanese techniques only.

Indicative of "hard" linear movements, emphasis on hand techniques, low kicks, breathing techniques, hip rotation and have reasoning behind technique (bunkai).

KENPO - Forms with traditional Kenpo or Kajukukenbo techniques only.

KOREAN - Forms with traditional Korean techniques only. Indicative of linear movements, high stances and emphasis on kicks.

OKINAWAN - Forms with traditional Okinawan techniques only. (Same as Japanese)

POLYNESIAN - Forms with traditional Polynesian techniques only.

SOFT - Forms with traditional Chinese or Korean techniques including styles of Kung Fu, Tai Chi, and Kuk Sool Won and utilizing mostly circular "soft" style techniques. WuShu, Kenpo and Polynesian forms are not allowed in a soft style traditional division if the tournament has a soft style contemporary forms division for them to compete in or has any separate divisions specifically for any of those three (3) styles.

() **PENALTY** - A player competing in an incorrect style division or using weapons in a non-weapons division or lacking the percentage of music required in a musical division shall be moved to the correct division, if possible, or be disqualified at the discretion of the Arbitrator. Although the Arbitrator shall make the final decision regarding correctness of forms, he/she will in all probability rely upon the expertise of the ring's Judges to make a determination.

() 3. **SAME DIVISION FOR RATING POINTS** - A player may compete in any division in which he/she qualifies, but rating points will only count towards the division which the player competes in. (However, if the tournament does not provide the divisions which the player is rated in, then the player's points may be able to transfer to their properly rated division only if the player indicates such as required by the League).

SKIL ONLY

() **SAME DIVISION FOR RATING POINTS** - Any points submitted on an SKIL point chart must only be used for the age division in which they have competed in, with the exception that points earned in adult (18+) divisions can be used for senior (35+) ratings and senior (35+) women's sparring can be used for adult (18+) women's sparring ratings only if the tournament didn't offer the event that the player wants his/her points transferred to. Points cannot be used to be rated in both divisions

however. (Refer to an SKIL/NBL Point Chart in SECTION 3).

F. PLAYER'S HEALTH

() 1. **PRIOR INJURIES** - A player must not compete who has been advised by medical personnel not to do so or that has an injury which has not fully healed before the day of the tournament. Players or their legal guardians/parents are responsible for their own medical insurance and to make the medical personnel and Center Referee aware of any prior injury.

() 2. **INJURY CASTS** - Players with a cast compete at their own risk of injury.

() **PENALTY** - A player discovered to be competing who was warned by medical personnel prior to the tournament not to compete or has an injury which has not fully healed before the day of the tournament will be disqualified by the Center Referee, the Arbitrator or tournament medical personnel.

G. HANDICAPABLE DIVISIONS

() 1. **PHYSICAL IMPAIRMENT** - Divisions expressly for players with a specific physical impairment that does not completely affect the entire body's functioning, such as a loss of limb, sight, back injury, etc.

() 2. **PHYSICAL LIMITATION** - Divisions expressly for players with a complete physical limitation that affects the entire body's functioning, such as multiple sclerosis, severe neurological disorders, etc.

() 3. **LEARNING DISABLED** - Division expressly for players with severe mental learning disabilities.

* **NOTE** - Handicapable players may enter any non-handicapable division, if qualified; however, judging criteria in those divisions will not be altered for the handicapable players despite their disability(s).

H. TWO-MAN SETS/GROUPS

Two man sets and group forms are allowed in all divisions including traditional divisions if the traditional form was originally developed as a two or more person set. The set will be scored as one entity by the judges with one team name receiving rating points as a unit, only if the performance is announced to be judged as a team at the presentation. One of the player(s) must announce to the judges as to what persons must be judged as part of the form so that the Judges take into consideration those players performances to determine the group's score. All persons being judged as players in the form must qualify as players for that division. People used as props do not need to qualify and must not be judged as part of the form. If only certain players are to be scored, then the other person(s) being used are only considered to be props and are not to be scored as part of the routine. (See PROPS under PLAYER UNIFORM AND EQUIPMENT III-B and MULTIPLE PLAYER SCORING VII-C-2). In forms competition, the players and props are not allowed to make contact in self-defense format, but may make contact in an expression of synchronized form.

VI. SEQUENCE OF PLAY:

A. ORDER OF PERFORMANCE

() 1. **PLAYER AVAILABILITY** - The start of the drawing for byes or sequence order by the staging person (either at the ring or at a previous staging location) signifies the "close" of the division. If the drawing is in the ring it shall not take place until the prior division in the ring has started. If the drawing is in a staging location other than the ring the drawing shall not take place until all persons in the registration line are asked if they are competing in that division and given the opportunity to finish registering before the sequence order is drawn. A player or his/her designate must be at ringside or the staging area (designated area) or have turned in their card previously, before the "close" of the division. If the staging person already has the player's card (or name), then the player need not be present until his/her name is called to compete, but he/she is still responsible for all knowledge and regulations that the Center Referee is required to go over with all the players before the division starts. If the player has previously submitted his/her name or player card and is called up to compete and is not present at that time, then the scorekeeper will give the player two (2) minutes to arrive to ringside after having the player's name announced over the house announcing system.

() **PENALTY** - Any player (or his/her designate) arriving for a division after the "close" of the division, if their card (or name) was not already with a staging person, shall be disqualified and noted as such with a no show (NS) marked on their score cards (in the "PLACE TAKEN" box) or score sheet for the place taken. Any player not arriving within two minutes after having their name announced over the house announcing system will be disqualified also. (see exceptions below for LATE PLAYERS/DESIGNATES AND CHANGING ORDERS/BYES).

() **PLAYER AVAILABILITY** - As long as the player's card was staged in the division, the player need not be in attendance until he is called "up" to compete.

() 2. **CHOOSING THE ORDER** - If the order and/or byes are done at the ringside, then the Ring Coordinator or Center Referee shall randomly pick them. If they are done at a staging area, then the person in charge of the staging shall randomly pick them. (Choosing the order can be

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done by any NBL Commissioner at NBL tournaments.) All orders of performance and/or byes shall be chosen by "luck of the draw". Players and/or coaches will not necessarily be allowed to be present when these selections are made.

CHOOSING THE ORDER - The order of competition will be determined by the NBL/SKIL ratings (seeding) the player has earned during the league's competition season and recorded in the final ratings in the November/February edition of *Sport Karate Magazine*. (See APPENDIX O and P)

- () 3. ONLY ONE PLAYER - If a division has only one player, he/she has the option to compete or not to compete to be awarded the first place. The player must be in attendance to be awarded the first place.
- () 4. SPLITTING OF DIVISION - The division cannot be split up and run off with finalists put together at the end of the run-offs of each ring.
- () 5. SCHEDULED TWICE - If a player is found to be accidentally scheduled to perform twice in the same division then the Center Referee will by "luck of the draw" eliminate one of the duplicate names. The player will have no choice as to which will be eliminated determining his order in the run-off sequence.
- () 6. REGISTERED BUT NOT COMPETING - If a player is registered and does not compete he/she will be allowed to take last place and receive points for that division if he/she is present and request such at the division and makes sure it is recorded on his score card (scoresheet).

B. LATE PLAYERS / DESIGNATES AND CHANGING ORDER / BYES

- () 1. JUDGE MISSES DIVISION - If a player is performing as a Judge in a ring he/she must be aware of when and where his/her competition division is going to take place. If he/she is judging sparring when their own division comes up, then he/she should leave his/her judging post after notifying the ring's Center Referee between matches. A Judge in sparring can be replaced at anytime. If he/she is judging forms, then he/she should notify the ring's Center Referee between performances and leave the ring to either seek a designated person to represent him/her when the order of performance and/or byes are chosen for that division, or inform the person in charge of choosing the order, so that the person in charge knows of their intent to be there. If player cards are being used the player can leave his/her card with that person. The player must then immediately return to the ring they were judging to finish their judging responsibility until that division is concluded. The player should try to anticipate their own competition before taking on a judging responsibility, by either not judging or having a designate at their competition ring for them who will inform the staging person or Center Referee of their possible tardiness. If the player has performed in accordance with the above, then the Center Referee of the division that the Judge will be competing in as a player must hold that division when that player is called "up" to compete until five (5) minutes after the player has completed his judging responsibility.

() **PENALTY** - Any player missing their call to be "up" without the Center Referee being told to hold the division, will be declared disqualified once another player is called "up" and any player not ready to compete within five (5) minutes after completing his judging responsibility, will be disqualified. (See exception ERRORS BY OFFICIALS).

- () 2. PLAYER MISSES DIVISION - A player is responsible to know where their staging area and/or ring is for their division. There will be no excuses for not hearing correct calls that are announced or incorrect directions from unauthorized officials, for their division.

() **PENALTY** - Any player missing their call to be "up" without the Center Referee being told to hold the division, will be declared disqualified once another player is called "up". (See exception ERRORS BY OFFICIALS).

- () 3. PLAYER IN ANOTHER EVENT OR DIVISION - If a player is waiting for his performance in a ring he/she must be aware of when and where his/her competition division in another ring is going to take place. He/she must have a designated person to represent him/her at that ring when the order of performance and/or byes are chosen for that division, or inform the person that is in charge of choosing the order, so that this person in charge knows of their intent to be there. If player cards are being used the player can leave his/her card with that person. The player should then perform in whichever division he/she is "up" in first. If a player is competing in one event (i.e., forms) when called to another event (i.e., sparring) for order of performance/byes or "up" to compete, then the Center Referee must hold their division when that player is called "up" to compete for up to five (5) minutes after the player finishes his/her other event if he/she is presently competing. However, if the player is competing in one division (i.e., creative forms) when called "up" to compete in another division (i.e., Korean forms) within a single event (i.e., forms) he/she may be disqualified after two (2) minutes notification for not appearing when called "up" to perform, even if they made the Center Referee aware of their possible tardiness. This decision will be at the discretion of the Center Referee at the time the player is called "up". See divisions/events definition V/E.

() **PENALTY** - Any player missing their call to be "up" without the Center Referee being told to hold the division, will be declared disqualified once

another player is called "up". Any player not ready to compete within five (5) minutes after competing in another event will be disqualified. (See exception ERRORS BY OFFICIALS).

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- () **PLAYER IN ANOTHER EVENT OR DIVISION** - If the player is competing in one division when called "up" to compete in another division within a single event, the second division will be held long enough for them to complete their first competition and prepare themselves for the second division only if it can be ascertained as to where the player is located for their other division and only if the player takes responsibility to get to the second division as quickly as possible. The allowance of time will be up to the Arbitrator.
- () 4. **PLAYER LOSES ENTRY CARD** - A player that misplaces their entry card for a division must have a designate or themselves inform the staging person or Center Referee of such loss and will be given five (5) minutes in which to replace same.
- () **PENALTY** - A player not replacing a lost entry card within the five (5) minute grace period shall be declared disqualified.
- () 5. **MISSED DIVISION BECAUSE OF ERROR BY OFFICIAL** - If a player has their card (or name) misplaced by the staging person/ring official, or if a player is given incorrect directions by the announcer or an official coordinator, or if a player was incorrectly disqualified by a staging person/Center Referee that was selecting the order of performance or byes, then the player shall be randomly placed among the remaining players immediately upon the discovery of the error as long as the divisional winners have not yet been announced.
 - If a player is incorrectly disqualified by a Center Referee that did not properly hold the sequence spot for a player that was competing in another event or judging another division, the player shall be placed "up" immediately upon the discovery of the error as long as the division winners have not yet been announced.

VII. RULES OF PLAY

A. PERFORMANCE

- () 1. **READINESS** - A player must be prepared for his competition when called "up" to compete.
 - () **PENALTY** - Any player not prepared for his competition will be given no more than two (2) minutes to prepare him/herself at which time he/she will be disqualified if not prepared. This two (2) minutes time cannot be used by the player or any people being used as his/her prop to do any kind of performance to influence the judgmental decision of the scoring
- () 2. **PRESENTATION** - When called "up", the player will enter the ring from the opposite side of the Center Judge and make his/her presentation followed by his/her performance.
 - *NOTE - Handicapable players may use an escort provided by them self for entry into and out of the ring. The escort must leave the ring before the player presents himself except in learning disabilities divisions where the escort or instructor may do the form side by side with the player.*
 - () **PENALTY** - Any player not available when called "up" to compete will be automatically disqualified after two (2) minutes.
- () 3. **TIME LIMIT** - The player will have three (3) minutes to perform from the time he/she enters the ring. This performance time must be uninterrupted by the Judges. Time starts when the player, or any person used as a prop by the player, enters the ring, and time stops when the player stands at attention in front of the judges. In a musical form, the time starts upon the player's entrance into the ring or once the player's music is started, whichever is first; however, if the music fails to begin as scheduled, then that amount of lapsed time until the music is restarted can be subtracted from the total running time of the form or the form and time can be restarted.
 - () **PENALTY** - Any performance beyond the time limit will demand that the scorekeeper deduct five one-hundredths (.05) of a point off the total score for every 10 seconds (or portion thereof) overtime. This is with the exception of any delays in the playing of music. If the start of the music is delayed, the time of delay can be deducted from the total running time of the form. If the scorekeeper neglects to time the form or fails to keep an accurate time, then, upon a protest the Arbitrator can request that the player re-perform the exact same form for timing purposes only. Only the originally performed form will be scored however. This must be done after all other players are finished competing. Any change of the form noticed by the judges, will disqualify the player.
 - *NOTE : In handicapable divisions the scorekeeper must notify any player exceeding the time limit, at which point the player must end his routine. The player will not be disqualified for being stopped due to the time expiring.*
- () 4. **BOWING OUT** - Bowing out to an opponent for any reason is allowed without penalty. The player must be in attendance to bow out. The player bowing out will be recorded as last place. If another player bows out then he/she will assume the very last place after the first person that bowed out, etc.
- () 5. **POOR SPORTSMANSHIP** - A player, coach or spectator is subject to disqualification and/or fines and/or league suspension for exhibiting poor sportsmanship (i.e., yelling at Judges, swearing, cursing, profanity, refusing to continue after an unfavorable decision, etc.). A

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player cannot, however, be disqualified for the behavior of his/her coach(es), friend(s), teammate(s), etc.

() **PENALTY** - A player who exhibits poor sportsmanship will be disqualified for that division and further play by the Center Referee and receives no rating points. Any person exhibiting poor sportsmanship may be escorted out of the tournament and/or be fined and/or suspended from participating within the tournament league. (See APPENDIX J - FINES AND SUSPENSION).

() 6. LEVY OF FINES - Players or spectators exhibiting poor sportsmanship may have fines and/or penalties levied against them that, until paid, will suspend the person from tournament participation within the tournament league. Fines, penalties and suspension can be levied by the league executive office, league arbitrator, or appointed officials by the leagues executive office. (See APPENDIX J - FINES AND SUSPENSION).

() 7. AMOUNT OF PERFORMANCES - A player can compete only once in a division per entry excepting ties and acceptable restarts.

() 8. COACHING - A player can be coached in forms competition but coaches are not allowed onto the competition floor or into the sparring coaches' boxes for such. Possession of a Coaches' Pass does not allow competition floor entry for coaches to coach forms. Coaching can only be done from or at areas outside the ring area.

() 9. ILLEGAL RING ENTRY - Spectators, non competing players and coaches can only enter the ring area as these rules permit, all other ring area entry is not permitted.

() **PENALTY** - Anyone entering a ring or ring area without appropriate permission according to these player rules may be ejected from the tournament and/or be fined according to APPENDIX J - Fines and Suspensions.

() 10. REQUEST TO KNOW SCORES - A player is allowed to check his/her score immediately upon finishing his/her performance and again after the placement awards are announced.

() 11. PERFORMANCE ERROR / RESTARTS - A player forgetting his/her performance or making an obvious performance mistake may continue, bow out or ask the Center Referee to begin again.

() **PENALTY** - A blackbelt player that neglects to finish his/her form because of an error or because he/she forgets his/her performance and then requests to start over may do so, but will receive no score. Any underbelt player that neglects to finish his/her form because of an error or because he/she forgets his/her performance and then requests to start over may do so, and must receive no penalty in scores by the judges. A player cannot request to start over again once they have completed their form. They may request to start over if they did the improper style criteria for the division they were competing in only if they do not complete their form. For a blackbelt making an obvious error but completing his/her form, it will be a decision of the Judges individually, as to whether they will deduct any point value from their score(s). More of a severe penalty should be deducted in a traditional forms division than a contemporary division since the error will be obvious in a known traditional form but may only be an assumed error in a contemporary division.

In contemporary divisions a technique error should not necessarily be the determining factor for a Judge to give a player a score less than he gives his opponent's. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score.

() 12. MUSIC PLAYING - If music is allowed, the player (contestant) must provide his/her own music player (machine) and person to run the music player (machine) unless it is the finals, where the promoter provides both. When the music player (machine) is provided by the promoter, the music from the player (contestant) must be in the form of a cassette tape. The tape must be cued and marked as to which side is to be played if there is a promoter supplied music player (machine). If the cassette tape is required to be turned in upon registration then it must be cued with the player's name and division and division number clearly printed on the front side. To ensure less chance of error, the music should be recorded at the beginning of both sides of the tape.

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() MUSIC PLAYING - The musical sound system is provided, as is the person who plays the players tape. All players using music must turn in a separate cassette tape for each and every division that they are competing in, upon registration at the event. Only cassette tapes are acceptable. The player will not receive their entry wristband without submitting the tape(s) that they intend to use. Also, the player is responsible to bring any spare tapes to practice with and to bring the appropriate spare tape to their division in case their original tape is misplaced or damaged. After the division ends, the player can pick up their originally submitted tape from the person running the cassette player. All tapes to be turned in must be cued and have the player's name and division number on the side of the tape that is to be played. To ensure less chance of error, the music should be recorded at the beginning of both sides of the tape.

() **PENALTY** - The failure of the person running the music player, the playing machine or the tape will not immediately disqualify the player. In the case of any music or equipment failure, the player can re-start their form without any penalty, but must ask for the restart within one (1) minute after the failure.

However, to insure fairness, all judges are required to base their scores on the form up to the point of the musical breakdown together with the remainder of the form from that point or in the redone form. (This insures that the music can't purposely be erred to accommodate a restart if the player has performed poorly up to that point in the first form).

If the equipment or person running the music player is promoter-provided, the player may have as much time as needed to correct the situation. If the player fails to request a restart, or fails to correct the problem in the five (5) min utes time then the player will be disqualified. If the music player is promoter provided and the player hands in an uncued or unmarked tape denoting which side to play, then the player may be disqualified.

() 13. MUSIC LOUDNESS - If music is allowed and if the music player (machine) is promoter provided, then it must be loud enough for all the judges in the ring and the competing player to adequately hear. Once a volume level is set it cannot be lowered or raised during any performance. The loudness of a promoter provided player (machine) shall be regulated by the Center Referee for the first performance and adjusted for the same loudness for all successive performances. For player (contestant) provided players (machines) the Center Referee shall motion the person playing the music to raise or lower the volume at the beginning of each form so as to make each player's performance as equal as possible with the same loudness and within the parameters of who must be able to hear the music.

() 14. ERROR DUE TO PLAYING SURFACE - A minor slip suffered by a player on the playing (ring) surface because of slickness or a ring's vinyl covering which slides underneath them should not affect the Judges' scores. A player who slips on a slick surface and falls, but effectively continues the form, will not necessarily require a reduction in score either.

() 15. PROFANITY IN MUSIC - A player must use discretion as to the language used in their music for their form.

() **PENALTY** - Any player exhibiting severe profanity in their music may, at the discretion of the Arbitrator, be disqualified from the division. It is advisable for the player to have the Arbitrator review the words before using the music in competition.

B. BOUNDARIES

() 1. OUT OF BOUNDS - A player is considered out of bounds when either foot is outside the boundary line.

() **PENALTY** - A player stepping out of bounds may be penalized up five one-hundredths (.05) by any of the Judges in their scores. This is a Judge's option. If a player's performance is disrupted by their being out of bounds (i.e., running into a spectator or judge while out of bounds), then they will not be given any chance for restarts or compensation, but they will be allowed to complete the form. Scoring may reflect the error.

() 2. WRONG SIZE RING - If the ring boundary is the wrong size, the player must be given the proper size area to perform in if he/she asks for it before the start of the division.

() 3. OBSTACLE IN RING - If a player is disrupted by an obstacle or person (including Judges but not any of the player's props) inside the boundary lines or outside the ring boundary lines if the ring is less than regulation size, then the player must be given the opportunity to restart without any penalty or they may complete the form without any deduction in the Judge's scores.

C. SCORING

() 1. PROCEDURE - The first three (3) players of each division will be scored only after all three (3) have performed. For the remainder of the division, scores will be given immediately after the player performs and while he/she waits at attention in front of the Judges. Each of the Judges scores must be visible to the player and each score must be announced.

() 2. MULTIPLE PLAYER SCORING - If a player's routine involves more than just the player that gave the opening presentation then the Judges must make the assumption that any other people in the routine are props and thus base their score on the performance of the player that gave the presentation only. If the player that gave the presentation announces that people used in the routine are part of the player's routine as a group effort registered as a team, then the Judges must take all those players performances into consideration for their final score.

() 3. SCORING RANGE - The scoring range for divisions with five (5) Judges in them will be 8.00 to 10.00 for blackbelts (and divisions with blackbelts in them) and 5.00 to 8.00 for under blackbelts. The scoring range for under blackbelt divisions with three (3) Judges will be 7.00 to 8.00.

() 4. DETERMINING AN AVERAGE SCORE - The average score for players in a blackbelt division will be 9.00. The average score for an under blackbelt player in a division with five (5) Judges will be 6.50 or 7.50 if the division has only three (3) Judges.

() 5. DETERMINING THE FINAL SCORE - A player's score will be determined by eliminating the player's highest and lowest score and totalling the three (3) remaining scores. If only three (3) scores are used, then all three (3) will be tabulated for the final score.

- () 6. THE WINNING SCORE - The player with the highest score will be declared the winner.
 THE WINNING SCORE - The top two scoring players of each division will advance to the Grand Finale to determine the NBL World Champion (See VII FINALS, D-1).
- () 7. SCORING PLACEMENT / ERROR - If the scores or sequential placement of winners is protested before the performance of the first player of the next division and if any error is found to be correct, then the scores or placement shall be corrected and all players shall be given the proper ratings points. Players must exchange awards to coincide with the proper scores.
- () 8. ADMITTED JUDGING ERROR - A Judge that has admittedly given an incorrect score has until the start of the next division to change his/her score.
- () 9. LEAVING RING BEFORE SCORING - A player must be available and willing to receive his/her scores without leaving the ring before their scores are completely announced.
- () PENALTY - A player leaving the ring or turning his/her back before receiving his/her score will be disqualified. (Unless it is one of the first three (3) plays that will be called back up for scoring.)
- () 10. WINNER DECIDED IN FINALS - At all NBL National and International conference tournaments the top two scoring players of the following divisions; men's musical forms (N/FC-13), men's Japanese/Okinawan forms (N/FT-25), men's Korean forms (N/FT-27), junior and men's contemporary weapons (N/WC-38) will advance to the (evening) finals to compete again against each other to determine the divisional winner.
- D. TIES**
- () 1. FIRST TIME - A first round tie for any of the top four (4) places must be broken by having all tying players compete again, with the same or a different form. The order of performance shall be by luck of the draw. Ties for eighth place must be broken by adding in the high and low scores. If the scores are still tied, the players must compete again.
- () 2. SECOND TIME - [between two (2) or more tied competitors] - Second time ties between two players will be broken by having each of the Judges point to his/her choice at one call. The players are required not to be turned with their backs to the Judges when the Judges point. The odd amount of Judges [either five (5) or three (3)] will result in a majority vote for one player. For three (3) tied players this same method will choose a winner (example: three (3) Judges vote for one player, one (1) Judge for the second player and one (1) other Judge for the third player) or it will eliminate one player so that a second vote by the Judges will choose a winner from the remaining two (2) players (example: two (2) Judges vote for one player, two (2) vote for the second player and one (1) Judge for the third player. Now just two (2) players are left for the Judges to decide between in a second vote). This same continued method can be used for more than three (3) tied players.
- () All first time ties in the top eight (8) places must be broken by a run-off. Second ties must be broken by Judges pointing. Duel titles are not allowed.
- () 3. SHARING A WIN - Players are not allowed to share a tied position nor shall an Arbitrator assign a duel win for any placement. Only one person (or team) can hold any position in first through eighth place.
- VIII. FINALS:** (Including any pre-finals elimination run-offs) (Also Grand Finale of Super Grands)
- A. PLAYING AREA** (same as regular play with the following exception. For recommended finals stage set-up, staff and equipment see APPENDIX E)
- () 1. RING SIZE - Due to stage limitations, the ring size may be smaller for soft stylists.
- B. OFFICIALS** (same as regular play with the following exceptions)
- () 1. FINALS CHIEF REFEREE - The finals should have a Chief Referee whose job will be the same as in the eliminations. If no Chief Referee is available than his job will be the responsibility of the finals Arbitrator.
- () 2. FINALS ARBITRATOR - The finals must have an Arbitrator. The finals may have more than one available Arbitrator, but only one can be assigned to an individual arbitration as in regular play.
- () 3. JUDGES - The finals must have at least five (5) Judges and may have seven (7).
- C. PLAYER UNIFORM AND EQUIPMENT** (same as regular play)
- D. PLAYER DIVISIONAL CRITERIA** (same as regular play with the following addition and exception)
- () 1. QUALIFICATION - Only first place winners (or those vying for a first place) of divisions that include blackbelt players can be in the final grandchampionships against other blackbelt winners. All forms, weapons and self-defense winners qualify for a grandchampionship if grandchampionships are going to be run-off. Breaking cannot be included in a forms grandchampionship and does not have to be run off in any finals. A pre-finals elimination run-off may be held to limit the number of players advancing to a particular grand championship or as a demonstration in the finals according to the league's specifications. Any pre-finals eliminations are subject to using finals rules however. A winner of a former tournament or reigning champion cannot be seeded into the finals or pre-finals eliminations. The tournament may have under blackbelt grandchampionships but not to replace blackbelt or combined with blackbelt grandchampionships.
- () QUALIFICATION - NBL REGIONAL TOURNAMENTS - All NBL Regional Conference tournaments must have the following NBL grandchampionships that must be held immediately after or during the end of the eliminations. However, if the tournament elects to run evening finals then it must run them under the same requirements as a National Conference tournament as set forth in APPENDIX F. If the tournament runs evening finals it will not be required to run the regional tournament requirements listed below.
- JUNIOR CONTEMPORARY FORMS (All contemporary forms, weapons and self defense winners)
 - JUNIOR TRADITIONAL FORMS (All traditional forms, weapons and self defense winners)
 - ADULT CONTEMPORARY FORMS (All contemporary forms, weapons and self defense winners)
 - ADULT TRADITIONAL FORMS (All traditional forms, weapons and self defense winners)
- () QUALIFICATION - NBL NATIONAL / INTERNATIONAL TOURNAMENTS - NBL National and International Conference tournaments are required to have a (evening) finals as set forth in APPENDIX F.
- () QUALIFICATION - The Super Grands World Games does not have a finals. It has a Grand Finale that is a continuation of the eliminations using finals rules, but with some additional or changed rules as outlined in these FINALS section. The first and second place eliminations winners of each division qualify and advance to compete in the Grand Finale for the NBL World Title.
- () 2. STYLE - A player may use a different form than he won his/her division with, as long as it is still within the style criteria. If Specific Forms Criteria option 02-2a (APPENDIX - A) was used at the tournament then the criteria need not be read to the players before any pre-finals eliminations, however the criteria will be enforced. Despite the style criteria music may be added to any division except traditional divisions (Chinese, Japanese, Kenpo, Korean, Kung Fu, Okinawan, Polynesian or a division labelled as traditional) for both blackbelts and under blackbelts.
- () 2. STYLE - Same as 2. "STYLE" above except music cannot be added to any division. Since the players are technically still in eliminations play.
- E. SEQUENCE OF PLAY**
- () 1. PLAYER AVAILABILITY - (same as regular play where applicable with the following addition). A player that is required and thus scheduled to compete in the finals should report to the statisticians table immediately after their competition in the division that they won a spot in the finals in order to give biographical information and receive their backstage finals pass. They must report before the eliminations competition ends that day.
- () PENALTY - A player that is required and desires to be in the finals and doesn't report to the statisticians table to give required biographical information before the eliminations end will be fined a minimum of \$25 in order to compete in the finals.
- () 2. CHOOSING THE ORDER - The order of performance and/or byes shall be chosen by "luck of the draw" by a designated person. (This may be done by a conference Commissioner at NBL tournaments.) Players and/or coaches will not necessarily be allowed to be present when the selections are made and these selections may be made well in advance of the finals.
- () CHOOSING THE ORDER - NBL NATIONAL TOURNAMENTS - For grandchampionships (divisional winners competing for a overall title) the order of performance shall be by luck of the draw. This will probably take place at the statistician's table by drawing numbers as the player gives their biographical information. Players and/or coaches are not necessarily allowed to be present when the selections are made. For finals rematches of the top two divisional winners, the player with the highest eliminations score shall compete second.
- () GRAND FINALE ORDER OF PERFORMANCE - Order of performance for each forms division at the Super Grands Grand Finale will be determined by their eliminations placement. The first place eliminations winner will go last and the second place winner will be first up. If both players have a tied score in the eliminations then the player that went closest to the last in the eliminations play will go last in the Grand Finale.
- () 3. TRANSFERING SLOTS CHOSEN - a player's slot cannot be used by another player. If a player elects not to use his slot for the division that it was chosen for, then that slot will not have a performance. A player who is up for more than one performance in a grand championship must perform the appropriate form in the slot picked by luck of the draw for that performance. They cannot choose which form they want to use

for the slot picked in the order sequence.

- () 4. REST TIME - A player competing in the finals with more than one performance will be given up to five (5) minutes rest time if any of their performances are back to back and if the player requests it.

F. RULES OF PLAY (same as regular play with the following exceptions)

- () 1. SCORING SEQUENCE - Same as eliminations excepting that all players in an event with four (4) or less players will compete before any scores are given.

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- () SCORING SEQUENCE - Each of the two (2) players of a world title division in the Grand Finale will be scored immediately following the second player's performance.

- () 2. SCORING RANGE - The scoring range will be 9.90 to 10.00 with an average of 9.95.

- () 3. DETERMINING THE FINAL SCORE - A player's score will be determined by eliminating the player's highest and lowest score and totalling the remaining scores.

- () 4. TIES - First time ties will be broken by having each of the Judges point to his/her choice at one call (see VII-D-2 for procedure with two (2) or more players).

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- () 5. TIES - If the Finale players tie then they shall use the same tie breaking method as in eliminations play except they will use the same order of performance for the tie breaking run-off.

- () 6. BOWING OUT - Bowing out to an opponent for any reason is allowed without penalty.

- () 7. MUSIC PLAYING - The promoter must provide the music playing system and the person to play the music.

- () 8. MUSIC LOUDNESS - The volume of the music must remain consistent for all contestants of a finals division. However, a player or coach cannot protest the loudness of the music during or after a finals performance. If a player or coach has a concern about equal finals music volume than they can request and receive monitoring of the sound by the Arbitrator or Chief Referee to keep it constant during the run-off of the finals division.

IX. PROTESTS:

A. HOW TO PROTEST

- () 1. WHO CAN PROTEST - A protest can be brought forth by a player or a player's coach. A parent cannot act as a player's coach unless the player is under 18 years of age or unless the parent has purchased a coaches pass from the tournament promoter, if such a pass exists or unless the parent is listed as the players instructor on the player's registration or player's card.

- () 2. PLAYING AREA - All player protests regarding the playing area surface must be brought to the attention of the Promoter or any league representative (Commissioner).

- () 3. RULES ARBITRATOR - Any protest regarding a rules violation decision by an Arbitrator should be brought to the attention of any league representative (Commissioner) or brought to the attention of the league by writing them. (See FORMAL PROTEST)

- () 4. FILING A PROTEST - All player protests regarding rule violations must immediately be brought to the attention of the Center Referee (unless otherwise noted) who must get the Arbitrator without question. If the player can't get the attention of the Center Referee, he/she should ask a Corner Referee or the Scorekeeper to get the Center Referee for him/her. If the Center Referee refuses to process an arbitration, the player can leave the ring without penalty and has five (5) minutes to obtain the Arbitrator who will then make a decision as to whether any infraction has occurred. (If the Arbitrator cannot be found or is not available then the player must ask the announcer to call for him. The player will not be penalized for a timely period to get the Arbitrator if he is not available). Getting the Arbitrator may be done by the player, only after his/her scores, points or penalties pertaining to the arbitration have been awarded, but before the winners have been declared. After the winners are declared the player has no right to an arbitration, excepting for scoring errors where the scores were not allowed to be disclosed previously.

- All protests regarding proper rank for the division that a player is competing in must be done before any sequence of play is chosen.

NBL

- ARBITRATORS REPORT AND CHECKLIST - The Arbitrator is required to follow and fill in the Arbitrator's Report and Checklist (APPENDIX H) for each and every protest at the tournament.

- () 5. ARBITRATION FEE - A tournament can require a fee in order for a protest to be heard. The fee cost will be set by the tournament promoter and must be printed in their main tournament brochure. The collection of this fee will be at the discretion of the Arbitrator and if it is to be collected it must be done before the protest is heard. If the protest is being brought by a junior (17-), then the junior may pay any required arbitration fee him/herself or may get his/her tournament guardian (person signing for the care of the junior as indicated on the back of their players card) to pay the fee. This must be done before the protest is processed. All fees paid to the Arbitrator will be returned if the person filing the Arbitration wins his case. (See APPENDIX H).

- NBL - ARBITRATION FEE - Same as above except a fee of \$10 cash is required to be collected. All retained fees must be forwarded to SKITA within seven(7) days after the tournament and will be used for the development of its structure. A conference (not individual promoter) is allowed to charge more than \$10 and up to a maximum of \$30 and retain the amount over \$10 for the benefit of their conference. (See APPENDIX H).

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- ARBITRATION FEE - Same as above except the fee is required to be collected and the fee will be \$30 cash with all funds retained going to SKITA. (See APPENDIX H).

- () 6. SUPPORTING VIOLATION WITH RULEBOOK AND VIDEO - It is the player's responsibility to know this rulebook and its penalties. The player that is protesting will be given two (2) minutes by the Arbitrator to find evidence in the rulebook to support their call of a violation. If the player cannot find evidence in the rules in the allotted time then their protest shall become null and void unless the Arbitrator further processes the protest on his own. Along with evidence of a rule violation submitted from the rulebook, the player may submit videotape as evidence of a rules violation, but not as evidence to reverse judgmental scoring.

- () 7. RULES PROCEDURAL ERROR - Protest of a rules procedural error which is agreed upon as a procedural error by the Arbitrator requires the division to stop using the error. Once the error is caught, it must be corrected with the proper procedure immediately. The division should not be restarted, however the Arbitrator has the authority and option to re-adjust the present situation [match or performance(s)] to make it as fair as possible before continuing or he/she has the option of restarting [the match or performance(s)] if he/she feels it is absolutely necessary. A procedural error that was allowed at a tournament and not discovered or corrected by that tournament Arbitrator does not set a precedent for the same procedural error to be allowed in other divisions or at any future tournaments.

- () 8. INCORRECT TOURNAMENT BROCHURE - All SKITA rules take precedence over any listed rules, divisions, and statement in the tournament brochure. Protests regarding incorrect tournament divisions or placement of players into an incorrect division will be handled as follows: League required divisions, written rules and/or standards will take precedence over tournament advertisements (including the tournament brochure). A player competing in or placed into a wrong division will have no protest recourse if they are not aware of the league requirements in advance or, if they do not protest in advance of the starting of the division that they were placed into. If a player competes in one division and then another unadvertised division more to his liking is created, then that player may compete in the newly created division with the understanding that all winnings from the first division may be required to be relinquished after competing in the second division and the second division may be unrated (see V-E-1 PLAYER DIVISIONAL ENTRY.) If the league's written rules do not specifically clarify a dispute than any written clarification in the tournament brochure can be used to clarify a situation.

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- () SUPER GRANDS BROCHURE - The Super Grands / Amateur Internationals tournament brochure shall take precedence over the SKITA rules.

- () 9. JUDGING / REMOVAL OF JUDGES - A player cannot protest a judgmental call to have it changed. A player may, however, ask the Arbitrator to scrutinize any Judge for possible removal. A player may request to have one or more Judge (including the Center Referee) removed from his division from the onset. This protest should be made before the division starts (starts choosing order of performance). Removal of Judges is at the discretion of the Arbitrator based upon statements by both the player and the Judge and any Chief Referee.

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- () REMOVAL OF JUDGES - Preselected Referees will not be removed upon a protest by a player or coach.

- () 10. SCORING PROTEST - Flip cards and/or scoreboards that the Center Referee is keeping score by, take precedence over tabulation by the Scorekeeper. Scoring error disputes where the scores were not disclosed previously must be questioned immediately following the division and within five (5) minutes after the awarding the winners (See APPENDIX H - PROCESS OF ARBITRATION).

- () 11. PROTEST MADE TO TOURNAMENT PROMOTER - Protests and arbitrations cannot be brought to the tournament promoter by a player or coach.

- () **PENALTY** - Any player or coach asking a tournament promoter to arbitrate or make decisions regarding rules of play will disqualify the player from that division and disqualify the arbitration and subject the offender to a fine (See APPENDIX J).

B. FORMAL PROTEST

- () 1. PROTEST FORM - A player who feels that a Arbitrator's decision was wrong may write to the tournament league (sanctioning body) or fill out and send in any protest form that the league makes available (through a Commissioner). A league may have a Chief Arbitrator review the protest for an upholding of, or overturn of the Tournament Arbitrator's

decision.

WEAPONS

(Note: All penalties and rules not contained herein will be the same as FORMS COMPETITION.)

I. PLAYING AREA AND EQUIPMENT: (same as forms)

II. OFFICIALS: (same as forms)

III. PLAYER UNIFORM AND EQUIPMENT:

A. UNIFORM - (same as forms)

B. PROPS - (same as forms with the following exceptions)

- () 3. WEAPONS - Martial Arts weapons are allowed to be used by the player(s) and/or person(s) acting as props. Other unsharp weapons are also allowed but not as the weapon that the player is being judged for.

C. PLAYER COMMUNICATION EQUIPMENT - (same as forms)

D. WEAPONS

- () 1. SPECIFICATIONS - Weapons that the player is being judged on for ability to use, must have a resemblance and evolution to traditional Asian martial arts weaponry. Authentic weapons include, but are not limited to arnis sticks, broadsword, butterfly swords, cane, fan, hoko, jo, kai (eku-bo/oar), kama, kama with rope, katana, long bo, naginata, nunchaku, sai, tanto, three sectional staff, tonfa, wakizashi, whip chain, yari, etc. Plastic, foam, defective and sharp weapons are not allowed. Throwing of weapons (unless on a chain/rope) is not allowed, however tossing of a weapon upward with intent to catch it is allowed.

- () **PENALTY** - Use or attempted use of a disallowed weapon will result in disqualification; except defective weapons, in which case a player will be given five (5) minutes to replace if the Center Referee has deemed it defective.

IV. RATINGS: (same as forms)

V. PLAYER DIVISIONAL CRITERIA: (same as forms except E-2a and b))

E. DIVISIONS / EVENTS

- () 2a or b **STYLE CRITERIA** - (The same option will be used as chosen in forms, except weapons will be allowed.) If the division allows, but is not required to use music, then music may be played during any portion of the performance. If option 02-2a is chosen then the specific criteria for hard contemporary, hard traditional and soft weapons in APPENDIX A will apply.

VI. SEQUENCE OF PLAY: (same as forms where applicable)

VII. RULES OF PLAY:

A. PERFORMANCE

- () 1. READINESS - (same as forms)
- () 2. PRESENTATION - (same as forms)
- () 3. TIME LIMIT - (same as forms)
- () 4. BOWING OUT - (same as forms)
- () 5. POOR SPORTSMANSHIP - (same as forms)
- () 6. LEVY FINES - (same as forms)
- () 7. AMOUNT OF PERFORMANCES - (same as forms)
- () 8. COACHING - (same as forms)
- () 9. ILLEGAL RING ENTRY - (same as forms)
- () 10. REQUEST TO KNOW SCORES - (same as forms)
- () 11. PERFORMANCE ERROR / RESTARTS - (same as forms except penalty)

- () **PENALTY** - A blackbelt player that neglects to finish his/her form because of an error or because he/she forgets his/her performance or because he/she drops or fumbles their weapon and requests to start over may do so, but will receive no score. Any underbelt player will be allowed only one restart and will receive no penalty. An obvious performance mistake by an under black belt will receive no deduction in score by the Judges if he starts over again. For a blackbelt making an obvious mistake (such as dropping or fumbling a weapon), but completing his/her form, it will be a decision of the Judges individually as to whether they will deduct any point value from their score(s). More of a severe penalty should be deducted in a traditional weapons division than a contemporary division since the error will be obvious in a known traditional form but may only be an assumed error in a contemporary division.

- () 12. MUSIC PLAYING - (same as forms)
- () 13. MUSIC LOUDNESS - (same as forms)
- () 14. ERROR DUE TO PLAYING SURFACE - (same as forms)
- () 15. PROFANITY IN MUSIC - (same as forms)
- () 16. WEAPON BREAKS - If the player's weapon breaks and the player elects not to complete the form, he/she will have five (5) minutes to replace it with the same or a different weapon and may perform again without penalty, if he asks for it. If the player effectively finishes the form

with a weapon which broke during the form, he/she can be scored without penalty.

- () **PENALTY** - A player whose weapon breaks and who does not finish the form or cannot replace the weapon within five (5) minutes, will be disqualified by the Center Referee.

- () 17. WEAPONS INSPECTION - Any inspection of the player's weapons for safety and/or authenticity by the Judges must be done before the player enters the ring to perform. The player's three (3) minute time limit to perform should be uninterrupted.

- () 18. PERCENTAGE OF WEAPON UTILIZATION - Ninety percent (90%) of the player's performance must be with a weapon in their hand, however the weapon need not be utilized the entire time it is in the player's hand.

- () **PENALTY** - A player not performing ninety percent (90%) of their form with a weapon in their hand will be disqualified by the Center Referee.

B. BOUNDARIES - (same as forms)

C. SCORING (same as forms)

D. TIES (same as forms)

VIII. FINALS: (same as forms)

IX. PROTESTS: (same as forms)

SELF-DEFENSE

(Note: All penalties and rules not contained herein will be the same as FORMS COMPETITION.)

- NBL ONLY () OPEN RULES - NBL tournaments without separate traditional and contemporary (choreographed fight scene) self-defense divisions will automatically qualify the division as being an open competition.

I. PLAYING AREA AND EQUIPMENT:

A. NAME (same as forms)

B. FLOOR SPECIFICATIONS

- () 1. COMPOSITION - The ring area floor will be made of wood or covered with carpet or may be covered with a mat. If mats are not provided, the player may supply their own.

C. RING SPECIFICATIONS (same as forms)

II. OFFICIALS: (same as forms)

III. PLAYER UNIFORM AND EQUIPMENT:

A. UNIFORM

- () 1. UNIFORM SPECIFICATIONS - Martial arts uniforms are not required. The attire worn by both the player(s) and any person(s) acting as a prop(s) must not be offensive or display any foul language. **EXCEPTION** - Also see V. PLAYER DIVISIONAL CRITERIA, E. DIVISIONS 2a STYLE CRITERIA and Self Defense in APPENDIX A for other uniform requirements of the division.

- () **PENALTY** - Any player or person acting as a prop with attire that is offensive or displaying foul language automatically disqualifies the player. Acceptability and offensiveness of attire is the decision of the Rules Arbitrator.

- () 2. REMOVAL OF UNIFORM TOP (same as forms)

- () 3. JEWELRY (same as forms)

B. PROPS

- () 1. A PERSON(S) AS A PROP - (same as forms excepting that props, performing as a partner(s) in traditional self defense, are allowed).
- () 2. A PERSON(S) AS A PROP(S) - UNIFORM CODE - Any person(s) being used as a prop has no specific uniform requirement unless the division is labeled traditional. In a traditional division any person(s) being used as a prop must follow the same uniform requirements as required by the player(s).

- () 3. WEAPON - Weapons are allowed by the player(s) and/or person(s) being used as props. Sharp weapons are not allowed.

- () 4. OTHER PROPS - (same as forms with the following exception) Traditional divisions allow the use of a chair and table.

IV. RATINGS: (same as forms)

V. PLAYER DIVISIONAL CRITERIA: (same as forms except E and H)

E. DIVISIONS / EVENTS

- () 1. AMOUNT OF DIVISIONS A PLAYER MAY COMPETE IN - (same as forms).

- () 2. STYLE CRITERIA - (same option must be used as was chosen for forms)

- () 2a STYLE CRITERIA - The Specific Forms Criteria for each self defense division in APPENDIX A must be adhered to in each division or the player will, in all probability, be disqualified.

- () 2b STYLE CRITERIA - General Forms Criteria applies.

GENERAL FORMS CRITERIA

OPEN - If the division is "open" then any of the below criteria applies.
CONTEMPORARY - (Choreographed Fight) - The players being judged may use martial arts or non-martial arts techniques in both offensive and defensive situations. Every player will be judged (except person(s) used as props) on dynamics of techniques, acting ability, dialog ability and ability to convey a realistic or abstract story through the use of martial arts in a skit routine. Music is allowed.
TRADITIONAL - The player(s) being judged may only use martial arts techniques and gymnastics in both offensive and defensive situations. Judging will be based on the player(s)' ability at offensive and defensive techniques only, not on the ability of the people used as props. The performance will consist of as many routines as the player wishes to perform in the allowed time. Dialogued skits are not allowed, but the player at his discretion may or may not explain each set and may or may not perform each set slowly before executing it. No other dialog is allowed. Music is not allowed.

() **PENALTY** - Any player using dialogued skits, music, props (other than specified) or non-martial arts techniques (by the player being scored) will be disqualified by the Center Referee, or Rules Arbitrator.

H. TWO MAN SETS/GROUPS

Two man sets and group routines are allowed. The set will be scored as one entity by the judges with one team name receiving rating points as a unit, only if the performance is announced to be judged as a team at the presentation. One of the player(s) must announce to the judges what persons must be judged as part of the routine so that the judges take into consideration those players performances to determine the group's score. If only certain players are to be scored, then the other person(s) being used are considered to be props only and are not scored as part of the routine. All persons being judged as part of the routine must qualify as players for that division while people used as props do not need to qualify and must not be judged as part of the performance. (See PROPS under PLAYER UNIFORM AND EQUIPMENT and MULTIPLE PLAYER SCORING VII-C-2).

VI. SEQUENCE OF PLAY: (same as forms)

VII. RULES OF PLAY: (same as forms)

VIII. FINALS: (same as forms)

IX. PROTESTS: (same as forms)

BREAKING

(Note: All penalties and rules not contained herein will be the same as FORMS COMPETITION.)

I. PLAYING AREA AND EQUIPMENT:

(same as forms except C.1.)

() C.1. **SIZE** - Two rings of 20' x 20' will be used. Competition for the division will alternate between the two rings to accommodate clean up and set up in one ring while competition proceeds in the other.

II. OFFICIALS: (same as forms)

III. PLAYER UNIFORM AND EQUIPMENT:

A. **UNIFORM** - (same as forms)

B. **PROPS**

- () 1. **A PERSON(S) AS A PROP** - (same as forms except the following) - A person as a prop is not allowed to break materials on the player. The player must execute all breaking actions.
- () 2. **A PERSON AS A PROP - UNIFORM CODE** - (same as forms)
- () 3. **WEAPONS** - (same as self-defense)
- () 4. **OTHER PROPS** - (same as forms)

C. **PLAYER COMMUNICATION EQUIPMENT** - (same as forms)

D. **BREAKING MATERIAL**

- () 1. **SUPPLIER OF MATERIAL** - All the material to be broken must be supplied by the player.
- All support materials and each end side of all blocks, bricks, boards and other materials to be broken must have the initials of the player painted (by hand or spray can) on them using the same color paint.

NBL ONLY

() **PENALTY** - Any player attempting to start a performance without having initialed his material will be disqualified.

- () 2. **BREAKING MATERIAL SAMPLES** - An exact duplicate of each and every type of breaking material must be presented to the panel of Judges. The Judges may replace any of the materials in the players set-up with the sample of same material that was presented and then test that player's set-up material for safety, material type, weight and strength. A Referee may test its' breakability as well.

F. **CLEAN-UP / REMOVAL**

- () 1. **CLEAN-UP / REMOVAL** - The player must provide their own 20 foot by 20 foot floor covering of plastic or canvas to be laid down in their ring before they set up their materials to be broken. The floor covering must be at least two (2) millimeters thick and must be removed by the player with all breaking remnants after the player is scored. The floor covering must be fire resistant if fire is included in the breaking routine. The player must provide their own receptacles for broken materials and removal of same. All removal from the tournament premises must be done within one(1) hour after the performance. The player is 100% responsible for any and all damages from his breaking, material used and performance.

E. SET-UP / EXECUTION SAFETY

- () 1. **SET-UP / EXECUTION SAFETY** - All breaking material set-ups and executions must be angled so as to prevent injury to all spectators, officials and people being used as props. Execution safety is the player's responsibility and he/she shall take all responsibility for liability of any and all injuries due to his/her breaking routine. Audience volunteers for participation or as props is not allowed.

() **PENALTY** - At any time during the performance, any players attempting any breaking in such a manner that any person might possibly be harmed by the breaking routine may have the Center Referee adjust their routine for maximum safety or be disqualified for attempting an unsafe breaking routine. Any player using or attempting to use audience volunteers for participation or as props will be disqualified by the Center Referee.

IV. RATINGS: (same as forms)

V. PLAYER DIVISIONAL CRITERIA:

(same as forms except additions to A, E and H)

SG ONLY A. **REGISTRATION** - In all breaking divisions a \$50 deposit is required by all players. \$10 of the deposit will be kept as a precessing fee and \$50 will be refunded by mail within six (6) weeks after the Super Grands providing clean up, vacuuming and means of removal was made of everyone's material and no damage was done to the facility by the player.

E. DIVISIONS / EVENTS

- () 1. **AMOUNT OF DIVISIONS A PLAYER CAN COMPETE IN** - (same as forms).
- () 2a or b **STYLE CRITERIA** - (the same option must be used as was chosen for forms) The player being judged must demonstrate at least five (5) attempted breaks. At least one (1) must be with a kick. Judging will be based on the complexity and completion of the breaks. Dialogued skits, music and weapons are not allowed.

H. **TWO MAN SETS/GROUPS** - Two man sets and/or group competition is allowed.

VI. SEQUENCE OF PLAY: (same as forms)

VII. RULES OF PLAY:

A. **PERFORMANCE** (same as forms including the following)

- () 1. **READINESS** - A player must be prepared for his/her competition when called "up" by having all breaking materials, props and protective floor covering ready to set up. The player will have a maximum of eight (8) minutes to set up (unless the facility and tournament has enough vacant rings to facilitate pre-set up for all players in the breaking division and is so arranged by the promoter). Removal of all breaking material and floor covering must be accomplished in two (2) minutes or less time after the player has competed or in a time frame generally considered safe to accomplish the clean up.

() **PENALTY** - Any player not prepared for his competition and/or not available to set up or remove all breaking material within the time allocation will be disqualified at the discretion of the Center Referee.

- () 16. **TWO ATTEMPTS TO BREAK** - A player will be allowed two (2) attempts for any single break. A player cannot make a third attempt at the same break.

() **PENALTY** - A player making a third attempt at any single break will be disqualified by the Center Referee.

B. **BOUNDARIES** - (same as self-defense)

C. **SCORING** - (same as forms)

D. **TIES**

- () 1. **SHOW OF HANDS** - Any tie in breaking will be broken by having each of the judges point to his/her choice at one call. The odd amount of Judges will result in a majority vote for one player.

VIII. FINALS: (no difference in procedure)

SG ONLY () **QUALIFICATION** - The first and second place eliminations winners of each division may be declared to be the world champion and runner-up or they may be required to have another run-off for the title or may be asked to perform as a demonstration in the Grand Finale.

IX. PROTESTS: (same as forms with one exception)

POINT SPARRING

(Note: All penalties and rules not contained herein will be the same as FORMS COMPETITION).

I. PLAYING AREA AND EQUIPMENT:

- A. NAME - (same as forms)
- B. FLOOR SPECIFICATIONS - (same as forms)
- C. RING SPECIFICATIONS -
 - () 1. SIZE - The size of the ring shall be 20' x 20'. The ring can be 15'x15' if the age of the players in the ring do not exceed twelve (12) years of age and if all the players are under blackbelts.
 - () 2. MARKINGS - (same as forms)
 - () 3. COACHES BOX - On each side of the ring, an additional two (2) feet must be taped off for a coaches box. This rectangular box must run the length of the ring.
 - () 4. STARTING LINES - The player starting lines will be two (2) feet apart in the center of the ring.

D. TOURNAMENT EQUIPMENT

- NBL ONLY () 1. FLIP CARDS - Two sets of flip cards that are visible to the players and the spectators are mandatory for every ring in order to exhibit the official point totals as the points are awarded. Electronic scoreboard may be used instead of flip cards.

II. OFFICIALS:

- A. SCOREKEEPERS (same as forms with additions to number 3)
 - () 3. DUTIES
 - Figures first round byes for players.
 - Also keeps score on flip cards at the direction of the Center Referee.
- B. COMMISSIONER - (same as forms)
- C. COORDINATORS - (same as forms)
- D. CHIEF REFEREE - (same as forms)
- E. RULES ARBITRATOR - (same as forms)
- F. CENTER REFEREE
 - () 1. AMOUNT - (same as forms)
 - () 2. AGE - (same as forms)
 - () 3. TOURNAMENT LANGUAGE - (same as forms)
 - () 4. DUTIES - (see APPENDIX G)
 - () 5. IDENTIFICATIONS - (same as forms)
 - () 6. LOCATION OF - The Center Referee will stand inside the ring near the center to begin the match and will move about the ring for visual advantage during competition.
- G. JUDGES
 - () 1. QUALIFICATIONS - (same as forms)
 - () 2. AMOUNT - Each ring shall have three (3) or five (5) Judges - one is the Center Referee, two (2) or four (4) as Corner Judges. It is not a player's option as to how many Judges a ring will have.
 - () 3. AGE - The age of all Judges must be eighteen (18) years or older.
 - () 4. DUTIES -
 - Votes on points and penalties at the direction of the Center Referee.
 - To judge an entire division.
 - () 5. IDENTIFICATION - (same as forms)
- () 6a LOCATION OF - The Judges shall sit just outside each corner of the ring.
- () 6b LOCATION OF - The Judges shall stand inside the ring near the corners and will move about the ring for visual advantage during competition.
- () 7. REPLACEMENT OF - A Judge can be replaced by the Center Referee, Chief Referee or Arbitrator after any given match or be temporarily removed when he has an affiliate up for play in a match.

H. NBL SALESMAN - (same as forms)

I. PHOTO JOURNALIST - (same as forms)

III. PLAYER UNIFORM AND EQUIPMENT:

A. UNIFORM

- () 1. UNIFORM SPECIFICATIONS - A player must wear a martial arts uniform which is not unsightly or with foul language on it and must not have any metal items attached to it. The uniform must be a traditional tie across top or tae-kwon-do pull over or sport karate uniform with basic traditional stylized elements. No "T" shirts or sweatshirts (in place of a uniform top) or pants above the knees will be allowed. No form of shoes or footwear can be worn excepting the required foot safety gear.
 - () **PENALTY** - Any uniform with foul language on it automatically disqualifies the player from further play. A player wearing a "T" shirt or sweatshirt (in place of uniform top) or short pants will have five (5) minutes to obtain a correct uni-

form and have it on or will be disqualified by the Center Referee. Unsightliness of uniforms are the decision of the Arbitrator.

- () 2. SLEEVES - Uniform top sleeves must extend to and be no shorter than elbow length during play to facilitate grabbing by the opponent.
- () **PENALTY** - Upon a protest, a player must unroll (and leave unrolled) any rolled up sleeves to at least the regulation length and if the sleeves are not long enough, the player will have five (5) minutes to get a correct uniform top and have it on, or will be disqualified by the Center Referee.
- () 3. JEWELRY - As a safety precaution, exposed jewelry of any kind is prohibited.
- () **PENALTY** - A player found wearing jewelry during sparring which is not completely covered by safety equipment, must remove it immediately and may still be subject to disqualification at the Arbitrator's discretion.

B. SAFETY EQUIPMENT

- () 1. MOUTH PIECE - A mouth piece is required.
- () 2. GROIN CUP - A groin cup is required for males and must be worn under the uniform.
 - () **PENALTY** - A player who wears a groin cup over a uniform will be given two (2) minutes to change it to be under the uniform. If not changed within two (2) minutes he will be disqualified.
- () 3. HAND GEAR - Sport karate hand gear is required and must cover the fingers and be free of repairs that could cause injury.
 - Brands allowed include Rheemax, Macho, ProForce, Shihan, and Tiger Claw.
- () 4. FOOT GEAR - Sport karate foot gear is required and must cover the toes and be free of repairs that could cause injury.
 - Brands allowed include Rheemax, Macho, ProForce, Shihan, and Tiger Claw.
- () 5. HEAD GEAR - Sport karate head gear is required and must be free of repairs or construction which could cause injury. It is the player's responsibility to wear headgear suitable to facilitate proper hearing of Judges' calls. Face protection gear (face make) are allowed and recommended. They may be made of any material so long as they are constructed and secured in such a way as to not injure the user.
 - Brands allowed include Rheemax, Macho, ProForce, Shihan, and Tiger Claw.
 - () **PENALTY** - A player entering the ring or caught in the middle of a match without proper safety equipment will be given two (2) minutes to obtain proper safety equipment or will be disqualified by the Center Referee.
- () 6. INJURY DUE TO LACK OF, OR FAULTY SAFETY EQUIPMENT - (see VII RULES OF PLAY, J. INJURY, 4)

IV. RATINGS: (same as forms)

V. PLAYER DIVISIONAL CRITERIA:

- A. REGISTRATION (same as forms)
- B. AGE (same as forms)
- C. RANK (same as forms)
- D. GENDER (same as forms)
- E. DIVISIONS / EVENTS (same as forms if applicable to point sparring)
- F. PLAYER'S HEALTH (same as forms with the following substitution)
 - () 2. INJURY CASTS - A player who is wearing a cast due to any injury will not be allowed to compete in sparring divisions.
 - () **PENALTY** - A player caught competing that is wearing a cast will be disqualified.
- G. WEIGHT CLASSES

() 1. WEIGHTS BY AMOUNT OF DIVISIONS - MEN'S

Division	If 2 div.	3	4	5	6	7	8	(kg)
Fly	-	-	-	-	-	-	125.4	(57-)
Feather	-	-	-	138.6	138.6	138.6	138.6	(63)
Light	173.8	151.8	151.8	151.8	151.8	151.8	151.8	(69)
Light Middle	-	-	-	-	-	162.8	162.8	(74)
Middle	-	173.8	173.8	173.8	173.8	173.8	173.8	(79)
Light Heavy	-	-	-	-	184.8	184.8	184.8	(84)
Heavy	173.8+	173.8+	200.2	200.2	184.8	184.8	200.2	(91-)
Super Heavy	-	-	200.2+	200.2+	200.2+	200.2+	200.2+	(91+)

() 2. WEIGHTS BY AMOUNT OF DIVISIONS - WOMEN'S

Division	If 2	3	4	(kg)
Fly	132-	121-	121-	(50-)
Feather	-	-	132-	(55-)
Light	132+	143-	143-	(60-)
Middle	-	143+	143+	(60+)

- () 3. APPROPRIATE DIVISIONAL ENTRY - The player can only enter into the division of his/her weight classification. He/she cannot move up or down into other weight divisions. At the same tournament a player must enter the same weight class in all divisions (point sparring and continuous sparring).

H. WEIGH-IN

- () 1. PROCEDURE - All players must weigh-in prior to registration. Weigh-

in will be performed with the player wearing no more than shirt and pants. The player must be free of foot apparel, belts and with all pockets emptied. The official that weighs the players may request removal of whatever is necessary to secure a true and accurate weight.

- () 2. PROCESS - The weigh-in should be the morning of the event, with a promoter's option of being the day before. A player need not be weighed again under protest as the player's weight could conceivably have changed since being weighed in originally that day or the day before. However, if sufficient evidence warrants that the player's weight was incorrectly arrived at, then the Arbitrator may, at his discretion, ask for that player to be re-weighed and may determine, in his own judgment, if any foul play took place.

() **PENALTY** - A player who does not weigh-in before the close of a division or has falsified his/her weight will be disqualified.

SG/AM ONLY

- () PROCESS - Weigh in may be several days in advance of the divisional run-off. Upon any protest or at arbitrary request of the Arbitrator, Chief Referee or Center Referee, any player or entire division may be asked to be re-weighed before their division begins. Upon being reweighed a player must not weigh more than five (5) pounds over the maximum weight limit or five (5) pounds under the minimum weight limit of the division.

() **PENALTY** - Any player weighed after registration and directly before their division starts and found to be more than five (5) pounds over or under weight will, at the discretion of the Arbitrator, be disqualified or adjusted to the correct division.

SG ONLY

- () SEEDING - In order to be seeded a player must make the weight of the division(s) he/she is rated in.

- () 3. WEIGHT VERIFICATION - The player's registration and ticketing will verify the player's weight class and division. The Center Referee will verify their weight through their ticketing or registration, not necessarily by re-weighing them, even upon a protest.

() **PENALTY** - A player caught intentionally falsifying his/her weight will be subject to scrutiny of the league for possible suspension.

VI. SEQUENCE OF PLAY:

A. ORDER OF PERFORMANCE

SG/AM ONLY

- () 1. PLAYER AVAILABILITY - (same as forms)
- () 2. CHOOSING THE ORDER - (same as forms with the following addition)- All byes will be chosen in the first round and will be figured using the accompanying bye chart. Byes will be chosen before any pairing off is determined and will not be changed to avoid pairing off players from the same school or country. In the first round only, players from the same school will not be paired against each other if it can be avoided without changing the byes that were chosen and if any same school match-up is brought to the attention of the Center Referee before the match begins. In all rounds, players from the same country shall not be paired against each other if there is an opponent from another country to be paired against, unless there is double eliminations and the player has been paired against every other player once. The same country match-up must be brought to the attention of the Center Referee before the match begins. At the discretion of the Center Referee, matches may also be paired by height. The pairing of matches and order of performance in all rounds may be determined by luck of the draw, rather than a charted system (See APPENDIX K).

Number of Competitors	Number of First-Round Matches	Number of Byes	Number of Competitors	Number of First-Round Matches	Number of Byes
5	1	3	35	3	29
6	2	4	36	4	28
7	3	5	37	5	27
8	4	6	38	6	26
9	5	7	39	7	25
10	6	8	40	8	24
11	7	9	41	9	23
12	8	10	42	10	22
13	9	11	43	11	21
14	10	12	44	12	20
15	11	13	45	13	19
16	12	14	46	14	18
17	13	15	47	15	17
18	14	16	48	16	16
19	15	17	49	17	15
20	16	18	50	18	14
21	17	19	51	19	13
22	18	20	52	20	12
23	19	21	53	21	11
24	20	22	54	22	10
25	21	23	55	23	9
26	22	24	56	24	8
27	23	25	57	25	7
28	24	26	58	26	6
29	25	27	59	27	5
30	26	28	60	28	4
31	27	29	61	29	3
32	28	30	62	30	2
33	29	31	63	31	1
34	30	32	64	32	0

SG/AM ONLY

- () CHOOSING THE ORDER - The order of competition will be determined by the NBL/SKIL ratings (seeding) the player has earned during the league's competition season and recorded in the final ratings in the November-February edition of *Sport Karate Magazine*. (See APPENDIX O and P).

- () 3. ONLY ONE PLAYER - (same as forms).
- () 4. SPLITTING OF DIVISION - To expedite a division, it may be arbitrarily split in half with the four finalists of each group being put back together to decide the final eight (8) places in a final run-off.
- () 5. SCHEDULED TWICE - If a player is found to be accidentally scheduled to fight twice in the same division then the Center Referee will, by "luck of the draw", eliminate one of the duplicate names and whoever was paired against the duplicate he chose, will get a bye.
- () 6. REGISTERED BUT NOT COMPETING - (same as forms)

B. LATE PLAYERS/DESIGNATES AND CHANGING ORDER / BYES

- () 1. JUDGE MISSES DIVISION - (same as forms)
- () 2. PLAYER MISSES DIVISION - (same as forms)
- () 3. PLAYER IN ANOTHER EVENT OR DIVISION - (same as forms)
- () 4. PLAYER LOSES ENTRY CARD - (same as forms)
- () 5. MISSED DIVISION BECAUSE OF ERROR BY OFFICIAL
 - Error if Still in First Round Play - If a player has their card (or name) misplaced by the Staging Person/Ring Official, or if a player is given incorrect directions by the Announcer or an official Coordinator, or if a player was incorrectly disqualified by a Staging Person/Center Referee that was selecting the order of performance or byes, then the player shall be paired against one of the byes that was selected for the first round and compete accordingly. This does not apply to players who were not at ringside when the division started or players who didn't hear announcements.
 - Error Discovered after Completion of First Round - The player will be paired against any randomly selected remaining players (Player A), with the winner of that match assuming the position that Player A was originally chosen for.

VII. RULES OF PLAY:

A. PERFORMANCE

- () 1. READINESS - (same as forms)
- () 2. PRESENTATION - When called "on deck", the player should stand near the entrance side of the ring and prepare himself for the next contest. When called "up", the player will enter the ring and stand with toes on the starting line and face the opponent that is on the other line. On the Center Referee's command, both players will bow to him/her, then to each other and then assume their "guard position", keeping the toes of at least their lead foot on their starting line.
- () 3. TIME LIMIT - Time limit of the match will be two (2) minutes running time (excluding any "stop time" made by the Center Referee). Only the Center Referee can stop the time, or adjust the time and only the Center Referee (not the Timekeeper) at the direction of the Timekeeper can officially call an end to the match due to the time limit expiring. The Center Referee officially ends the match when the time limit expires by yelling "stop" and saying, "Time has expired" or by blowing his whistle with one short blow. If a Center referee or Scorekeeper neglects to have the time clock stopped when time out is called during an arbitration, equipment adjustment or during player medical attention then the Center Referee must require that the estimated amount of time loss be put back onto the clock.
- () 4. BOWING OUT - Bowing out to an opponent for any reason is allowed without penalty. The player must be in attendance to bow out. The player bowing out will be recorded as the loser of the match.
- () 5. POOR SPORTSMANSHIP - (same as forms)
- () 6. LEVY OF FINES - (same as forms)
- () 7. AMOUNT OF PERFORMANCES - A player may continue play until he has secured a loss. If he is amongst the final four players and loses, then he will have one more match to determine third and fourth place.
- () 8. COACHING - A player may allow himself to be coached by one person who must stay within the coaches' box and must remain there during the match. The coach must be in the coaches box that is on the same side as the player. This coach may only enter the playing ring when a medical doctor is called for an injury, or when an arbitration is officially called and he/she has permission by the Center Referee or Arbitrator. The coach cannot enter the playing ring to coach or to make player equipment adjustments. He must coach from his box. The coach cannot use over aggressive or foul language but may command verbal suggestions to his player during any part of the match except when play is stopped and the opponent is not able to be equally coached because their attention must be focused on something other than play. Examples include injury, equipment adjustment or when an official is talking to one of the players. No other players or spectators may be in this box or within three (3) feet of the ring or coaches' box boundaries. The tournament may require a fee not exceeding \$15 for a coach to use the coaches' box or to obtain a coaches pass and will restrict the coach that purchases same to sparring divisions only. Anyone in an appropriately designated spectator area may shout commands to a player or cheer the player on in an orderly fashion.
- () **PENALTY** - A player who allows himself to be coached by the coach who is in the coaches box is subject to penalty points caused by the coaches'

Note: All revisions since 6/98 SKITA are underlined

behavior. If his coach enters the playing floor illegally, uses over aggressive or foul language or has other team members that gather in the coaches' box or within three (3) feet of the ring border or is being coached when the opponent cannot also be coached equally because their attention must be focused else where, will have one penalty point awarded to his/her opponent by the Center Referee for each and every offense.

SG ONLY

- () COACHING - Anyone bearing a current laminated VIP Staff card may coach and/or enter the ring areas without a coaches pass and/or Referee permission.
- () 9. ILLEGAL RING ENTRY (same as forms)
- () 10. REQUEST TO KNOW SCORES / TIME - During any stopped play, a player has the right to ask and receive from the Center Referee the correct score and time left in the match. A player is allowed to check his/her score as tallied by the Scorekeeper immediately upon finishing his/her performance and again after the placement awards are announced.
- () 11. COMMANDS -
 - To begin : Upon the command to "start" - and after the Center Referee takes his/her hand off the player's shoulders, the players may move anywhere within the ring in order to score upon each other.
 - To Stop - Upon the command to "stop" or "break" or a short blow of the whistle, the players must cease action of play and return to their starting positions behind their respective lines.
- () 12. TIME OUT - A player or a coach may call one (1) time out for up to ten (10) seconds for coaching per match if the match is already stopped. If the player can't get the attention of the Center Referee to ask for a timeout then he/she should ask a Corner Referee or the score keeper to get the Center Referee for him/her.
- () 13. HITTING AFTER THE CALL - A player must refrain from play at the Center Referee's call to "stop" (break) or short blow of the whistle.

() **PENALTY** - Any player(s) hitting after the call to stop by the Center Referee will have a penalty point awarded to the opponent for each offense or be disqualified by the Center Referee or majority vote of the Judges.

- () 14. TIME BETWEEN MATCHES - A player will be given a breaktime of not less than two (2) minutes between consecutive matches in which he/she competes, when asked for by the player.

SG/AM ONLY

- () TIME BETWEEN MATCHES - A player will be given a breaktime of no less than one (1) minute between consecutive matches in which he/she competes, when asked for by the player
- () 15. EQUIPMENT ADJUSTMENT - Any player needing their equipment adjusted must ask the Center Referee to adjust it - not a coach or spectator. If the player is using his 10 second time out, then he/she may use that time out with his/her coach to adjust the equipment.
- () **PENALTY** - Any player going to a coach or spectator to have his equipment adjusted without a legal time out will have one (1) penalty point awarded to his opponent by the Center Referee for each and every offense.

B. BOUNDARIES

- () 1. OUT OF BOUNDS - A player is out of bounds when he/she has neither foot inside or touching the ring boundary line.
- () 2. WRONG SIZE RING - (same as forms)
- () 3. SCORING - A player that is out of bounds cannot score, but can be scored upon by an in bounds opponent before the match is stopped. A player jump kicking to score must land in bounds to score.
- () 4. FORCED (fighting) OUT VS. RUNNING OUT - A player forced out of bounds while fighting will not be penalized. The Center Referee will simply reassemble the players and restart the match. A player running out of bounds to avoid fighting or stepping out while moving about is subject to a penalty.

() **PENALTY** - A player running or stepping out of bounds will, at the discretion of the Center Referee, have a penalty point awarded to his opponent for each and every infraction.

C. SCORING AREAS

04-1a or (SG/NC)

- () 1a LEGAL SCORING AREAS - A player may score to the head, face (see Exception H-DOWNED OPPONENTS, 4 and 5), ribs, chest, abdomen or kidneys. (SG - even years of NBL competition).

04-1b (NC)

- () 1b LEGAL SCORING AREAS - A player may score to the head, face (see Exception H-DOWNED OPPONENTS, 4 and 5), ribs, chest, abdomen, kidneys or groin (SG - odd years of NBL competition).

- () 2. NON-SCORING AREAS - A player cannot score to the back (spinal area), shoulders, throat, arms, elbows, hips, buttocks, groin (unless it is used as a scoring area), legs, knees, feet or any other area not specifically accepted as a legal scoring area. However, the player is allowed to strike to a non-scoring area if that area was intentionally used as a blocking area by the opponent.

() **PENALTY** - A player striking to a non-scoring area that was not intentionally used as a blocking area by the opponent will, with a majority vote of the Judges, have a penalty point awarded to the opponent for each offense.

() **PENALTY** - A player maliciously striking to a non-scoring area will, with a majority vote of the Judges, be disqualified for that match and further play.

D. TECHNIQUES ALLOWED

- () 1. LEGAL TECHNIQUES - Allowable techniques include all kicks, punches, backfists, knife hands, ridge hands, grabs, front leg sweeps and front leg takedowns. They may be spinning or aerial techniques. Grabs may be to any part of the body excluding the head, around the neck and groin area and can last no more than three (3) seconds. Sweeps and takedowns may be executed with either the front or back leg to the back or side of the opponent's lower (below the knee) front leg only. Legality of sweeps are not determined by floor surface. All techniques must be focused (the player must make and keep eye contact to the area that he is making contact to or striking towards, before the completion of the technique).

- () 2. ILLEGAL TECHNIQUES - Techniques not allowed include head butts, hair pulls, biting, scratching, spear hands, palm heel strikes, all open hand techniques (other than knife hands and ridge hands), blind techniques, elbow strikes, knee strikes, throws, takedowns (other than from a legal sweep), sweeps (other than defined as legal) and jumping on or kicking to the head of a downed opponent.

() **PENALTY** - A player using an illegal technique will, with a majority vote of the Judges, have a penalty point awarded to the opponent for each offense.

() **PENALTY** - A player maliciously using an illegal technique will, with a majority vote of the Judges, be disqualified for that match and further play.

- () 3. GLOVE EXTENTION - A player extending a glove on their hand so as to give extra reach beyond where the glove naturally fits is illegal.

() **PENALTY** - A player extending a glove will, at the discretion of the Center Referee, have a penalty point awarded to his opponent for each and every infraction.

E. CONTACT

- () 1. CONTACT DEFINITIONS

- **No Contact** - No contact to the opponent as a result of the technique. Technique must be within a four (4) inch zone of the targeted area to be considered a point.

- **Light** - No penetration or movement of the opponent as a result of the techniques. Just a touch. No blood can be drawn.

- **Moderate** - Slight penetration or movement of the opponent as a result of the technique. No blood can be drawn.

- **Excessive** - An extreme penetration or movement of the opponent as a result of the technique and possibly including swelling or bleeding (even if it was assumed, but unseen by the Judges). Any blood drawn as a result of an opponent's technique is considered excessive contact.

- **Face** - Facial area includes eyes, nose, mouth, jaw and cheeks (not ears).

- () 2a AMOUNT OF CONTACT TO SCORE

All junior and adult ranks must use either light or no contact (the individual player's option) to score to any head scoring areas (and the groin if it is a scoring area) and light or moderate contact to score to body scoring areas.

- () 2b AMOUNT OF CONTACT TO SCORE

- Blackbelts (or any division with blackbelts allowed in it) must use either light or no contact (the individual player's option) to score to any head scoring areas (and the groin if it is a scoring area), and light or moderate contact to score to body scoring areas.

- Under blackbelts (unless the division allows blackbelts) must use no contact to score to facial scoring areas (and groin if it is a scoring area), light or no contact (the individual player's option) to headgear scoring areas and light contact to score to body scoring areas.

- () 2c AMOUNT OF CONTACT TO SCORE

- All junior and adult ranks must use no contact to score to facial scoring areas (and groin if it is a scoring area), light or no contact (the individual player's option) to score to other headgear covered areas, and light or moderate contact to body scoring areas.

() **PENALTY** - A player using more than the accepted amount of contact to a scoring area or any contact whatsoever to an illegal contact area will, by a majority vote of the Judges, have a penalty point awarded to the opponent for each and every offense.

() **PENALTY** - A player using excessive contact to a scoring or non-scoring area will, with a majority vote of the Judges, be disqualified and declared the loser of that match only. The disqualification will not prevent the player from continuing in any further run-off for third and fourth place positions as long as his disqualification wasn't for malicious contact or poor sportsmanship. If both players are simultaneously disqualified for excessive contact then the player in the next round that the winner would have been paired with, gets an automatic win. If both players are simultaneously disqualified for excessive contact and were fighting for either first and second place or third and fourth place then the match shall resume until a winner is decided.

*NOTE : A Judge does not have to see the actual contact to penalize or disqualify a player for contact (including the drawing of blood) if they feel sufficient evidence warrants the call. Furthermore, a Center Referee will call for a penalty point and/or disqualification call at any time after a questionable contact has been made, despite whether the match was continued or not and the Judges may change their call from a previous call if they feel that the evidence warrants it.

*NOTE: In the case of the tournament's insurance liability not allowing face

contact, the face will become a no contact point area, with no penalty for accidental light face touch.

SG ONLY

() **PENALTY** - A player's excessive contact disqualification will not prevent the player from continuing if he/she has no prior losses, as a player must lose twice in Super Grands double eliminations. (For injury see VIII. J. INJURY 2. PLAYERS NOT ALLOWED TO CONTINUE.

- () 3. **FACE PROTECTION GEAR** - Face protection gear (face mask) will be treated as if it is an extension of the face itself. If face touch is allowed then the face protection gear is allow to be touched. If face touch is not allowed then the face protection gear is not allowed to be touched.
- () 4. **EYEGLASSES** - Eyeglasses must be removed or be covered by a sufficient protective device manufactured for sparring that still allows unrestricted vision. The eyes then become a "Face Protection Gear" area.
- () 5. **FAULT OF CONTACT** - Any player attempting to score upon another player will be at fault for any illegal contact, despite whether the other player's movement(s) caused the action to be illegal or not (i.e. running into a punch, turning one's back, being kicked or punched to an illegal back area, etc.)

F. SCORING BY POINTS AND PENALTIES

06-2a or
(SG/NC)

() 1. **POINT DEFINITION** - A point is a legal technique placed to a legal scoring area with a legal amount of contact during the play and before the play is stopped.

() 2a **SCORING OF POINTS** - One (1) point will be scored for hand and foot techniques; two (2) points for head kicks and spinning kicks from a standing position and three (3) points for spinning kicks to the head, any aerial spinning kicks from a standing position, cartwheel kicks, capoeira kicks or gyroscope kicks are awarded to a player by a majority vote of the Judges (If groin is a scoring area, a kick to the groin is only one (1) point) (Only one (1) point can be awarded for a kicking technique on a downed opponent, or the downed opponent upon the other player.) (NOTE: Option 06-2a cannot be used with option 07-5b).

06-2b or

() 2b **SCORING OF POINTS** - One (1) point is awarded to a player for any legal technique by a majority vote of the Judges.

06-2c

() 2c **SCORING OF POINTS** - One (1) point is awarded to a player for scoring a hand technique and two (2) points are awarded to a player for scoring a kicking technique by a majority vote of the Judges. (If groin is a scoring area, a kick to the groin is only one (1) point.) (Only one (1) point can be awarded for a kicking technique on a downed opponent or the downed opponent upon the other player.) (NOTE : Option 06-2c cannot be used with option 07-5b.)

() 3. **SCORING BY PENALTIES** - A one (1) point penalty can be awarded to a player by a majority vote of the Judges, or in some cases by the Center Referee alone. (See APPENDIX - C for quick reference)

() 4. **SCORING BY BOTH A POINT AND A PENALTY** - A point(s) may be awarded to one player and a penalty to the other, thereby giving one player two possibilities of scoring at the same time.

07-5a or

() 5a **AMOUNT OF POINTS TO WIN** - The player with the most points at the end of two (2) minutes playing time will be declared the winner.

07-5b or
(SG/NC)

() 5b **AMOUNT OF POINTS TO WIN** - In blackbelt divisions (or any division with blackbelts in it), the first player to five (5) points, or whichever player is ahead at the end of two (2) minutes playing time, will be declared the winner. In divisions that do not include blackbelts, the first player to three (3) points, or whichever player is ahead at the end of two (2) minutes playing time, will be the declared the winner. (NOTE: Option 06-5b cannot be used with option 07-2a or 07-2c)

07-5c

() 5c **AMOUNT OF POINTS TO WIN** - The first player to obtain five (5) points, or whoever is ahead at the end of two (2) minutes playing time, will be declared the winner.

() 6. **DISQUALIFICATION** - In all cases of disqualification in sparring divisions, the player will receive ratings points only for a RULES OF PLAY disqualification which leaves them in a placement position. (For example: if players A and B are fighting for the third and fourth place and player A is disqualified for excessive contact, then player A is awarded fourth place and thus receives fourth place points.). Players disqualified for unsportsmanlike conduct or malicious contact leaves them without any positioning, awards and rating points (Also see IV/B/1-2).

() 7. **SCORING ERROR** - If flip cards or an electronic scoreboard are being used, then the Scorekeeper using that equipment takes precedence for the official score over the Scorekeeper recording on cards or charts.

() 8. **DETERMINING THE WINNER** - The last remaining player not to have lost a match will be declared the winner.

SG ONLY

DETERMINING THE WINNER - The last two remaining players of each division will advance to the Super Grands Grand Finale to determine the World Champion. At least one player advancing to the Grand Finale must have loss. If the scorekeeper fails to run the division down so that at least one player has a loss then it will be the players responsibility to remind the scorekeeper that they must do such. If the players advance to the Grand Finale without either having a loss then a single match in the Grand Finale will determine the winner despite the fact that neither player will have had two losses. (See APPENDIX O and P)

SG ONLY

() 9. **DOUBLE ELIMINATIONS** - All seeded players must lose twice to be

AM ONLY

eliminated. (See APPENDIX O and P).

DOUBLE ELIMINATIONS - The final contest between the last two remaining players in each division will be a double elimination where the first player to win twice will become the first place winner (Either two or three matches must be run with these same two players).

G. AWARDING POINTS AND PENALTIES

() 1. **PROCEDURE** - Any Judge seeing a point scored or penalty executed will yell "stop" or "break". A Center Referee should use a short blow of the whistle to "stop" a match. At that time, both players will stand with toes on their respective starting lines. The Center Referee will call for the Judges' vote.

() 2. **VOTING** - The Center Referee will call for the Judges to vote with the Judges indicating both a point and penalty vote simultaneously.

() 3. **AWARDING POINTS** - A Judge will vote by pointing towards a player's side of the ring and upwards to indicate his/her vote for a player's point. The Judge will indicate (by fingers) the amount of points to be awarded for a point call (Two (2) and three (3) point kick option only). Three (3) or two (2) point calls can be used as a lesser point call to award points [example: Calls from three (3) Judges (with five (5) Judges being used) with one giving a three (3) point call, one giving a two (2) point call and another giving a two (2) point call, will give the player two (2) points] because three (3) Judges (a majority) called for at least two (2) points]. One (1) point calls cannot be used to award two (2) points, or three (3) points and, two (2) point calls cannot be used to award three (3) points.

() 4. **AWARDING PENALTY POINTS** - Simultaneously when the Center Referee calls for the vote, a Judge should make any penalty point calls against a player or both players, by pointing towards that player's side of the ring and downwards. The Center Referee may also call for a penalty point vote separate from a point call.

() 5. **AWARDING OF BOTH A POINT AND A PENALTY** - A Judge cannot give one player both a point and penalty call. If the Judge feels that a player has scored both a point and a penalty point, then the penalty point should override his/her decision, despite which was scored first. A Judge may, however, vote to give a point(s) to one player and a penalty against the other player, thus with enough verification one player may receive two possibilities to score at the same time. A Judge can also give both players a penalty or both players a point call.

() 6. **MOTIONS FOR DISQUALIFICATION** - A Judge will vote using the same procedural disqualifications as for a penalty except that he/she will make a circling motion with the downward pointing arm. A vote for a disqualification is also a penalty vote.

() 7. **AWARDING NO POINT OR PENALTY** - If no Judge stops the match for any point or penalty, then the match will continue.

- When the Center Referee calls for a point or a penalty:
 - A Judge may cover his/her eyes if he/she was unable to see.
 - A Judge may make a motion as if hitting his fists (or tips of flags) together if all he/she saw was a clash. (A clash does not mean simultaneous points - that is a point call.)
 - A Judge may stand with wrists crossed if he/she feels that he/she saw nothing to be voted upon.

() 8. **AMOUNT OF VOTES NEEDED FOR A POINT, PENALTY POINT OR DISQUALIFICATION :**

- A majority vote by the Judges is needed to award a point.
- A majority vote by the Judges (or in some cases, only by the Center Referee) is needed to award a penalty.
- A majority vote by the Judges (or in some cases, only by the Center Referee) is needed to disqualify a player.

() 9. **DETERMINING THE FINAL SCORE** - A player's final score will be determined by adding all points and the penalty points together for the entire match.

() 10. **SCORING ERROR / PLACEMENT** - If the scores or sequential placement of winners is protested before the performance of the first player of the next division and if any error is found to be correct, then the scores or placement shall be corrected and all players shall be given the proper ratings points. Players must exchange awards to coincide with the proper scores.

() 11. **ADMITTED JUDGING ERROR** - A Judge who admits to making an incorrect vote may change that vote before the next division is started.

() 12. **LEAVING RING BEFORE SCORING** - A player must be available and willing to receive his/her points and penalties upon the calling of such and remain in the ring to continue the match after such call is given.

() **PENALTY** - A player leaving the ring area before or after the Judges' awarding of points or penalties will have one (1) penalty point awarded to the opponent by the Center Referee (unless they have been refused access to get the Rules Arbitrator or because of medical purposes with the medical personnel's approval.)

() 13. **POINTING SUPERCEDES FLAG COLOR** - Any device (flags, etc.) used to denote any points or penalties will not take precedence over the side of the ring that is pointed to by the Judge to denote any call.

NBL

() **FLAG USAGE** - Flags and/or other devices used to denote any points or penalties by Judges are not allowed to be used.

H. DOWNED OPPONENTS

- () 1. DEFINITION - A player is considered downed when either upper limb or buttocks touch the floor except in the performance of kicks that require one hand on the floor during their execution (i.e., cartwheel kick, capoeira kick, etc.)
- () 2. SCORING - Either player will have three (3) seconds to score when one player has been downed or drops to the floor.
- () 3. FALLING TO AVOID FIGHTING - A player cannot fall to the floor to avoid fighting.
- () PENALTY - A player falling to the floor to avoid play will, at the discretion of the Center Referee, have one (1) penalty point awarded to his opponent for each and every infraction.
- () 4. KICKS TO HEAD - If a player is downed, then kicks or kicking motions to his head are illegal.
- () PENALTY - A player kicking or making kicking motions to the head of a downed player will, at the discretion of the Center Referee, have a penalty point awarded to his opponent for each and every infraction.
- () 5. PUNCHES TO HEAD - If a player is downed, then punches and strikes that contact the head of the downed opponent are illegal.
- () PENALTY - A player making contact to the head of a downed player will, at the discretion of the Center Referee, have a penalty point awarded to his opponent for each and every infraction.

I. TIES / RUN-OFFS

- () 1. TIES - A tie will be broken by "sudden death" overtime; meaning the first player to score after the playing time has elapsed will become the winner.
- () 2. RUN OFFS - Third and fourth place will be run off. Fifth through eighth places will not.
- () 3. SHARING A WIN - Players are not allowed to share a tied position nor shall an arbitrator assign a duel win for any placement. Only one person (or team) can hold anyone place first through fourth.

SG ONLY

- Only one person (or team) can hold anyone place first through eighth.

J. INJURY

- () 1. INJURY DURATION - Starting with the arrival of medical personnel, a five (5) minute duration will be allowed for recovery of an injured player, only if the medical personnel deems it to be necessary. At the end of the five (5) minute recovery period, or sooner, with the medical personnel's approval, the decision must be made by the medical personnel or Center Referee regarding immediate continuation or disqualification.
- () 2. PLAYER NOT ALLOWED TO CONTINUE - The Center Referee and/or the tournament medical personnel may not let a player continue whom they deem as injured.
- () PENALTY - If a player is not allowed to continue due to an injury inflicted by his opponent, the opponent will be disqualified by the Center Referee or Arbitrator for that match and the player (victim) declared the winner. If the opponent is disqualified for causing the injury and the player for the injury itself, then this player disqualified due to injury will be awarded the win, but will be entered as the loser in the next round of match-ups if he is still not allowed to continue at that time.

SG ONLY

- () 2. PLAYER NOT ALLOWED TO CONTINUE - if a player who has no losses executes a technique that awards him a disqualification (or in other words - his first loss) and if his opponent isn't allowed to continue by the medic or Center Referee due to the injury caused by the technique executed by the player, then the opponent who is injured shall be declared the winner even though the player will only have one loss.
- () 3. BOW OUT DUE TO INJURY - A player not wanting to continue because of injury but who is still allowed to continue, may disqualify him/herself and be declared the loser of the match.
- () 4. INJURY DUE TO LACK OF OR FAULTY SAFETY EQUIPMENT - A player will not be disqualified for the lack of his/her opponent's safety equipment, but may be disqualified for the lack of his/her own.
- () PENALTY - Any injury which may have been inflicted or worsened because of the lack of either the players' safety equipment shall disqualify the player with lack of, or with faulty equipment, upon the decision of the Center Referee or the Arbitrator.
- () 5. PRE-EXISTING INJURY - A player shall not be faulted for a technique to an opponent's pre-existing injury. The player can be awarded a point by a majority vote of the Judges if it qualified as such. (For injury casts see V. F. PLAYER'S HEALTH 2. INJURY CASTS).

PENALTY - If, at the admittance of the opponent's or with the medical person's belief, or with the Arbitrator's decision that there is sufficient proof that the opponent had a pre-existing injury, the player shall not be disqualified for a technique delivered to the opponent's pre-existing injury area.

- () 6. SELF INFLICTED INJURY - Any injury by a player that is self inflicted or inflicted by contact with another player (not made by a technique executed by the other player) or inanimate obstacles, will not hold fault or penalty against the opponent.
- () PENALTY - If a player's injury is self, or otherwise inflicted (not the fault of the opponent) and he/she is not allowed to continue, then he/she will be declared the loser of the match.

VIII. FINALS: (Also Grand Finale of Super Grands)

- A. PLAYING AREA (same as regular play)
- B. OFFICIALS (same as regular play with the following possible exceptions)
 - () 1. FINALS CHIEF REFEREE - (same as forms)
 - () 2. FINALS ARBITRATOR - (same as forms)
 - () 3. JUDGES - Same as forms except for the finals corner Judges must sit just outside each corner of the ring.
- C. PLAYER UNIFORM AND EQUIPMENT (same as regular play)
- D. PLAYER DIVISIONAL CRITERIA (same as regular play with the following addition)

- NBL ONLY () QUALIFICATION - NBL REGIONAL TOURNAMENTS - All NBL Regional Conference tournaments must have the following NBL grandchampionships that must be held immediately after or during the end of the eliminations. However, if the tournament elects to run evening finals then it must run them under the same requirements as a National Conference tournament as set forth in APPENDIX F. If the tournament runs evening finals it will not be required to run the regional tournament requirements listed here.
 - Men's point sparring (All adult and senior men's winners)
 - If the tournament has two (2) or more senior and/or women's divisions then separate senior and/or a women's grandchampionships are also required.

- NBL ONLY () QUALIFICATION - NBL NATIONAL AND INTERNATIONAL TOURNAMENTS - All NBL National and International Conference tournaments may have the following blackbelt grandchampionships immediately following or during the end of the daytime eliminations and before the (evening) finals. (see APPENDIX F for run-offs):
 - Men's point sparring for divisions SP-59 to SP-66.
 - Women's point sparring for divisions SP-67 to SP-70.
 - Senior point sparring for divisions SP-71 to SP-73 and SP-75.

- NBL ONLY () QUALIFICATION - NBL NATIONAL / INTERNATIONAL TOURNAMENTS - NBL National and International Conference tournaments are required to have an (evening) finals as set forth in APPENDIX F.

- SG ONLY () QUALIFICATION - The top two finalists of all divisions advance to the Grand Finale to determine the World Champion of the division (See APPENDIX O and P).

- E. SEQUENCE OF PLAY (same as regular play)
- F. RULES OF PLAY (same as regular play with the following exceptions)
 - () 1. TIME LIMIT - The time limit of any match in grandchampionship run-offs will be two (2) minutes running time (excluding any stop times made by the Center Referee).
 - () 2. COACHING - A player may be coached by one person who must stay in the coaches' box. In an (evening) finalist he coach must be properly attired in dress shirt with full length pants (tie and jacket preferred). No tank tops, t-shirts or sweatshirts allowed unless they are covered by a team jacket. No short pants are allowed.
 - () PENALTY - Any coach in a coach(es) box or proximity thereto who is inapropriately attired will be escorted out of the playing area.
 - () 3. AMOUNT OF POINTS TO WIN - The player with the highest number of points after time expires will be declared the winner.

IX. PROTESTS: (same as forms)

CONTINUOUS SPARRING

*Note: All penalties and rules not contained herein will be the same as POINT SPARRING.

I. PLAYING AREA AND EQUIPMENT: (same as point sparring)

II. OFFICIALS: (same as point sparring except G)

- G. JUDGES
 - () 1. QUALIFICATIONS - (same as forms)
 - () 2. AMOUNT - Each ring shall have four (4) Judges and a Center Referee.
 - () 3. AGE - The age of all Judges must be eighteen (18) years or older.
 - () 4. DUTIES
 - Scores players at the direction of the Center Referee.
 - To judge an entire division without leaving the ring.
 - () 5. IDENTIFICATION - (same as forms)
 - () 6. LOCATION OF - The four (4) Judges shall sit just outside each corner

of the ring.

III. PLAYER UNIFORM AND EQUIPMENT:

(same as point sparring)

IV. RATINGS:

- (same as sparring with the following NBL additions)
- NBL ONLY () UNDER BLACKBELTS IN NBL RATINGS - NBL continuous sparring divisions allow under blackbelts and blackbelts to compete in the same division, thus both are included in the NBL ratings.
- NBL ONLY () CONTINUOUS SPARRING RATINGS - All junior players may combine all their rating points that they have earned into one weight class for their final NBL ratings, but they must do this prior to the final ratings publication (approximately October 1st each year) by point chart or be subject to a penalty fine for late changes (See IV. RATINGS). In order to move points down into a lighter weight division, the player must have some points in that lighter weight division. They may move points into a heavier division without having any points in that division. Adults cannot transfer points from one weight class to another.

V. PLAYER DIVISIONAL CRITERIA:

(same as point sparring, with the addition of C-1 RANK, G-4 and G-5 WEIGHT CLASSES)

C. RANK

- () 1. PROPER COLOR BELT - Same as forms, except that a tournament may require under-blackbelt players not to wear any belt if they are in a division that allows blackbelt player entry.
- NBL ONLY () PROPER COLOR BELT - An under blackbelt player is not allowed to wear any belt in the division if the division allows blackbelt players. The tournament promoter can request that any or all players not wear blackbelts also, but if any blackbelt player resists then he/she must be allowed to wear his/her blackbelt.
- SG ONLY () PROPER COLOR BELT - An under blackbelt player is not allowed to wear any belt in the division if the division allows blackbelt players.

G. WEIGHT CLASSES (same as point sparring for adult divisions)

- () 4. WEIGHTS BY AMOUNT OF DIVISIONS - JUNIOR BOYS ALL WEIGHTS - JUNIOR GIRLS UNDER 99 POUNDS

Division	4	5	6	7	8	(kg)
Fly	77-	66-	66-	66-	66-	(30-)
Feather	-	-	-	77-	77-	(35-)
Light	99-	88-	88-	88-	88-	(40-)
Light Middle	-	99-	99-	99-	99-	(45-)
Middle	121-	121-	121-	121-	121-	(55-)
Light Heavy	-	-	143-	143-	143-	(65-)
Heavy	121+	121+	143+	143+	165-	(75-)
Super Heavy	-	-	-	-	165+	(75+)

- () 5. WEIGHT BY AMOUNT OF DIVISIONS - JUNIOR GIRLS 99+

Division	If 1	If 2	Kg
Feather	99+	99-121	(45-55)
Light	-	121+	(55+)

VI. SEQUENCE OF PLAY:

(same as point sparring)

VII. RULES OF PLAY:

A. PERFORMANCE

- () 1. READINESS - (same as forms)
- () 2. PRESENTATION - (same as point sparring)
- () 3. TIME LIMIT - The total time limit of the match will be one (1) minute playing time. At the end of the first thirty (30) seconds, time will be stopped long enough for the Judges to announce their scores for the players. The play will resume and the Judges will score the opposite player for the remaining thirty (30) seconds. At the discretion of the Center Referee, time will be stopped for injury, penalty calls, coaches' time out and resets due to out of bounds play, downed players or when ever play has stopped. Only the Center Referee can stop the time, or adjust the time and only the Center Referee (not the Timekeeper) at the direction of the Timekeeper can officially call an end to the match due to the time limit expiring. The Center Referee officially ends the match when the time limit expires by yelling "stop" or with one short blow of his whistle and saying, "Time has expired". The Center Referee shall have the right to end a match at any given point in less time than one (1) minute if in his judgment he feels that a player may get hurt if the match continues. At that point the Judges will announce their scores as if the one (1) minute match time had expired.
- NBL/SG ONLY () 3. TIME LIMIT - Same as regular play except in all NBL tournaments with continuous sparring in the (evening) finals and in the Grand Finale of the Super Grands the total time limit of the match will be either 60 seconds, 90 seconds or 120 seconds total playing time. This will be an option set by the NBL executive offices based on the amount of time available for the (evening) finals and/or the Super Grands Grand Finale.

- () 4. BOWING OUT - (same as sparring)
- () 5. POOR SPORTSMANSHIP - (same as sparring)
- () 6. LEVY OF FINES - (same as forms)
- () 7. AMOUNT OF PERFORMANCES - (same as point sparring)
- () 8. COACHING - (same as point sparring)
- () 9. ILLEGAL RING ENTRY - (same as forms)
- () 10. REQUEST TO KNOW SCORES / TIME - (same as point sparring)
- () 11. COMMANDS - (same as point sparring)
- () 12. TIME OUT - (same as point sparring)
- () 13. HITTING AFTER THE CALL - A player must refrain from play at the Center Referee's call to stop (break) or with his/her short blow of the whistle.
- () **PENALTY** - Any player(s) hitting after the call to stop (break) by the Center Referee will have two (2) penalty points awarded to the opponent for each offense or be disqualified by the Center Referee.
- () 14. TIME BETWEEN MATCHES - (same as point sparring)
- () 15. EQUIPMENT ADJUSTMENT - (same as point sparring)

B. BOUNDARIES - (same as point sparring)

C. SCORING AREAS

- () 1. LEGAL SCORING AREAS - A player may score to the head, face, ribs, chest, abdomen or kidneys.
- () 2. NON SCORING AREAS - A player cannot score to the back (spine), shoulders, throat, arms, elbows, hips, buttocks, groin, legs, knees, feet, or any other area not specifically accepted as a legal scoring area. However, the player is allowed to strike to an non-scoring area if that area was intentionally used as a blocking area by the opponent.
- () **PENALTY** - A player striking to a non-scoring area that was not intentionally used as a blocking area by the opponent will have a penalty point awarded to the opponent by the Center Referee for each offense.
- () **PENALTY** - A player maliciously striking to a non-scoring area will be disqualified by the the Center Referee for that match and further play.

D. TECHNIQUES

- () 1. LEGAL TECHNIQUES - Same as point sparring except takedowns are not allowed.
- () 2. ILLEGAL TECHNIQUES - (same as point sparring)
- () **PENALTY** - Same as point sparring except penalties are determined by the Center Referee.
- () 3. GLOVE EXTENTION - (same as point sparring)
- () 4. AMOUNT OF CONTINUOUS HAND TECHNIQUES ALLOWED - A player is allowed to execute a maximum of three (3) continuous hand techniques in a row. After the third hand technique is thrown, the player must do one of the following options before continuing to execute more hand techniques:
- Throw a kick (or)
 - Take a step backward or pause for a time generally considered sufficient enough to break the rhythmic progression of alternating or repetitive hand strikes.
- After one of the two options above has been employed, then the player may use hand techniques again. A player may use his hands to block at any time.
- () **PENALTY** - A player executing more than the allowed three (3) hand techniques in a row will have two (2) points awarded to the opponent by the Center Referee for each offense.

E. CONTACT

- () 1. CONTACT DEFINITIONS - (same as point sparring)
- () 2. AMOUNT OF CONTACT TO SCORE
- All junior and adult ranks must use no contact to score to face scoring areas, light or no contact (the individual player's option) to score to headgear scoring areas, and light or moderate contact to body scoring areas.
- () **PENALTY** - A player using light contact to the face will have two (2) penalty points awarded to the opponent by the Center Referee for each offense. A player using moderate contact to the head or face will have three (3) penalty points awarded to the opponent by the Center Referee for each offense.
- () **PENALTY** - Penalty for excessive contact is the same disqualification as in point sparring except the decision is determined solely by the Center Referee. **NOTE: A Center Referee does not have to see the actual contact to penalize or disqualify a player for contact (including the drawing of blood) if he feels sufficient evidence warrants the call. Furthermore, a Center Referee may award a penalty point and/or disqualification call at any time after a questionable contact has been made if he feels that the evidence warrants it.*
- () 3. FACE PROTECTION GEAR - (same as point sparring)
- () 4. EYEGLASSES - (same as point sparring)
- () 5. FAULT OF CONTACT - (same as point sparring)

F. SCORING BY POINTS AND PENALTIES

- () 1. POINT DEFINITION - A point is a legal technique placed to a legal scoring area with a legal amount of contact during the play and before the play is stopped by the Center Referee.
- () 2. SCORING OF POINTS - One (1) point will be scored for hand and foot

techniques; two (2) points for head kicks and spinning kicks from a standing position and three (3) points for spinning kicks to the head, any aerial spinning kicks from a standing position, cartwheel kicks, capoeira kicks or gyroscope kicks. All points are awarded by the Corner Referees.

- () 3. SCORING BY PENALTIES - A one (1), two (2) or three (3) point penalty can be awarded to a player by the Center Referee depending upon the infraction caused by the opponent. (see APPENDIX C for quick reference)
 - () 4. SCORING BY BOTH A POINT AND A PENALTY - A penalty point(s) may be awarded by the Center Referee despite what the Corner Referees have tallied during the same play.
 - () 5. AMOUNT OF POINTS TO WIN - The player with the highest score after the completion of the match is the winner of the match.
 - () 6. DISQUALIFICATION - (same as point sparring)
 - () 7. SCORING ERROR - (same as point sparring)
 - () 8. DETERMINING THE WINNER - (same as point sparring)
- NBL/SG ONLY
- () DETERMINING THE WINNER - In all NBL tournaments with (evening) finals and the NBL Super Grands Grand Finale, the last two remaining players of each adult division (Super Grands include junior divisions) will advance to the finals (Grand Finale at Super Grands) for the run-off to determine the divisional winner. In the eliminations they have to be run down as far as possible so that another match could entirely eliminate one of the players. It will be the NBL promoters option to include any junior divisions in the finals.
- SG ONLY
- () 9. DOUBLE ELIMINATIONS - (same as point sparring)

G. AWARDING POINTS AND PENALTIES

- () 1. PROCEDURE - The two (2) Judges in opposing corners will be chosen by the Center Referee to count points for one player while the remaining two (2) Judges will count points for the other player. The Judge in front and to the right, and the Judge to the rear and left of the Center Referee will be directed to count points for the player to the right of the Center Referee for the first half of the match. The remaining two Judges will count points scored by the player on the left of the Center Referee for the first half of the match. For the second half of the match each judge must set their scoring counter at zero (0) and they will be informed to tally points made by the opposite player for the remainder of the playing time.
- () 2. VOTING - At the end of the first half of the time limit the Center Referee will call for each of the Judges' scores. The Center Referee will first call for the two (2) Judges scores of his right side player and then the two (2) Judges scores for his left side player. The tally of each Judge must be announced. At the end of the second half time limit the Center Referee will again call for the two (2) Judges scores for his right side player and then the two (2) Judges scores for his left side player.
- () 3. AWARDING POINTS - Each of the four (4) Corner Judge's responsibilities is to watch their assigned player's performance and to tally only that player's points scored against his opponent. Judges must not watch the opponent or keep tally of the opponents' points, only his blocking of techniques preventing points to be made by the player that the Judge is scoring. It is not a Judge's responsibility to vote for penalties for illegal procedure by the player he is watching, but if in the Judge's opinion an illegal procedure is used by the player he is judging in an attempt to score a point (i.e., more than three (3) hand techniques, too much contact, use of illegal technique, strike to an illegal scoring area, etc.) then the Judge shall be required not to tally that attempted point, despite whether the Center Referee called a foul or not. Scoring is done by hand held scoring counters or paper and pencil. Each Judge must make sure their scoring counter (if used) is set at zero (0) before the match begins and again for the second round of scoring. Each of the two (2) Judges will record each and every point made that they see by the player that they are chosen to score, for each half of the match.
- () 4. AWARDING PENALTY POINTS - The Center Referee seeing a penalty will yell "stop" or "break" or give a short blow on his whistle. At that time, both players will stand with toes on their respective starting lines. The Center Referee will award the penalty point(s) to the opponent of the player who caused the infraction.
- () 5. AWARDING OF BOTH A POINT AND A PENALTY - The Corner Referees can only award points (not penalties). The Center Referee can only award penalty points (not scoring points).
- () 6. MOTIONS FOR DISQUALIFICATION - Disqualification is determined only by the Center Referee and shall take place whenever he stops play and awards such.
- () 7. AWARDING NO POINT OR PENALTY - If the Center Referee does not stop the match for any penalty, then the match will continue.
- () 8. AMOUNT OF VOTES NEEDED FOR A POINT, PENALTY POINT OR DISQUALIFICATION - All points are determined by the individual Corner Judges without any majority call. All penalties and disqualifications are determined by the Center Referee without any majority call.
- () 9. DETERMINING THE FINAL SCORE - A player's final score will be determined by the scorekeepers adding the two Judges' scores from

half-time and the two Judges' scores at the end of the match together onto that player's score card, along with any penalty points awarded to that player by the Center Referee during the match.

- () 10. SCORING ERROR - (same as point sparring)
- () 11. ADMITTED JUDGING ERROR - A Judge that has admittedly given an incorrect score has until the start of the next division to change his/her score. If the Judge admits to scoring the wrong player then his total score shall become null and void and the other Judge who was judging the same player shall have his score doubled to make up for the Judge that erred.
- () 12. PLAYER COURTESY - (same as point sparring)
- () PENALTY - (same as point sparring).

H. DOWNED OPPONENTS

- () 1. DEFINITION - A player is considered downed when either upper limb or buttocks touch the floor except in the performance of kicks that require one hand on the floor during their execution (i.e., cartwheel kick, capoeira kick, etc.)
- () 2. REASSEMBLY - When either player is downed, the Center Referee must stop the match and time, reassemble the players back to the starting lines, then restart the match. Ground fighting is not allowed in continuous sparring.
- () 3. FALLING TO AVOID FIGHTING - A player cannot fall to the floor to avoid fighting.
- () PENALTY - A player falling to the floor to avoid play will have one (1) penalty point awarded to the opponent by the Center Referee for each offense.

I. TIES

- () 1. TIES - Ties will be broken with a "sudden death" overtime point sparring match-up using all five (5) Judges with point sparring (option -a) rules.

J. INJURY (same as sparring)

VIII. FINALS: (Also Grand Finale of Super Grands)

- A. PLAYING AREA - (same as regular play)
- B. OFFICIALS - (same as regular play)
- C. PLAYER UNIFORM AND EQUIPMENT (same as regular play)
- D. PLAYER DIVISIONAL CRITERIA (same as regular play)

NBL/SG ONLY () QUALIFICATION - The top two finalists of each adult division at all NBL tournaments with (evening) finals will advance to the finals to determine the divisional winner and the top two finalists of all divisions at the Super Grands advance to the Grand Finale to determine the NBL World Champion of the division. It will be the option of the tournament promoter to also advance any of the last two players of any of the junior divisions to the finals to determine the divisional winner.

- E. SEQUENCE OF PLAY - (same as regular play)
- F. RULES OF PLAY - (same as regular play)

IX. PROTESTS: - (same as forms)

TEAM SPARRING

*Note: All penalties and rules not contained herein will be the same as POINT SPARRING competition.

I. PLAYING AREA AND EQUIPMENT: (same as point sparring)

II. OFFICIALS: (same as point sparring)

III. PLAYER UNIFORM AND EQUIPMENT: (same as point sparring)

IV. RATINGS: (same as point sparring)

V. PLAYER DIVISIONAL CRITERIA:

A. REGISTRATION (same as forms with the following addition)

- () 1. REGISTRATION - All players must be registered for the division and have the required ticketing. A player cannot fight on two separately registered teams at a tournament.

() PENALTY - (same as forms)

SG ONLY () TEAM MEMBER CRITERIA - A three (3) man team with a seed that is competing in the Super Grands team division must contain at least two (2) members that have sparred in each individual NBL conference competition and earned points toward that team's conference rating. (NOTE: Large, group teams which field more than one, three man team

in NBL conference competition must have kept two (2) of the same members on each individual team to have earned their individual team seeds to compete at the Super Grands).

- B. AGE - (same as point sparring)
- C. RANK - (same as point sparring)
- D. GENDER - (same as point sparring)
- E. DIVISIONS / EVENTS - (same as point sparring)
- F. PLAYER'S HEALTH - (same as point sparring)
- G. WEIGHT CLASSES - (same as point sparring)
- H. WEIGH - IN - (same as point sparring)

I. TEAM MEMBERS

- () 1. AMOUNT OF MEMBERS - A team must have the required amount of members that the division specifies.
- () **PENALTY** - *A team not having the correct amount of players when the division officially closes will be given five (5) minutes to field a new player who qualifies. If the team does not get a substitute in time, then the team will be declared disqualified.*
- () 2. ORIGINAL MEMBERS - Each team must continue to field 50% or more of the same members in each competition throughout the league's season in order to retain its rating points. In any league's final competition, a player cannot represent more than one team.

VI. SEQUENCE OF PLAY:

A. ORDER OF PERFORMANCE

- () 1. TEAM / COACH AVAILABILITY - (same as forms excepting that availability applies to all three (3) team members)
- () **PENALTY** - *(same as forms excepting that it applies to all team members)*
- () 2. CHOOSING THE ORDER - (same as sparring with the following additions)
 - In junior team sparring the age group order of performance will have the youngest pair of players compete first and continue progressively by age to the oldest pair of players. In adult team sparring the two lightest members of each team will compete first, second lightest will compete next and the two heaviest members of each team will compete last. Sequence order of players will remain the same for each team match-up.
- () 3. ONLY ONE PLAYER - (same as point sparring)
- () 4. SPLITTING OF DIVISION - (same as point sparring)
- () 5. SCHEDULED TWICE - (same as point sparring)

B. LATE PLAYERS / DESIGNATES AND CHANGING ORDER/ BYES - (same as point sparring).

VII. RULES OF PLAY:

A. PERFORMANCE - (same as point sparring with the following exception)

- () 4. BOWING OUT - The bowing out of an individual team member or team for any reason is allowed. The players team, however, will be recorded as the loser of the match. (See also INJURY)

B. BOUNDARIES - (same as point sparring)

C. SCORING AREAS - (same as point sparring)

D. TECHNIQUES - (same as point sparring)

E. CONTACT - (same option as chosen for point sparring)

F. SCORING BY POINTS AND PENALTIES (same as point sparring except nos. 5 and 6)

- () 5. AMOUNT OF POINTS TO WIN - Each player can accumulate as many points as possible during playing time. The team with the most accumulated points from all matches is the winner.
- () 6. DISQUALIFICATION - A team will not be disqualified for the disqualification of one of its players after play has begun. A team will be entirely disqualified if any of its members do not meet the PLAYER DIVISIONAL CRITERIA, or if a team member is disqualified for unsportsmanlike conduct. If a team member is disqualified for a RULES OF PLAY violation after play has started, the match is ended and the victim will be awarded two (2) points or a score of two (2) points above that of his opponent's score (whichever is greater) that he earned in that match. The disqualification is for that match only and does not affect the next round the team may be in. In the last match, if a majority of the Judges feel that a disqualification was purposely done by either player (including self-inflicted injuries) to end the match and give their team a victory, then the Judges may permanently disqualify that player and his team, thus giving the opposing team the victory. If both players are disqualified simultaneously then the match ends and the points stay as they are.

SG ONLY

- () 9. DOUBLE ELIMINATIONS - Team sparring does not have double eliminations.

G. AWARDING POINTS AND PENALTIES - (same as point sparring)

H. DOWNED OPPONENTS - (same as point sparring)

- I. TIES / RUN OFFS - A team tie will be broken by "Sudden death" overtime by the players of the last match. Meaning the first player of the last match to score after the playing time has elapsed. If the last match ended in a tie with a player being disqualified, then the two players of the prior match shall be brought back up for the sudden death overtime match to determine the team winner.

J. INJURY - (same as sparring with the following exceptions and additions)

- () 2. PLAYER NOT ALLOWED TO CONTINUE - (same as sparring).
- () **PENALTY** - *If a player is not allowed to continue due to injury inflicted by his opponent, the opponent will be disqualified (see DISQUALIFICATION F-6 above).*
- () 3. BOW OUT DUE TO INJURY - A player not wanting to continue because of injury but who is still allowed to continue by the medical person and Center Referee, may disqualify him/herself, but the player's team will be declared the loser of the team match.
- () 6. SELF INFLICTED INJURY - (same as point sparring)
- () **PENALTY** - *If a player's injury is unintentionally self-inflicted (not the fault of the opponent) and the player is not allowed to continue by decision of the Medical Personnel or Center Referee, then the team with the injured player must field a replacement player within fifteen (15) minutes that was not used on another team and that qualifies for the position to finish the match. If no qualified replacement is fielded then the opposing team will be declared the winner of the match.*
- () 7. TEAM MEMBER INJURED - If the team had a member who was not allowed (by the Medical Personnel or Center Referee) to continue in a previous match because of medical reasons, then the team may field a new player who was not already registered for any team competition to replace the injured player. This is only for continuation team matches after the one that the player was not allowed to continue in (because of medical purposes) has ended. This also applies to a player that gets injured in another division before completing his team division, so long as the Medical Personnel verifies the validity of the injury as to having happened in other divisional play. These are the only times that a substitution can be made. The team must field the new player within five (5) minutes after the injured player is called "up" to compete.
- () **PENALTY** - *A team with a injured player that cannot be replaced within five (5) minutes after being called "up" to compete, will be disqualified.*

VIII. FINALS: (same as point sparring)

IX. PROTESTS: (same as forms)

APPENDIX A

Specific Forms Criteria

(Includes Weapons, Self-Defense, Choreographed Fighting and Breaking)

Unless option 02-2a (Forms V.E.2.a.) is specifically required by the tournament's sanctioning body or is required according to the tournament's brochure, this criteria is not required at a tournament, but is enforced at the Super Grands

JUDGES: The following criteria apply specifically to NBL divisions, not necessarily SKIL. All NBL scoring must be 8.00 to 10.00, with 9.00 as an average score. Base all the rest of your scores on the first player's performance.

FORMS DIVISIONS

A. HARD CONTEMPORARY FORMS (Creative & Musical)

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a traditional, school or sport martial arts hard stylist's uniform which is not unsightly or with foul language on it. The uniform top can be removed only after entering the ring.
2. ILLEGAL TECHNIQUES - Soft style techniques, Wu-shu techniques (i.e., butterfly)
3. REQUIRED TECHNIQUES
 - a. Series of at least five (5) consecutive hand movements.
 - b. Spinning kick landing to a hand technique or split.
 - c. Series of at least three (3) kicks without touching down with the kicking leg from a standing position or three (3) sequenced aerial kicks without touching down.
 - d. Either a jumping front thrust kick, flying side kick, split kick, tornado kick, whip (slingshot) kick, two or more kicks while airborne, gyroscope kick or capoeira kick.
4. FORM - Must be a created form derivative from a hard style Korean, Japanese or Okinawan base.
5. GYMNASTICS - Up to seven (7) gymnastic techniques are allowed and can enhance the player's performance and score. However, gymnastics must not be the main criteria for judging. More than seven (7) gymnastic techniques will automatically disqualify a player. Combinations of gymnastic techniques count as one per technique: i.e., a round-off back flip counts as two (2) gymnastics techniques. Gymnastics movements allowed specifically include only the following:
 - a. Cartwheels
 - b. Round-offs
 - c. Cartwheel aerials (with or without twists)
 - d. Front and back hand springs
 - e. Front and back flips
 - f. Full front and side splits
 - g. Kip-ups
 - h. Barrel rolls
6. PERCENTAGE OF MUSIC PLAYING - The performance must have music played throughout at least 75% of the form if it is a division where music is required.

FORM GENERALIZATION

1. STANCES - Solid, variety.
2. BLOCKS, PUNCHES - Linear, strong.
3. KICKS - Variety, generally thrust.
4. KIAI - Variety acceptable.
5. DIFFICULTY - Difficulty of technique is important.
6. ENTERTAINING - The form should be dynamic and entertaining.
7. MUSIC CHOREOGRAPHY (hard musical only) - The form must be choreographed to the music. Background music is not acceptable for best scoring. Choreography means that the player's focus, movements and techniques synchronize or alternate with various beats in the music.

SCORING

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score.)

(NOTE: Musical forms must be choreographed to the music. Despite the quality of the form, a Judge must deduct severely if choreography to the music is poorly attempted and must score a player with the lowest possible score if no attempt was made at choreographing the form to the music at all. At the Center Referee's discretion, if he feels that little or no choreography was attempted and that his Judges did not deduct severely enough, then he may require the Scorekeeper to deduct up to one (1) full point off that player's total score.)

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

25% of score: PERFECTION OF TECHNIQUES - Kicks, hand techniques, stances and gymnastics.

25% of score: DEGREE OF DIFFICULTY - Kicks, hand techniques, stances and gymnastics (and choreography - only if music is used)

25% of score: ENTERTAINMENT - Showmanship, creativity (and choreography - only if music is used).

CONTEMPORARY FORMS DEGREE OF DIFFICULTY CHART

TECHNIQUE	PERFECTION OF TECHNIQUE					
	GOOD	D	BETTER	D	BEST	D
GYMNASTICS						
Cartwheel		1		2		3
Back Handspring		3		4		5
Front Handspring		3		4		5
Cartwheel Aerial		4		5		6
Front Split		2		4		6
Round off Back Flip		4		5		6
Side Split	Attempted full split	2	Full split w/use of of hands to get up	4	Full split bouncing up to stance or using leg strength to rise slowly	6
Back Flip		5		6		7

Note: All revisions since 6/98 SKITA are underlined

TECHNIQUE	PERFECTION OF TECHNIQUE					
	GOOD	D	BETTER	D	BEST	D
GYMNASTICS (continued)						
Barrel Roll		5		6		7
Front Flip		6		7		8
Barrel Roll to Front Split		7		8		9
Round off Back Twist		8		9		10
Back Flip to Front Split		8		9		10
KICKS						
Spinning Crescent		3		4		5
Hook		2		4		6
Inverted Roundhouse		2		4		6
Jump Spinning Crescent		4		5		6
Sissors Front Thrust		2		4		6
Sling Shot (whip)		2		4		6
Spinning Hook		4		5		6
Crescent		1		4		7
Jump Front Thrust		3		5		7
Jump Spin Hook		5		6		7
Round House		1		4		7
Side	Kick w/chamber/recoil & waist high	1	Chamber/recoil & locked thrust & chest high	4	Chamber recoil & locked thrust & knife edge & vertical	7
Front	Kick w/chamber/recoil	1	Chamber/recoil & locked thrust	4	Chamber recoil & locked thrust & ball-outward	7
360°		3		5		7
Flying Sissors Kick		4		6		8
Gyroscope		4		6		8
Hook Return	Low kick w/o use of hands	4	High kick w/slight support by hand	6	High/vertical kick w/o support by hand	8
Jump Split		4		6		8
Two Kicks Airborne		6		7		8
Capoeira		5		7		9
Jump Spin Split		7		8		9
Tornado (540°)		3		6		9
Three Kicks Airborne		8		9		10
720°		8		9		10
WEAPONS						
Weapon Leaves Hand		3		7		10

CHART NOT COMPLETED AS OF PRINTING
 (Send us your thoughts or additions)

D = Degree of difficulty (10 = most difficult, 1 = least difficult)

B. SOFT CONTEMPORARY FORMS

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a traditional, school or sport martial arts soft stylist's uniform which is not unsightly or with foul language on it. The uniform top can be removed only after entering the ring.
2. ILLEGAL TECHNIQUES - Hard style, linear techniques.
3. FORM - Must implement soft style techniques. Must be a created form derivative from a soft style Chinese, Korean or Japanese base.
4. GYMNASTICS - Gymnastics are allowed and can enhance the player's performance and score.
5. PERCENTAGE OF MUSIC PLAYING - The performance must have music played throughout at least 75% of the form if it is a division where music is required.

FORM GENERALIZATION

1. STANCES - Solid, variety.
2. BLOCKS, PUNCHES - Circular.
3. KICKS - Variety.
4. FLUIDITY - Internal application.
5. ENTERTAINING - The form should be dynamic and entertaining.
6. MUSIC CHOREOGRAPHY (applicable only if music is used) - The form must be choreographed to the music. Background music is not acceptable for best scoring. Choreography means that the player's focus, movements and techniques synchronize or alternate with various beats in the music.

SCORING

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score).

(NOTE: Musical forms must be choreographed to the music. Despite the quality of the form, a Judge must deduct severely if choreography to the music is poorly attempted and must score a player with the lowest possible score if no attempt was made at choreographing the form to the music at all. At the Center Referee's discretion, if he feels that little or no choreography was attempted and that his Judges did not deduct severely enough, then he may require the Scorekeeper to deduct up to one (1) full point off that player's total score).

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, fluidity, focus, balance, breathing.

25% of score: PERFECTION OF TECHNIQUES - Kicks, hand techniques, stances and gymnastics.

25% of score: DEGREE OF DIFFICULTY - Kicks, hand techniques, stances and gymnastics (and choreography - only if music is used).

25% of score: ENTERTAINMENT - Showmanship, creativity (and choreography only if music is used).

C. HARD TRADITIONAL FORMS

The criteria for this division shall follow exactly the same as the Japanese/Okinawan or Korean forms division criteria, depending upon which style the player is representing.

D. JAPANESE / OKINAWAN FORMS

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a pure white, plain traditional uniform only. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. No "T" shirt or articles of clothing can be worn under the uniform top by males. Females are allowed to wear only a solid white sports bra, sleeveless or sleeved "T" shirt under the uniform top. The wearing of any jewelry is prohibited. Jewelry that cannot be physically removed must be taped with white tape to be invisible (specifically wedding bands). The uniform top and/or pants cannot be turned inside out to hide any sewn on emblems. The uniform top can be removed only after entering the ring. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. ILLEGAL TECHNIQUES - Splits, gymnastics, rolls, elevated spinning kicks (splits, crescents, hooks, etc.), combination high kicks, kicks above the player's own chest height (chest height is determined as the chest height of the player in a standing position), combination of two or more traditional forms, altered traditional forms, more than four (4) kiai.
3. FORM - Must be a traditional, unaltered Japanese or Okinawan form. No music is allowed.

FORM GENERALIZATION

1. STANCES - Solid, low.
2. BLOCKS, PUNCHES - Linear, strong.
3. KICKS - Low, powerful, generally snapped, limited amount, mostly front snap and side kicks.
4. BODY DYNAMICS - Hip rotation, centralized power.
5. KIAI - Short, from the diaphragm (four (4) maximum).
6. BUNKAI - Must have logical reasoning behind each technique, with an end result. Bunkai may be demonstrated with a partner(s) in the finals, at the player's discretion.

SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

50% of score: PERFECTION OF TECHNIQUES - Stances, hand techniques, kicks.

E. KENPO / POLYNESIAN FORMS

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a black, plain traditional uniform only. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. No "T" shirt or articles of clothing can be worn under the uniform top by males. Females are allowed to wear only a solid black sports bra, sleeveless or sleeved "T" shirt under the uniform top. The wearing of any jewelry is prohibited. The uniform top and/or pants cannot be turned inside out to hide any sewn on emblems. The uniform top cannot be removed during any part of the player's performance. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. ILLEGAL TECHNIQUES - Splits, gymnastics, butterfly and kicks above the player's own chest height (chest height is determined as the chest height of the player in a standing position).
3. FORM - Must be a traditional Kenpo, Kajukenbo or Polynesian form. No music is allowed.

FORM GENERALIZATION

1. STANCES - Solid, high or low.
2. BLOCKS, PUNCHES - Linear and circular, strong, blocks and strikes can be the same movement.
3. KICKS - Generally low, snapped.

SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

50% of score: PERFECTION OF TECHNIQUES - Stances, hand techniques and kicks.

F. KOREAN FORMS

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a pure white (with or without traditional black or dark blue trim), plain traditional or v-neck uniform only. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. No "T" shirt or articles of clothing can be worn under the uniform top by males. Females are allowed to wear only a solid white sports bra, sleeveless or sleeved "T" shirt under the uniform top. The wearing of any jewelry is prohibited. The uniform top and/or pants cannot be

Note: All revisions since 6/98 SKITA are underlined

- turned inside out to hide any sewn on emblems. The uniform top cannot be removed during any part of the player's performance. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. **ILLEGAL TECHNIQUES** - Splits, gymnastics, rolls, "machine gun" kicks, more than three (3) kicks without putting the kicking leg down, tornado kicks, whip (slingshot) kicks, cartwheel kicks, combination of two or more traditional forms, altered traditional forms, more than five (5) kihap.
 3. **FORM** - Must be a traditional, unaltered Korean form recognized by the USTU, ATA, ITF, WTF, AAU and USTSDMDK. No music is allowed.

FORM GENERALIZATION

1. **STANCES** - Solid, high.
2. **BLOCKS, PUNCHES** - Linear, strong, limited amount.
3. **KICKS** - Generally high, powerful, generally thrust.

SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: **BASICS** - Speed, power, kiai, focus, balance, breathing.

50% of score: **PERFECTION OF TECHNIQUES** - Stances, hand techniques and kicks.

G. SOFT TRADITIONAL FORMS

CENTER REFEREE

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the **AUTOMATIC DISQUALIFICATION CRITERIA**. (He/she may confer with the division's Judges before finalizing a disqualification).

AUTOMATIC DISQUALIFICATION CRITERIA

1. **UNIFORM** - Uniform (top and pants) should preferably be a traditional frog button Kung Fu uniform or black Kuk Sool Won uniform. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. The uniform top cannot be removed during any part of the player's performance.
2. **ILLEGAL TECHNIQUES** - Hard style linear techniques. Contemporary Wu-shu, Kenpo and Polynesian forms are not allowed if the tournament has a soft contemporary (or Kenpo/Polynesian) forms division. As a general rule most gymnastics are not allowed.
3. **FORM** - Must implement soft style techniques generally associated with the style being demonstrated. No music is allowed.

FORM GENERALIZATION

1. **STANCES** - Variety.
2. **BLOCKS, PUNCHES** - Circular.
3. **KICKS** - Variety.
4. **FLUIDITY** - Internal application.

SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: **BASICS** - Speed, power, fluidity, focus, balance, breathing.

50% of score: **PERFECTION OF TECHNIQUES** - Stances, hand techniques and kicks.

WEAPONS DIVISIONS

A. HARD CONTEMPORARY WEAPONS (Creative & Musical)

CENTER REFEREE

1. **EXPLAINS CRITERIA** - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. **PLAYER DEMONSTRATION** - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. **DISQUALIFICATION** - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the **AUTOMATIC DISQUALIFICATION CRITERIA**. (He/she may confer with the division's Judges before finalizing a disqualification).
4. **WEAPONS CHECK** - The Center Referee must check the weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate an acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

AUTOMATIC DISQUALIFICATION CRITERIA

1. **UNIFORM** - Uniform (top and pants) must be a traditional, school or sport martial arts hard stylist's uniform which is not unsightly or with foul language on it. The uniform top can be removed only after entering the ring.
2. **ILLEGAL TECHNIQUES** - Soft style techniques, Wu-shu techniques (i.e. butterfly).
3. **FORM** - Must be a created form deriving from a Korean, Japanese or Okinawan base.
4. **WEAPON CONSTRUCTION/SIZE/WEIGHT/AUTHENTICITY** - Weapons must have a resemblance and evolution to traditional Asian martial arts weaponry. The weapon cannot be of plastic or foam. Modern aluminum, light weight and slim lined weapons are allowed as long as they represent that of a traditional Asian weapon which could do damage.
5. **GYMNASTICS** - Up to seven (7) gymnastic techniques are allowed and can enhance the player's performance and score. However, gymnastics must not be the main criteria for judging. More than seven (7) gymnastic techniques will automatically disqualify a player. Combinations of gymnastics techniques count as one per technique: i.e., a round-off back flip counts as two (2) gymnastics techniques. Gymnastics movements allowed specifically include only the following:
 - a. Cartwheels
 - b. Round-offs
 - c. Cartwheel aerials (with or without twists).
 - d. Front and back hand springs
 - e. Front and back flips
 - f. Full front and side splits
 - g. Kip-ups
 - h. Barrel rolls
6. **PERCENTAGE OF WEAPON USAGE** - Ninety percent (90%) of the player's performance time must be with a weapon in the hand.
7. **PERCENTAGE OF MUSIC PLAYING** - The performance must have music played throughout at least 75% of the form if it is a division where music is required.

FORM GENERALIZATION

1. **STANCES** - Solid, variety.
2. **BLOCKS, PUNCHES** - Linear, strong.
3. **KICKS** - Variety, generally thrust.

4. KIAI - Variety acceptable.
5. DIFFICULTY - Difficulty of weapon manipulation is important.
6. ENTERTAINING - The form should be dynamic and entertaining.
7. MUSIC (applicable only if music is used) - The form must be choreographed to the music. Background music is not acceptable for best scoring. Choreography means that the player's focus, movements and techniques synchronize or alternate with various beats in the music.

SCORING

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score.)

(NOTE: Weapons players should be judged primarily on their ability with, and manipulation of, the weapon, not just hand strikes, kicks and gymnastics.)

(NOTE: Musical forms must be choreographed to the music. Despite the quality of the form, a Judge must deduct severely if choreography to the music is poorly attempted and must score a player with the lowest possible score if no attempt was made at choreographing the form to the music at all. At the Center Referee's discretion, if he feels that little or no choreography was attempted and that his Judges did not deduct severely enough, then he may require the Scorekeeper to deduct up to one (1) full point off that player's total score.)

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, kiai, focus, balance, breathing as applied to the use of the weapon.

25% of score: PERFECTION OF TECHNIQUES - Weapons, kicks, hand techniques, stances and gymnastics.

25% of score: DEGREE OF DIFFICULTY - Weapons, kicks, hand techniques, stances and gymnastics.

25% of score: ENTERTAINMENT - Showmanship, creativity (and choreography - only if music is used).

B. HARD TRADITIONAL WEAPONS

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Ruler Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the **AUTOMATIC DISQUALIFICATION CRITERIA**. (He/she may confer with the division's Judges before finalizing a disqualification).
4. WEAPONS CHECK - The Center Referee must check any weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate an acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must follow the uniform code of the style which the player is representing (see Japanese/Okinawan or Korean). Additionally, the player is allowed to wear a hakama if they are performing a Japanese/Okinawan weapons form. The hakama must be solid blue, black or white. No "T" Shirt or articles of clothing can be worn under the uni form top by males. Females are allowed to wear only a solid white (Japanese/Okinawan, Korean forms) sports bra, sleeveless or sleeved "T" Shirt under the uniform top. The wearing of any jewelry is prohibited. The uniform top and/or pants cannot be turned inside out to hide any sewn on emblems. The uniform top cannot be removed during any part of the player's performance. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. ILLEGAL TECHNIQUES - Techniques must follow the legal technique criteria of the style that the player is representing (see Japanese/Okinawan or Korean), the weapon(s) cannot be manipulated differently than the traditionally accepted way that is innate to the style of the weapons form.
3. FORM - Must be a traditional, unaltered Japanese/Okinawan or Korean weapons form. No music is allowed.
4. WEAPON SPECIFICATIONS - The only acceptable weapons are hoko (2 ended spear), kai (eku-bo/oar), kama (sickle) (no rope), katana (sword), long bo, naginata, nunchaku, sai, and the yari (spear). Players will be disqualified for sharpened weapons or weapons constructed of plastic, foam, aluminum and/or bamboo (excepting the hilt on katana and alloy blades of katana). Unadorned means without any design whatsoever. A makers trademark is not considered adornment as long it is contained within a 1" x 2" area. Weighing and measuring of the weapon is to be done by the conference Arbitrator or his directee. The weapons requirements are as follows:

a. Kai (eku-bo/oar):

Construction - Must be hardwood, unadorned

Length - Must be at least the height of the player's shoulders and the width of the blade must not exceed five (5) inches

Weight - Must be at least one and one half times the weight of a regulation long bo the same length

b. Kama (no rope):

Blade - Must be unsharped, made of steel, no vented blades (blades with holes), unadorned

Handle - Must be hardwood, unadorned

Lengths - Handle must be at least the length of the distance between the players elbow and wrist (forearm length) and blade must be at least half that same distance

Weight - (See chart below) (Effective starting December 1, 1999)

c. Katana:

Blade - Must be unsharpened, made of steel or alloy metal, unadorned

Length - (see chart below)

Age	11-	12-14	15-17	18+
Katana Total Length	24"+	28"+	32"+	36"+
Minimum Weight (Each)	7 oz	8 oz	9 oz	10 oz

d. Long Bo:

Construction - Must be hardwood, unadorned

Length - Must be at least the height of the player and can be to a maximum of four (4) inches taller than the player

Weight / Thickness - According to below chart

Length of Bo	3'-3'6" (36"-42")	3'6"-4' (42"-48")	4'-4'6" (48"-54")	4'6"-5' (54"-60")	5'-5'6" (60"-66")	5'6"-6' (66"-72")	6'-6'5" (72"-78")
Min. Required Wgt.	15.8oz (450g)	18.4oz (525g)	21.7oz (600g)	23.7oz (675g)	26.2oz (750g)	28.9oz (825g)	31.5oz (900g)
Required Center	7/8" - 1 1/4"	7/8" - 1 1/4"	7/8" - 1 1/4"	7/8" - 1 1/4"	1" - 1 1/2"	1" - 1 1/2"	1" - 1 1/2"
Required End	5/8" - 1 1/8"	5/8" - 1 1/8"	5/8" - 1 1/8"	5/8" - 1 1/8"	3/4" - 1 1/4"	3/4" - 1 1/4"	3/4" - 1 1/4"

e. Naginata:

Construction - Must be an unadorned hardwood pole with unadorned steel blade

Length - Pole and blade must be height of player or longer and blade must encompass at least 20% of the total length of pole.

Weight - Must be at least one and one half times the weight of a regulation long bo the same length.

f. Nunchaku:

Cord - Must be nylon, no metal chains

Sticks - Must be hardwood, unadorned

Length - Each stick must be at least the length of the distance between the players elbow and wrist (forearm length)

g. Sai:

Construction - Must be steel, unadorned

Length - Must extended beyond the player's elbow when held by a side tang of the sai in the "V" part of the hand between thumb and index finger with the wrist kept straight

h. Tonfa:

Construction - Must be Hardwood, unadorned

Length - Must extend beyond the player's elbow when held by the handle with the wrist kept straight

i. Yari / Hoko:

Construction - Must be an unadorned hardwood pole with steel unadorned blade(s)

Length - Pole and blade(s) combined must extend at least one (1) foot beyond the total height of the player.

FORM GENERALIZATION

1. WEAPON - The weapon must be manipulated in such a fashion as to demonstrate the traditional offensive and defensive purposes of the weapon. (Japanese/Okinawan weapons practitioners may demonstrate Bunkai with a partner(s) in the finals, at their discretion.)

SCORING

(NOTE: Weapons players should be judged primarily on their ability with and manipulation of the weapon, not just hand strikes and kicks.)

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

50% of score: WEAPONS BASICS - Speed, power, kiai, focus, balance, breathing.

50% of score: PERFECTION OF TECHNIQUES - Weapon, stances, hand techniques and kicks.

C. SOFT WEAPONS

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).
4. WEAPONS CHECK - The Center Referee must check the weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate a acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must follow the uniform code of the style (contemporary or traditional) which the player is representing (see soft contemporary, soft traditional or Kenpo)
2. ILLEGAL TECHNIQUES - Hard style, linear techniques.
3. FORM - Must implement soft style techniques.
4. WEAPON - Weapons must be authentic to soft style or Kenpo martial arts. The weapon cannot be of plastic or foam. Modern aluminum, light weight and slim lined weapons are allowed as long as they represent that of a soft style or Kenpo weapon that could do damage.
5. GYMNASTICS - Gymnastics are allowed and can enhance the player's performance and score.

FORM GENERALIZATION

1. STANCES - Solid, variety.
2. BLOCKS, PUNCHES - Circular.
3. KICKS - Variety.
4. FLUIDITY - Internal application.
5. DIFFICULTY - Difficulty of weapon manipulation is important.
6. ENTERTAINING - The form should be dynamic and entertaining.
7. MUSIC CHOREOGRAPHY (applicable only if music is used) - The form must be choreographed to the music. Background music is not acceptable for best scoring. Choreography means that the player's focus, movements and techniques synchronize or alternate with various beats in the music.

SCORING

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score.)

(NOTE: Weapons players should be judged primarily on their ability with and manipulation of the weapon, not just strikes, kicks and gymnastics.)

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, fluidity, focus, balance, breathing.

25% of score: PERFECTION OF TECHNIQUES - Weapons, kicks, hand techniques, stances and gymnastics.

25% of score: DEGREE OF DIFFICULTY - Kicks, hand techniques, stances and gymnastics (and choreography - only if music is used)

25% of score: ENTERTAINMENT - Showmanship, creativity (and choreography - only if music is used).

SELF DEFENSE DIVISIONS

A. CONTEMPORARY SELF DEFENSE (Choreographed Fight)

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).
4. WEAPONS CHECK - The Center Referee must check any weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate an acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Martial arts uniforms are not required. The attire worn by both the player(s) and person(s) acting as a prop(s) must not be offensive or display foul language on it. The wearing of any jewelry is prohibited unless the jewelry is specifically used as a prop. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. GYMNASTICS - Up to seven (7) gymnastic techniques are allowed and can enhance the player's performance and score. However, gymnastics must not be the main criteria for judging. More than seven (7) gymnastic techniques will automatically disqualify a player. Combinations of gymnastic techniques count as one per technique: i.e., a round-off back flip counts as two (2) gymnastic techniques. Gymnastics movements allowed specifically include only the following:
 - a. Cartwheels
 - b. Round-offs
 - c. Cartwheel aerials (with or without twist)
 - d. Front and back hand springs
 - e. Front and back flips
 - f. Full front and side splits
 - g. Kip-ups
 - h. Barrel roll

CHOREOGRAPHED FIGHT GENERALIZATION

1. APPLICATION - To demonstrate basic, complex or exaggerated self-defense in skit form, portraying a realistic or abstract story. It is not intended to be a synchronized forms division (two or more people demonstrating the same form synchronized, alternating or in choreographed fashion) but a small portion of the form may allow this.
2. BASICS - Martial arts basics shall apply but "street style" fighting is accepted as part of the story routine or to exemplify realism.
3. DIFFICULTY - Difficulty of technique is important.

4. ENTERTAINING - The form should be dynamic and entertaining.
5. MUSIC - The routine may or may not use music and does not have to be choreographed.

SCORING

(NOTE: In contemporary divisions a performance error should not necessarily be the determining factor for a Judge to give a player a score lesser than he gives his opponents. If the Judge feels that the player's overall performance is still superior to his opponent's then the Judge may still award the player that erred with the highest score).

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

25% of score: APPLICATION - Kicks, hand techniques, locks/holds, throws and gymnastics.

25% of score: PERFECTION OF TECHNIQUES/DEGREE OF DIFFICULTY - Kicks, hand techniques, locks/holds throws and gymnastics.

25% of score: ENTERTAINMENT - Showmanship and creativity.

B. TRADITIONAL SELF DEFENSE

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire forms criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).
4. WEAPONS CHECK - The Center Referee must check any weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate an acceptable weapon within the two (2) minutes allowable time frame. The weapons must be checked before the division starts, not during the player's timed performance.

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a traditionally styled uniform only. A maximum of two (2) association, style, school, team, sponsor and/or flag emblems can be affixed to the chest or shoulder area only. A legitimate sponsor or team name or emblem may be affixed to the back of the uniform top (wording or emblems such as instructor, world champion, blackbelt club, etc., are strictly prohibited). Nothing can be affixed to the uniform pants unless it is a makers tag that is completely covered by the uniform top. Exposed manufacturer's tags (names and logos) of not more than 2" x 2" are allowed on the corner of the bottom front uniform top only. All other manufacturer's tags must be unexposed or will be counted as one of the emblems. No "T" shirt or articles of clothing can be worn under the uniform top by males. Females are allowed to wear only a pure white or black (same color as uniform) sports bra, sleeveless or sleeved "T" shirt under the uniform top. The wearing of any jewelry is prohibited. The uniform top and/or pants cannot be turned inside out to hide any sewn on emblems. The uniform top cannot be removed during any part of the player's performance. The player will be given five (5) minutes to correct a uniform and/or jewelry violation to avoid being disqualified for a violation before the division starts. After the division starts the player will be automatically disqualified for a violation.
2. GYMNASTICS - Up to seven (7) gymnastic techniques are allowed and can enhance the player's performance and score. However, gymnastics must not be the main criteria for judging. More than seven (7) gymnastic techniques will automatically disqualify a player. Combinations of gymnastic techniques count as one per technique: i.e., a round-off back flip counts as two (2) gymnastic techniques. Gymnastics movements allowed specifically include only the following:
 - a. Cartwheels
 - b. Round-offs
 - c. Cartwheel aerials (with or without twist)
 - d. Front and back hand springs
 - e. Front and back flips
 - g. Kip-ups
3. ILLEGAL ROUTINES - Dialog (other than to explain the routine), use of props (other than people, weapons, a chair and a table) and techniques other than martial arts techniques by the player being scored. Skits and music are not allowed. Players who do not present partners as part of their group routine to be equally judged as a team effort will thus leave the Judges with the assumption that the player giving the presentation is the only one to be judged. This player must be the defender of each defense routine and ultimately the "winner" of each individual self defense routine of each separate attack.

SELF DEFENSE GENERALIZATION

1. APPLICATION - The self defense routine should show application of defending against an opponent.
2. BASICS - Martial arts basics shall apply.
3. DIFFICULTY - Difficulty of technique is important.

SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

25% of score: APPLICATION - Kicks, hand techniques and throws.

25% of score: DEGREE OF DIFFICULTY - Kicks, hand techniques, locks/holds and throws.

25% of score: PERFECTION OF TECHNIQUE - Stances, kicks, hand techniques, locks/holds and throws.

BREAKING DIVISIONS

A. BREAKING

CENTER REFEREE

1. EXPLAINS CRITERIA - The Center Referee must read aloud to the players this entire breaking criteria section applicable to the division. However, even if this criteria is not read it does not negate the enforcement of this criteria if an arbitration is sought.
2. PLAYER DEMONSTRATION - The Center Referee should ask for any player to demonstrate any portion of their form which the player feels may be in violation, so as to determine whether the form (or portion thereof) will be allowed or disallowed before the division starts.
3. DISQUALIFICATION - The Rules Arbitrator makes all the forms criteria final decisions and must disqualify any player in violation of the AUTOMATIC DISQUALIFICATION CRITERIA. (He/she may confer with the division's Judges before finalizing a disqualification).
4. WEAPONS CHECK - If weapons are used, the Center Referee must check the weapons for appropriateness for the division and will allow the player to exchange an unacceptable weapon and to locate acceptable weapon(s) within the two (2) minutes allowable time frame.

AUTOMATIC DISQUALIFICATION CRITERIA

1. UNIFORM - Uniform (top and pants) must be a traditional, school or sport martial arts uniform that is not unsightly or with foul language on it (no "T" shirts or sweatshirts in pace of uni form tops). The uniform top can be removed only after entering the ring.
2. ILLEGAL ROUTINES - Dialog (other than to explain the routine), use of props (other than people, weapons and breaking materials and the set-up for the breaking material). Skits and music are not allowed.
3. REQUIRED ATTEMPTED BREAKS - Players must attempt at least five (5) breaks. At least one (1) must be with a kick.

BREAKING GENERALIZATION

1. APPLICATION - To demonstrate basic martial arts application by breaking materials.
2. BASICS - Martial arts basics shall apply.
3. DIFFICULTY - Difficulty of break(s) is important.
4. COMPLETION - Completion of break(s) is important.

SCORING

(NOTE: Scoring must not be influenced by crowd, team, school, national or regional enthusiasm)

25% of score: BASICS - Speed, power, kiai, focus, balance, breathing.

25% of score: SUCCESSFULNESS FOR DIFFICULTY - Number of breaks, strength of material, success ratio for difficulty.

25% of score: DEGREE OF DIFFICULTY - Kicks, hand techniques and other techniques

25% of score: ENTERTAINMENT - Showmanship and creativity.

APPENDIX B

Competition Regulations at a Glance

yes = Required
 no = Not Allowed
 opt = Player's option
 pos = Possibly (depending on circumstances)
 bk = Black only
 wh = White only
 max = Maximum allowed
 - = Not applicable

EVENTS →	FORMS									WEAPONS			SELF-DEF		BREAK	SPARRING		
	HARD CREATIVE	HARD MUSICAL	SOFT CONTEMPORARY	HARD TRADITIONAL	SOFT TRADITIONAL	JAPANESE / OKINAWAN	KENPO	KOREAN	HARD CONTEMPORARY	HARD TRADITIONAL	SOFT	CONTEMPORARY	TRADITIONAL	BREAKING	POINT SPARRING	TEAM SPARRING	CONTINUOUS SPARRING	
SPARRING																		
Face touch	-	-	-	-	-	-	-	-	-	-	-	-	-	-	no/opt	opt	no	
Ground Fighting-up to 3 sec	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	no	
Front leg Sweeps	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
Take Downs	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
Grabbing - up to 3 sec	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
TECHNIQUES																		
Barrel roll	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	-	-	-	-	
Butterfly	no	no	opt	no	pos	no	no	no	no	no	opt	opt	no	-	-	-	-	
Gymnastics	7max	7max	opt	no	pos	no	no	no	7max	no	opt	7max	7max	opt	-	-	-	
Kick - cartwheel	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - multiple	yes	yes	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - overchest	opt	opt	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - spin	yes	yes	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Rolls on floor	opt	opt	opt	no	pos	no	pos	no	opt	no	opt	opt	opt	-	-	-	-	
Split	opt	opt	opt	no	pos	no	no	no	opt	no	opt	opt	no	-	-	-	-	
UNIFORM																		
Sport	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	opt	opt	opt	opt	
Traditional	opt	opt	opt	wh	yes	wh	bk	wh	opt	wh	opt	opt	bk/wh	opt	opt	opt	opt	
"T" Shirt allowed w/o uniform top	no	no	opt	no	opt	no	no	no	no	no	opt	opt	no	no	no	no	no	
Top removal	opt	opt	opt	pos	no	pos	no	no	opt	no	opt	opt	no	opt	no	no	no	
WEAPONS																		
Allowed	no	no	no	no	no	no	no	no	yes	yes	yes	opt	opt	opt	-	-	-	
Aluminum	no	no	no	no	no	no	no	no	opt	no	opt	opt	opt	opt	-	-	-	
Canadian Bo	no	no	no	no	no	no	no	no	opt	no	no	opt	opt	-	-	-	-	
Plastic	no	no	no	no	no	no	no	no	no	no	no	opt	opt	opt	-	-	-	
Sharp	no	no	no	no	no	no	no	no	no	no	no	no	no	no	-	-	-	
TIME ALLOTMENTS																		
General																		
Lost Ticketing (Card)	5 minutes to replace if division wasn't yet "closed"																	
Not Ready or Available to Compete When Called "Up"	2 minutes after the player has been notified or called on the announcing system																	
Between Events	5 minutes after the player finishes their performance in their last event																	
Discovery of Scoring Errors	Before next division "closes"																	
Judges Changing of Score	Before next division "closes"																	
Finals - Between Grandchampionships	5 minutes when competing last in one grandchampionship and first in the next one																	
Forms / Weapons / Breaking Competition																		
Uniform Violation	5 minutes if discovered before division starts																	
Time Limit of Performance	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	up to 2	2	1	
Music/Tape Player Fails	1 minute to ask for restart, 5 minutes to correct																	
Promoter Provided Music Player Fails	As much time as needed to remedy																	
Weapon Breaks or is Defective	5 minutes to replace																	
Breaking - Time Set-up	8 minutes																	
Breaking - Time for Clean-up	2 minutes																	
Finals - Between Competitions	5 minutes when competing back to back																	
Sparring Competition																		
Uniform Violation	5 minutes to correct																	
Wearing Wrong Equipment/Jewelry Illegally	2 minutes to correct																	
Allowance for Down Fighting	3 seconds																	
Allowance for Grabbing	3 seconds																	
Time Out	10 seconds, one time out per match																	
Between Sparring Matches	2 minutes rest between matches (1 minute in Super Grands/Amateur Internationals)																	
Injury - Time to Recover	5 minutes or less at the Center Referee's or Medical Personal's discretion																	
Accidental Self Inflicted Injury in Teams	15 minutes to field a replacement player that was not a member of another registered team																	
Injury in Another Division While Still in Team	Division	5 minutes to field a replacement player that was not a member of another registered team																
Finals - Between Matches	2 minutes rest between matches																	
MISCELLANEOUS																		
Jewelry	opt	opt	opt	no	no	no	no	no	opt	no	opt	no	no	opt	no	no	no	
Yell (kiai / kihap)	opt	opt	opt	pos	pos	4max	yes	5max	opt	4max	opt	opt	opt	opt	opt	opt	opt	
Music	no	yes	opt	no	no	no	no	no	pos	no	opt	opt	no	no	-	-	-	
Props	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	opt	-	-	-	

APPENDIX C

Sparring Penalties at a Glance

DESCRIPTION	DETERMINED BY	POINT SPARRING PENALTY	CONTINUOUS SPARRING PENALTY
PERFORMANCE AND COACHING			
Player not ready to compete	Center Referee	Two (2) Minutes to be ready/ if not ready-disqualification	Two (2) Minutes to be ready/ if not ready-disqualification
Poor sportsmanship	Center Referee	Disqualification	Disqualification
Player's coach enters ring or team enters coaches' box or gathers within three feet of ring or uses foul language	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
Coaching at illegal times	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
Hitting after the call to stop	Center Referee or Judges-Majority vote	One (1) Penalty point to opponent or disqualification	
Hitting after the call to stop	Center Referee	-	Two (2) penalty points to opponent or disqualification
Equipment adjustment by coach or spectator	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
OUT OF BOUNDS			
Player fighting out of bounds	Center Referee	Restart	Restart
Player runs or steps out of bounds to avoid fighting	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
NON SCORING AREA			
Strikes to non-scoring area	Judges-Majority vote	One (1) Penalty point to opponent	-
Strikes to non-scoring area	Center Referee	-	One (1) Penalty point to opponent
Excessive contact to non-scoring area	Judges-Majority vote	Disqualification	-
Excessive contact to non-scoring area	Center Referee	-	Disqualification
ILLEGAL TECHNIQUES			
Use of illegal technique	Judges-Majority vote	One (1) Penalty point to opponent	-
Use of illegal technique	Center Referee	-	One (1) Penalty point to opponent
Malicious use of illegal technique	Judges-Majority vote	Disqualification	-
Malicious use of illegal technique	Center Referee	-	Disqualification
More than three (3) hand techniques in a row	Center Referee	-	Two (2) penalty points to opponent
Extension of glove	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
ILLEGAL CONTACT			
More contact than allowed/moderate contact to head or face	Judges-Majority vote	One (1) Penalty point to opponent	-
Light contact to face	Center Referee	-	Two (2) penalty points to opponent
Moderate contact to face or head	Center Referee	-	Three (3) penalty points to opponent
Any excessive contact or blood drawn	Judges-Majority vote	Disqualification	-
Any excessive contact or blood drawn	Center Referee	-	Disqualification
LEAVING RING			
Player leaving ring immediately before or after the judges call	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
FLOOR FIGHTING			
Falling to floor to avoid fighting	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
Kicking to head of downed opponent	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
Punches, strikes and kicks making contact to head of downed opponent	Center Referee	One (1) Penalty point to opponent	One (1) Penalty point to opponent
INJURY			
Injury to opponent that prohibits continuation of play by opponent	Center Referee or Rules Arbitrator	Disqualification	Disqualification
Self inflicted injury	Center Referee or Rules Arbitrator	Becomes loser of match	Becomes loser of match
Faulty or lack of safety equipment causing injury	Center Referee or Rules Arbitrator	Disqualification	Disqualification
Player injures an opponent's pre-existing injury	Rules Arbitrator	No penalty	No penalty

FINALS STAFF

Day _____ Starting Time - 7:27 pm sharp

MAINTENANCE STAFF

- ____ 5:00 pm (M1) MAINT COORD (h) _____
- ____ 5:00 pm (M2) Maint Assistant (h) _____
- ____ 6:15 pm (M3) Head Security (h) _____
- ____ 7:00 pm (M4) Medic _____
- ____ 6:15 pm (M5) Sound _____
- ____ 6:15 pm (M6) Sound Assistant (h) _____
- ____ 6:15 pm (M7) Lighting _____

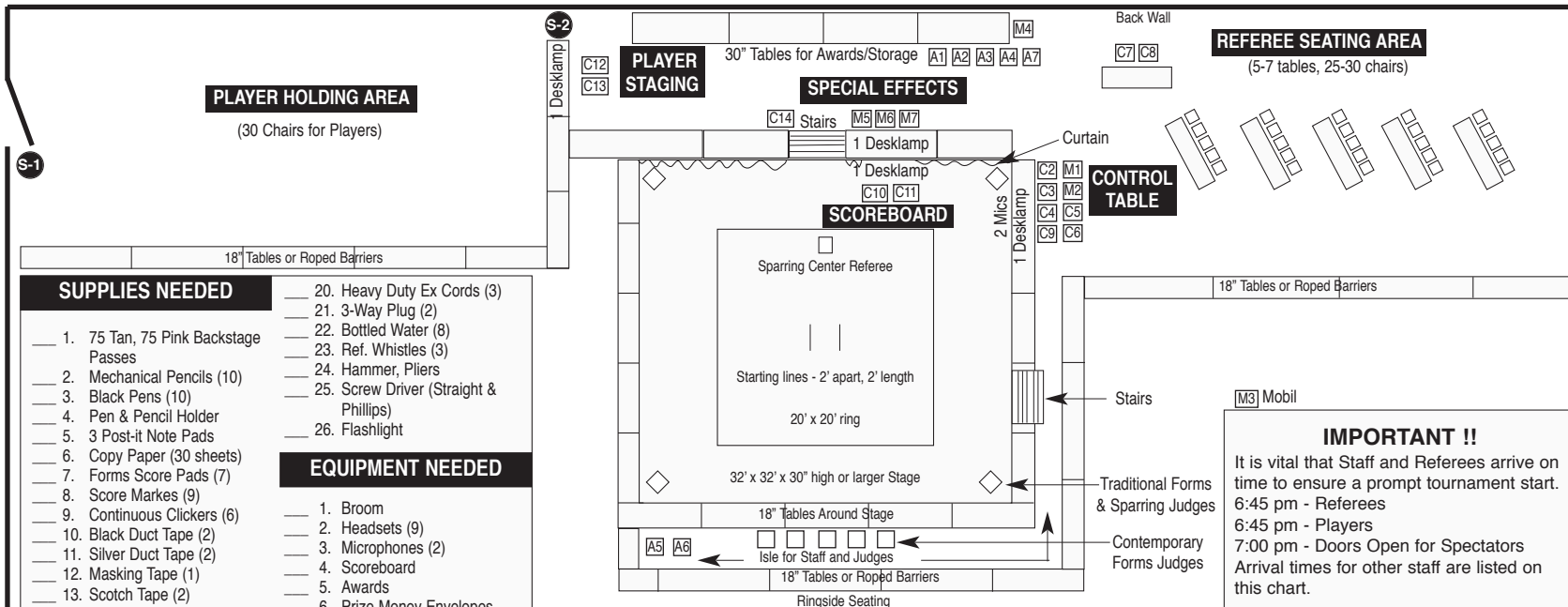
COMPETITION STAFF

- ____ 6:30 pm (C1) COMP COORD (h) _____
- ____ 6:30 pm (C2) Announcer Assist. (h) _____
- ____ 6:30 pm (C3) Announcer #1 _____
- ____ 6:30 pm (C4) Announcer #2 _____
- ____ 6:30 pm (C5) Gofer for Announ _____
- ____ 6:30 pm (C6) Gofer for Announ _____
- ____ 6:30 pm (C7) Chief Referee (h) _____

- ____ 6:30 pm (C8) Arbitrator _____
- ____ 6:30 pm (C9) Scorekeeper _____
- ____ 6:30 pm (C10) Scoreboard _____
- ____ 6:30 pm (C11) Scoreboard Assist (h) _____
- ____ 6:30 pm (C12) Player Staging Head (h) _____
- ____ 6:30 pm (C13) Player Staging _____
- ____ 6:30 pm (C14) Player Staging _____

ACCESORIES STAFF

- ____ 7:00 pm (A1) ACCESSORIES COORD _____
- ____ 7:00 pm (A2) Awards Set-up _____
- ____ 7:00 pm (A3) Awards Presenter _____
- ____ 7:00 pm (A4) Awards Presenter _____
- ____ 7:00 pm (A5) Photographer _____
- ____ 7:00 pm (A6) Photographer _____
- ____ 7:00 pm (A7) Catering for Staff _____



IMPORTANT !!
It is vital that Staff and Referees arrive on time to ensure a prompt tournament start.
6:45 pm - Referees
6:45 pm - Players
7:00 pm - Doors Open for Spectators
Arrival times for other staff are listed on this chart.

SECURITY

- ____ 5:00 pm (S1) Clear Floor / 6:15 pm - Backstage Entrance _____
- ____ 5:00 pm (S2) Clear Floor / 6:15 pm - Staff Entrance _____
(Players may test stage 6:45-7 pm)
- ____ 6:30 pm (S3) Spectator Entrance (h) Opens Door at 7:00 pm _____
- ____ 7:00 pm (S4) Ringside Seating (h) _____
- ____ 7:00 pm (S5) Preferred Seating _____
- ____ 7:00 pm (S6) Preferred Seating _____
- ____ 7:00 pm (S7) General Seating _____
- ____ 7:00 pm (S8) General Seating _____

- SUPPLIES NEEDED**
- ____ 1. 75 Tan, 75 Pink Backstage Passes
 - ____ 2. Mechanical Pencils (10)
 - ____ 3. Black Pens (10)
 - ____ 4. Pen & Pencil Holder
 - ____ 5. 3 Post-it Note Pads
 - ____ 6. Copy Paper (30 sheets)
 - ____ 7. Forms Score Pads (7)
 - ____ 8. Score Markes (9)
 - ____ 9. Continuous Clickers (6)
 - ____ 10. Black Duct Tape (2)
 - ____ 11. Silver Duct Tape (2)
 - ____ 12. Masking Tape (1)
 - ____ 13. Scotch Tape (2)
 - ____ 14. Paper Towel Roll (1)
 - ____ 15. Large Cloth Towel
 - ____ 16. Electric Clock
 - ____ 17. Desk Lamps (3)
 - ____ 18. Large Calculator
 - ____ 19. Light Wt Ex Cords (3)
 - ____ 20. Heavy Duty Ex Cords (3)
 - ____ 21. 3-Way Plug (2)
 - ____ 22. Bottled Water (8)
 - ____ 23. Ref. Whistles (3)
 - ____ 24. Hammer, Pliers
 - ____ 25. Screw Driver (Straight & Phillips)
 - ____ 26. Flashlight
- EQUIPMENT NEEDED**
- ____ 1. Broom
 - ____ 2. Headsets (9)
 - ____ 3. Microphones (2)
 - ____ 4. Scoreboard
 - ____ 5. Awards
 - ____ 6. Prize Money Envelopes
 - ____ 7. CD Player
 - ____ 8. Cassette Player
 - ____ 9. Special Seating Signs
 - ____ 10. Announcer Book
 - ____ 11. Scorekeeper Book

Section 1 APPENDIX E - Finals Worksheet SKITA - 33

APPENDIX E NBL Finals Worksheet

APPENDIX F

2011 NBL Finals & Grandchampionship Schedule

(Required for NBL National Conference tournaments)

REQUIRED BLACKBELT POINT SPARRING AND OPTIONAL UNDER BLACKBELT FORMS GRANDCHAMPIONSHIPS

NBL National Conference tournaments must have a senior adult blackbelt point fighting grandchampionship and women's point sparring semi-finals immediately after their divisions have ended in the daytime eliminations. They can also have under blackbelt forms grandchampionships.

A. BLACKBELT POINT SPARRING GRANDCHAMPIONSHIPS - Only the final match for the women's grandchampionship will advance to the finals. All other women's and all the senior grandchampionship run-offs will be held during the daytime eliminations. (The men's grandchampionship may also be reduced to four finalists in the daytime). The following sequence of run-offs must be used.

N-84 vs N-85 Women's Point Sparring Grandchampionship Semi-finals } Winner is determined in finals N-88 vs N-89 } Senior Men's Point Sparring
 N-86 vs N-87 Women's Point Sparring Grandchampionship Semi-finals } Grandchampionship \$200 N-90 vs N-91 } Grandchampionship

B. UNDER BLACKBELT FORMS GRANDCHAMPIONSHIPS - If under blackbelt forms grandchampionships are to be held, they must be run immediately after or during the end of the eliminations and before the (evening) finals. If they are held they must have all three junior categories and/or both adult categories listed below.

All junior novice first place forms and weapons winners } Junior Novice Grandchampionship
 All junior intermediate first place forms and weapons winners } Junior Intermediate Grandchampionship
 All junior advanced first place forms and weapons winners } Junior Advanced Grandchampionship
 All adult novice/intermediate first place forms and weapons winners } Adult Novice/Intermediate Grandchampionship
 All adult advanced first place forms and weapons winners } Adult Advanced Grandchampionship

REQUIRED (Evening) FINALS

NBL National conference tournaments are required to have the (evening) finals that are listed below. They should last no more than three (3) hours. There will be no pre-finals run-off to select who competes in the finals except in women's point sparring (Reducing men's point sparring finalists to four contestants is optional). By luck of the draw, six (6) of the junior continuous sparring N-95 to N-017 will have the last match of their divisions run on stage in the finals. The adult point sparring grandchampionships in the finals must include the final eight (8) (or 4) men's players of N-76 to N-83 and final two (2) women's players of N-84 to N-87.

Note: All player's order of performances for each grandchampionship and to choose the six (6) junior continuous sparring divisions to be held in the evening finals, will be chosen by luck of the draw by the NBL Conference Commissioner and/or Finals Statistician immediately before the tournament is to begin on the first day of competition (Generally Friday night approximately 5 pm). Players interested in verifying the draws should plan to attend.

By 6:00 pm Finals set-up must be completed according to APPENDIX E. House lights on, stage lights off.
 6:15 - 11:00 Security and maintenance staff must be in place.
 6:30 Staff must arrive. Enter backstage entrance.
 6:45 Referees must arrive. Enter backstage entrance.
 6:45 - 7:00 Players must arrive. Enter backstage entrance.
 7:10 pm Doors open for spectator's entrance.
 7:27 All lights off for one minute.
 7:28 Stage lights turned on after one minute.

Event	Sex	Amt. of Div. No's	Perform.	Prize \$	Award
Demonstration					
National Anthem(s) (optional)					
Introduction of Referees panel (optional)					
Introduction of Contemporary Forms Referees (used for 2 events)					
1. Junior Hard Choreographed Musical Forms	(m/f)	N-5, 6, 7, 13	4		Jr. Choreo. Musical Forms Grand
2. Adult Contemporary Forms	(m/f)	N-14, 15, 17, 18	4	\$400	Adult Contemporary Forms Grand
Introduction of Continuous and Point Sparring Referees (used for 9 matches)					
3-8. Junior Continuous Sparring 15-17 Light	143-	(m)	N-102	1	Divisional win
Junior Continuous Sparring 15-17 Middle	165-	(m)	N-103	1	Divisional win
Junior Continuous Sparring 15-17 Heavy	165+	(m)	N-104	1	Divisional win
Junior Continuous Sparring 12-14 Feather	121-	(f)	N-105	1	Divisional win
Junior Continuous Sparring 12-14 Light	121+	(f)	N-106	1	Divisional win
Junior Continuous Sparring 15-17 All	All	(f)	N-107	1	Divisional win
Junior Continuous Sparring 11- Fly	55-	(m/f)	N-95	1	Divisional win
Junior Continuous Sparring 11- Light	66-	(m/f)	N-96	1	Divisional win
Junior Continuous Sparring 11- Middle	88-	(m/f)	N-97	1	Divisional win
Junior Continuous Sparring 11- Heavy	88+	(m/f)	N-98	1	Divisional win
Junior Continuous Sparring 12-14 Light	99-	(m)	N-99	1	Divisional win
Junior Continuous Sparring 12-14 Middle	121-	(m)	N-100	1	Divisional win
Junior Continuous Sparring 12-14 Heavy	121+	(m)	N-101	1	Divisional win
9. Men's Team Sparring	(m)	N-119	3	\$300	Divisional win
Introduction of Contemporary Weapons Referees (used for 2 events)					
10. Junior Choreographed Musical Weapons	(m/f)	N-42, 43, 44	3		Jr. Choreo. Musical Weapons Grand
11. Adult Contemporary Weapons	(m/f)	N-48, 49, 50, 51	4	\$400	Adult Contem. Weapons Grand
Introduction of Traditional Forms Referees (used for 3 events)					
12. Junior Japanese Forms	(m/f)	N-21, 22, 23	3		Jr. Japanese Forms Grand
13. Adult Traditional Forms & Weapons	(m/f)	N-30, 31, 32, 34, 35, 56	6	\$400	Adult Traditional Forms Grand
14. Junior Korean Forms	(m/f)	N-27, 28, 29	3		Jr. Korean Forms Grand
Introduction of Point Sparring Referees (used for 8 matches or 4 matches if men's contestants were reduced from 8 to 4)					
15. Women's Point Sparring	(f)	Final two of N-84 to N-87	1	\$300	Women's Point Sparring Grand
16. Men's Point Sparring	(m)	Winners of N-76 to N-83	7 or 3	\$1,000	Men's Point Sparring Grand

N-76 vs N-77	} Men's Point Sparring Grandchampionship
N-78 vs N-79	
N-80 vs N-81	
N-82 vs N-83	

Note: Men's Point Sparring Grandchampionship prize money of \$1,000 will be divided up amongst the eight divisional winners or grandchampionship finalists by the promoter at their discretion, but their intentions must be listed in their tournament brochure.

Optional Demonstrations	Sex	Div. No's	Perform.	Prize \$	Award
Junior Soft Open Forms	(m/f)	(N-9)	1		Demo
Team Forms	(m/f)	(N-38)	1		Demo
Junior Continuous Sparring	(m/f)	(Those not picked by luck of the draw)	up to 5		Divisional win(s)
Promoter's Demos	-		up to 3		Demo(s)

APPENDIX G

(v)

Center Referee Duties Checklist

A. PRELIMINARY PREPARATION

1. **CENTER REFEREE SELECTION** - The Chief Referee or tournament Head Coordinator will arrange (or already have arranged) the Center Referees for the divisions to be judged.
2. **KNOW THE RULES** - The Center Referee should thoroughly study the competition rules before the tournament.
3. **REFEREES' CLINIC ATTENDANCE** - The Center Referee should attend any Referees' clinic or rules meetings before the tournament begins.
4. **APPAREL AND EQUIPMENT** - Male Center Referees should wear, as a minimum, a button down shirt and long pants, but preferably, a tie and jacket and they should have their own whistle.
5. **CHOOSING CORNER JUDGES** - The Center Referee should help choose their four (or two) Corner Judges before the beginning of their division (unless they are pre-selected), attempt to recruit them from different geographical locations, and avoid placing them in rings with affiliates or their students if possible.
6. **TRAINING CORNER JUDGES** - The Center Referee should read these "Center Referees' Duties" to the Corner Judges and go over the competition rules and Judges' calls with them.
7. **SCORES AS A JUDGE** - The Center Referee duties include scoring a player as a Judge (excepting continuous sparring).
8. **STAYING TO THE END** - The Center Referee must stay for the duration of the scheduled divisions for their ring.

B. GENERAL RING DUTIES TO KNOW

1. **GETTING THE COORDINATOR BY WHISTLE** - The Center Referee must attract the Coordinator by using his whistle, by blowing one long duration and raising both hands in the air at the same time. This procedure should be repeated if no one responds.
2. **GETTING MEDICAL HELP BY WHISTLE** - The Center Referee must blow his whistle five (5) short times and have all the ring Judges raise one hand to attract medical help. This procedure should be repeated if no one responds. A Judge may leave to get help if no one responds. This Judge should return immediately after obtaining medical help.
3. **GETTING THE RULES ARBITRATOR BY WHISTLE** - The Center Referee must attract the Coordinator by whistle to get the Rules Arbitrator. The Center Referee calls upon the Rules Arbitrator for all protests and/or rules violations for final decisions.
4. **TO STOP PLAY BY WHISTLE** - The Center Referee must blow his whistle one (1) short time.
5. **SEEDING** - Seeding of any kind is not allowed if SKIL rules are being used unless it is the Super Grands World Games/Amateur Internationals.
6. **JUDGING AFFILIATES** - The Center Referees should refuse divisions in which he has affiliates or students competing by telling the Coordinator immediately after the Coordinator has assigned him that division. In forms, the Center Referee should attempt to replace any of the Corner Judges who have affiliates in that ring with another Judge before the division starts. In sparring, the Judge only need be replaced for the match that he has an affiliate competing in, not the entire division. (Preselected Center Referees and Corner Judges at the Super Grands are exempt from these guidelines.)
7. **STAYING IN THE RING** - The Center Referee must stay in his assigned ring unless being relieved by a replacement chosen by a coordinator. To get a replacement, the Referee should attract a Coordinator by appropriately blowing their whistle. No judge should have to leave the ring to get help.
8. **KEEPING CORNER JUDGES** - The Center Referee must keep the required number of Judges in their ring at all times to keep all divisions running smoothly. He should encourage Corner Judges to stay as long as possible. If a Corner Judge leaves after any given division, no one else should leave the ring. The Judge leaving the ring should be asked by the Center Referee to find a replacement immediately, or the Center Referee should whistle for a Coordinator to come and to find a replacement. All forms Judges who are used at the start of a division must remain until that division is completed.
9. **RESPONSIBILITY OF CORNER JUDGES** - The Center Referee is responsible for the actions of the Corner Judges and should not begin a division until the Corner Judges are trained and in their positions to begin.
10. **ENTRY OF LATE COMPETITORS** - The Center Referee will refuse any player into a division after the order of performance or byes have begun being charted, which signifies the "close" of the division.
11. **SCOREKEEPER RESPONSIBILITY** - The Center Referee is responsible for his Scorekeepers and must make sure they fill in the players' score cards completely, legibly and accurately.
12. **SCORING ERRORS** - The Center Referee shall make all final decisions regarding disputed scoring errors, unless it is a rules violation, which the Rules Arbitrator will make a final decision on.
13. **COMPETITOR'S COMPLAINTS** - The Center Referee should try to resolve a player's complaint involving judgment calls. Player complaints regarding a possible rules infraction by any Judge requires the Center Referee to get the Rules Arbitrator by using his whistle to get a Coordinator, who will then locate the Rules Arbitrator. Decisions by the Rules Arbitrator regarding rules infractions are final.
14. **FAIRNESS** - Center Referees must not intimidate the players.

C. FORMS / WEAPONS / SELF DEFENSE / BREAKING / CHECKLIST FOR EACH DIVISION

1. **FORMS SCOREPADS OR FLIP CARDS** - The Center Referee must be certain that each Side Judge has the necessary scorepads or flip cards, and felt pens if scorepads are used.
2. **PERFORMANCE ORDER SELECTION** - The Center Referee must have the Scorekeepers choose the order of performance by "luck of the draw" if it was not already done in a staging area (this does not apply at the Super Grands World Games). Each player must be assigned a sequence number (and have it written on their player card if they are being used).
3. **ROLL CALL** - The Center Referee must ensure that the Scorekeeper takes a roll call of all players in the order of their competition to: 1) Make sure all player cards or names are accounted for (for the players in attendance) and 2) To make the players aware of their sequence of performance. Roll call should be accomplished by having each player raise their hand as their name is called so that each player sees who precedes them. This can also be accomplished by lining the players up as roll call is announced.
4. **READ RULE OPTIONS AND CRITERIA** - The Center Referee of a forms division must read the two (2) options that are applicable to forms for the tournament.
 1. II G. 6a - Judges sit on one side (contemporary forms), Judges sit in corners (traditional forms)
 - II G. 6b - Judges sit on one side
 2. V E. 2a - Specific Forms Criteria
 - V E. 2b - General Forms Criteria

In all blackbelt forms divisions and under blackbelt forms divisions that are not "open," the Center Referee must read to all the players in attendance the general (V.E. 2b.) or specific (V.E. 2a - APPENDIX A) forms criteria option that was chosen for the tournament and that applies to the division that he/she is refereeing.

5. **UNIFORM CHECK** - The Center Referee must check each player's uniform to be certain that it is within the guidelines of the applicable general or specific forms criteria for the division.
6. **ANNOUNCING AVERAGE SCORE** - The Center Referee must inform the Judges that all blackbelt divisions must be scored 8.00 to 10.00 with 9.00 being the average score, and that all under blackbelt divisions must be scored 5.00 to 8.00 with 6.5 being the average score.
7. **RULE KNOWLEDGE** - The Center Referee must ask the players in attendance if they have any questions about the rules.

- ___ 8. **WEAPONS & PROPS CRITERIA & SAFETY** - The Center Referee must check each competitor's weapon and/ or prop(s) before their division can begin. No live blades, plastic or foam weapons, frayed nunchaku, or faulty weapons are allowed.
- ___ 9. **PERFORMANCE PROCEDURES** - The Center Referee must make sure that the scorekeepers call one player "up" and announce who is "on deck" after each player performs and receives his/her scores. The first three (3) players "up," however, will have their scores announced one at a time, beginning with the first player, after the third player has competed.
- ___ 10. **WATCHING SCORES** - The Center Referee must visually watch to see that the forms scores are announced correctly and recorded correctly if electronic scoreboards are being used.
- ___ 11. **CHECK SCORES** - The Center Referee must check the addition of the top eight players before announcing the winners.
- ___ 12. **BREAKING CLEAN-UP** - At the end of each players' breaking performance, the Center Referee must make certain that the player or the tournament maintenance personnel has thoroughly cleaned the ring and surrounding area of all breaking remnants.
- ___ 13. **ASK FOR PROTESTS** - At the end of each division, before the places are awarded, the Center Referee must ask if there are any protests.

D. POINT & TEAM SPARRING - CHECKLIST FOR EACH DIVISION

- ___ 1. **SCORING FLIP CARDS** - The Center Referee must make sure the division has scoring flip cards or electronic scoreboards to use so everyone can see the scores.
- ___ 2. **BYE SYSTEM** - The Center Referee should know the first round "bye system" and set it up for the Scorekeeper if they are not familiar with it and if it was not already done in the staging area.
- ___ 3. **MATCH - UPS** - The Center Referee should avoid having two players from the same school paired off in the first round.
- ___ 4. **ROLL CALL** - The Center Referee must ensure that the Scorekeeper takes a roll call of all players in the order of their competition to: 1) Make sure all player cards or names are accounted for, (for the players in attendance) and 2) To make the players aware of their sequence of competition.
- ___ 5. **UNIFORM / JEWELRY CHECK** - The Center Referee must check each player's uniform to make sure it is within regulation. T-shirts, tank tops and sweat shirts are not allowed in place of sport or traditional uniform tops. Pants above the knees and sleeves above the elbows are not permitted. No metal can be attached to the uniform and no jewelry can be exposed.
- ___ 6. **READ RULE OPTIONS** - The Center Referee of all point sparring divisions must read the five (5) SKITA rule options that are applicable to sparring for the tournament.
 - (√) 1. ___ II E. 6a - Judges sit in corner or
___ II E. 6b - Judges stand
 - (√) 2. ___ VII C. 1a - Groin kicks not allowed or
___ VII C. 1b - Groin kicks allowed
 - (√) 3. ___ VII E. 2a - Face touch all divisions or
___ VII E. 2b - No face touch for under blackbelts or
___ VII E. 2c - No face touch for any rank
 - (√) 4. ___ VII F. 2a - One point hand, and one, two or three point kick or
___ VII F. 2c - One point hand or kick
___ VII F. 2b - One point hand and two point kick
 - (√) 5. ___ VII F. 5a - Player with most points at two minutes wins or
___ VII F. 5b - Blackbelts - player reaching five points (under blackbelt - three points) or whoever is ahead after two minutes wins
___ VII F. 5c - First player to reach five points or is ahead after two minutes wins
- ___ 7. **RULE KNOWLEDGE** - The Center Referee must ask the players in attendance if they have any questions about the rules.
- ___ 8. **SOUND WHISTLE** - The Center Referee should tell all the players that one (1) short blow of the whistle stops all play immediately.
- ___ 9. **SAFETY EQUIPMENT** - The Center Referees must check each and every player in their division for approved hand, foot, headgear, groin cup and mouth piece before they begin and have all male players tap on their cup to make sure they are wearing them. Cups are not allowed to be worn on the out side of the uniform.
- ___ 10. **SAFETY EQUIPMENT ADJUSTMENTS** - The Center Referee shall be the only person (other than the player himself) to adjust a player's safety equipment, and his opponent cannot go to his coach or be coached during the equipment adjustment.
- ___ 11. **PRIOR INJURIES** - The Center Referee must ask all the players if they have any prior injuries which are not fully healed and determine if medical personnel should examine the player before allowing him to compete.
- ___ 12. **USE OF FLAGS** - Judges should not use flags, but should be told by the Center Referee to point to the side of the ring that the player is from. (The Center Referee should not let the Judges point to the player to award points. That makes it very confusing to determine who they are awarding the point to.)
- ___ 13. **USE NATIVE TONGUE** - The Center Referee should not use the language of the martial arts division origin (i.e. Japanese, Korean). The Center Referee should use his native tongue. For English use: "bow to each other," "guards," "begin," "point," "stop," "judges call," etc.
- ___ 14. **CONTACT** - The Center Referee must not encourage excessive contact by not making penalty calls. He must call the illegal contact immediately when it happens. Center Referees should be the leaders to enforce contact regulations.
- ___ 15. **COACHING** - Coaching is allowable only according to the rules.
- ___ 16. **STOPPING TIME** - The Center Referee can stop time in a match.
- ___ 17. **ANNOUNCING POINTS** - The Center Referee must indicate points to Scorekeepers to change flip cards or the scoreboard and visibly watch to make sure they are changed correctly before continuing.
- ___ 18. **ENDING MATCHES** - The Center Referee will end a match when the Timekeeper indicates that time has run out or that a player has scored enough points to win.
- ___ 19. **CHECK SCORES** - The Center Referee must verify the total of the flip cards or the scoreboard of all sparring scores before announcing the winner of each match.
- ___ 20. **ASK FOR PROTESTS** - At the end of each division, before the places are awarded, the Center Referee must ask if there are any protests.

E. CONTINUOUS SPARRING - CHECKLIST (in addition to the point sparring checklist above).

- ___ 1. **CHOOSING REFEREES** - The Center Referee assigns the Judges that are to his front right and rear left to score the player on his right side, and the other two Judges to score the player on his left.
- ___ 2. **RESET COUNTERS** - The Center Referee informs the Judges to reset their point counters to zero (0).
- ___ 3. **STOPPING TIME** - The Center Referee stops time in a match to award penalty points.
- ___ 4. **SWITCHING JUDGES** - Thirty (30) seconds into the match, the Center Referee will instruct all four Corner Judges to put their point counters down on their chairs without resetting them and procede to assume the position and point counter of the Corner Judge directly to their left and then to Judge the other player for the rest of the match.
- ___ 5. **ENDING MATCH EARLY** - The Center Referee shall have the right to end a match at any given point in less time than one (1) minute if in his judgement he feels that a player may get hurt if the match continues. At that point the Judges will announce their scores as if the one (1) minute match time had expired.

F. BEFORE LEAVING THE TOURNAMENT

- ___ 1. **RETURN OF CENTER REFEREES' EQUIPMENT** - The Center Referee must return any tournament equipment to the designated person or area upon completion of the daytime eliminations or after the evening finals if they are attending them.
- ___ 2. **PAYMENT** - If the Center Referee is to be paid, it will only be after he has returned any tournament equipment. Promoters will choose their own method of payment, if any is due.

APPENDIX H

Arbitrator's Report and Checklist

(√) as Completed

____ Arbitrator's Name _____ Phone #1 (_____) _____ Phone #2 (_____) _____
____ Tournament Name _____ Date ____/____/____ Time _____
____ Promoter's Name _____
____ Division Name and Age Group _____ Div. No. _____

Upon being summoned to a ring for arbitration, the Arbitrator must:

- ____ 1. **FILL OUT FORM** - The Arbitrator must follow this checklist for all arbitrations.
NBL Only ____ **FILL OUT FORM** - The Arbitrator must complete this report and checklist in its entirety for every arbitration.
____ 2. **BE THE ONLY ARBITRATOR** - Only one Arbitrator can be assigned to an arbitration. The assigned Arbitrator may leave the ring to consult with another Arbitrator about the matter, but no other Arbitrator is to enter the ring or talk to any of the people involved unless the assigned Arbitrator resigns himself from the arbitration or has to permanently leave for any reason.
____ 3. **TAKE CONTROL** - The Arbitrator must take control immediately by clearing **ALL** parties from the ring, excepting the Center Referee, the party that is protesting and his/her coach, and the party and his/her coach that the protest is being lodged against.
____ 4. **KEEP CONTROL** - The Arbitrator must NEVER let the arbitration get out of hand by letting bystanders enter the ring or voice their opinions without permission.
____ 5. **CONTINUE WITHOUT ALL PARTIES** - The Arbitrator shall process or continue to process an arbitration whether or not all parties are present or have left the arbitration in protest.
____ 6. **COLLECT ARBITRATION FEE** - The Arbitrator must collect any required arbitration fee from the protesting party and process it accordingly. If the protest is being brought by a junior (17-) then the junior may pay any required arbitration fee or may get his/her tournament guardian (person signing for the care of the junior as indicated on the back of their players card) to pay the fee. This must be done before the protest is processed.
NBL Only ____ **COLLECT ARBITRATION FEE** - A fee of \$10 cash is required to be collected (more may be required to be collected by the conference)
SG Only ____ **COLLECT ARBITRATION FEE** - A fee of \$30 cash is required to be collected.
____ Amount Collected - _____
____ 7. **WARN OF FINE** - The arbitrator must warn both parties that unsportsmanlike behavior at anytime during or after the final arbitration and final decision will warrant the issue of a fine.
____ 8. **CONFER WITH CENTER REFEREE** - The Rules Arbitrator must first confer with the Center Referee to understand the arbitration.
____ Center Referee's name _____ Ph (_____) _____
____ 9. **REQUIRED CRITERIA VIOLATION** - The Rules Arbitrator may rely upon the Center Referee's knowledge as to any violation of required criteria in any forms, weapons, self defense or breaking division.
____ 10. **CALL WITNESSES** - The Rules Arbitrator may summon any of the other Judges, Scorekeepers, Timekeepers or witnesses at any time about the incident in question.
____ Protestor's name _____ Ph (_____) _____ Coach's name _____ Ph (_____) _____
____ Protestor's opinion _____ Rule No. _____
____ 11. **LISTEN TO PROTEST** - The protesting party and/or coach will explain their protest and present any witnesses or rules information they desire to the Arbitrator without interruption by the party they are protesting against. The protesting party is obligated to find the applicable rule violation in this rule book within two (2) minutes after being asked to do so by the Arbitrator.
____ Defender's name _____ Ph (_____) _____ Coach's name _____ Ph (_____) _____
____ Defender's opinion _____ Rule No. _____
____ 12. **LISTEN TO COUNTER PROTEST** - The party being protested against will be given the opportunity of defense and support by using the rule book (if needed).
____ 13. **ALLOW REBUTTALS** - Each party will then alternately be given one (1) opportunity to rebutt or present additional information.
____ 14. **AGREEMENT OF SPORTSMANSHIP** - Get an agreement from everyone involved to abide by the determination in a sportsmanlike manner.
____ 15. **READ APPLICABLE RULE** - The Arbitrator will then locate and read his interpretation of the applicable rule(s) which applies to the situation.
____ Rule(s) in question include _____ Rule No. _____
____ Center Referee's Statement _____ Rule No. _____
____ 16. **ALLOW FINAL REBUTTAL** - Both parties will then be given one (1) more chance for rebuttal in an alternate and orderly fashion.
____ 17. **MAKE FINAL DECISION AND PENALTY** - The Rules Arbitrator will then make a final determination and read the appropriate penalty, which will be strictly enforced without further rebuttal from either party.
____ Arbitrator's final determination _____ Rule No. _____
____ 18. **REFUND FEE** - If the protesting party wins their arbitration then any fee they paid for the arbitration shall be returned to them by the Arbitrator.
____ Amount Refunded - _____
____ 19. **CHANGE OF DECISION** - The Arbitrator reserves the unconditional and uncontested right to change his/her decision at any later time during the tournament based upon any evidence or contemplations he/she determines as pertinent after the fact.

Comments / Fines Levied (Parties' reactions to ruling, suggestions concerning the rule or situation – use additional paper if necessary)

APPENDIX I

1999 NBL Arbitrator Duties Checklist

Name of Tournament _____ Date of Tournament ____/____/____
Acting Arbitrator _____ Date Sent In m____/d____/y____
Number of Arbitrations/Reports _____ Amount in Fines Submitting \$ _____ Amount in Fines Refunded \$ _____

(√) as completed

I. BEFORE THE TOURNAMENT

- ____ A. **CALL PROMOTER** - Confirm whether any unusual exemptions were granted regarding tournament criteria, fees or lodging. Confirm your complimentary lodging (up to two nights) and your pay of \$100 with the promoter at least six (6) weeks in advance and request several copies of the tournament brochure. Confirm the time and location of the Rules Meeting(s). There should be one hour-long meeting before the start of each day's competition. Remind the promoter to take a copy of the "Rules at a Glance" form from the back of the SKITA handbook, circle the seven (7) options being used and make enough copies to give each player at registration and each person attending the rules meeting(s).
- ____ B. **FORMS** - Make sure you have made copies of this form and fifty (50) copies of the Arbitrator's Report (APPENDIX H)

II. BRING TO TOURNAMENT

- ____ A. **SKITA HANDBOOK**
- ____ B. **PHOTOCOPIES** - Photocopies of this form and the Arbitrator's Report from SKITA (APPENDIX H)
- ____ C. **TOURNAMENT BROCHURE**

III. AT THE TOURNAMENT

- ____ A. **RULES MEETING(S)** - Conduct the rules meeting; reviewing the entire "Rules at a Glance" sheet.
- ____ B. **ARBITRATOR'S REPORT** - Follow the checklist and document every protest on an Arbitrator's Report form (APPENDIX H). This must be done for every protest.
- ____ C. **COLLECT PAYMENT** - Collect your \$100 payment from the Commissioner

IV. AFTER THE TOURNAMENT

- ____ A. **ARBITRATOR'S REPORTS** - All the Arbitrator's Reports, any collected arbitration monies and a copy of this completed form must be sent to the NBL within seven (7) days of the tournament

SEND TO: **National Blackbelt League, 341 E. Fairmount Avenue, Lakewood, New York 14750**
Phone: (716) 763-1111 or 763-5555

APPENDIX J

Fines and Suspension

OFFENSE	MIN. FINE	OTHER MINIMAL SANCTIONS
A. AVOIDING RESPONSIBILITIES		
1. A player entering a division without payment	\$50	Payment of entry
2. A spectator entering without payment	\$50	Payment of entry
3. A spectator on the competition floor without a coach's pass	\$25	
4. A spectator entering the ring without permission	\$25	
5. Videotaping without a required permit	\$50	Payment of fee
6. Check returned to tournament promoter for insufficient funds	\$25	Suspension from all league tournaments until repayment of check amount, plus the fine and the fees incurred by the recipient
7. Not paying for services rendered	\$50	Suspension from all league tournaments until services and fines are paid
8. <u>A player that is required and desires to be in the finals and doesn't report to the statisticians table to give the required biographical information before the eliminations end</u>	<u>\$25</u>	<u>Disqualification in finals unless fine paid before their finals competition begins</u>
9. Not paying a fine within thirty (30) days after being levied	\$100	Suspension from the league until paid
10. League tournament promoter not fulfilling any part of their Promoter Agreement	\$25	Possible league suspension (Fines according to Promoter's Agreement)
B. FALSIFICATION / DECEIT		
1. Falsifying age	\$100	(Any act of cheating by a player will disqualify the player from that division) Possible league suspension
2. Falsifying proof of age	\$250	Possible league suspension
3. Falsifying weight	\$50	
4. Bribing an official	\$100	
5. Asking the promoter to arbitrate	\$25	
6. Falsifying scores of players (scorekeeping - including changing scores, reshuffling cards or rearranging player sequence order)	\$100	
7. Lying to a league or tournament official	\$50	
8. Falsifying wins on a point chart	\$100	Possible league suspension
C. VERBAL		
1. Profanity or <u>obscene gestures</u> (each offense)	\$25	
2. Physical threats	\$50	
3. Yelling at another person	\$25	
4. Inciting physical violence	\$50	
5. Disturbing the press	\$25	
D. PHYSICAL (unless in self-defense)		
1. Grabbing or pushing another person	\$50	
2. Striking another person	\$100	
E. UNSPORTSMANLIKE CONDUCT		
1. Not following the directions of an official or staff member	\$25	
2. Entering the ring or playing area without permission	\$25	
3. Leaving the ring without bowing out	\$25	
4. Continuing to argue after the arbitrator makes a final decision	\$25	
5. Intentionally hitting after a call to break	\$25	
6. Standing in front of the spectator seating, obstructing their view	\$25	
7. Attending a league tournament while under suspension	\$100	Extension of suspension
F. DAMAGING / STEALING PROPERTY		
1. Setting off fire alarms	\$100	
2. Damaging facility	\$50	Facility restitution
3. Damaging hotel room	\$50	Hotel restitution
4. Destroying tournament equipment or displays	\$50	Replacement and / or restitution
5. Stealing tournament equipment or displays	\$100	Replacement and / or restitution
6. <u>Displacing of acceptable league tournament brochures</u>	<u>\$50</u>	<u>Replacement and/or restitution</u>
7. Refusing to discontinue using interfering communication equipment	\$50	

(v) PROCESS TO LEVY FINE(S) AND/OR SUSPENSION AT NBL TOURNAMENTS

1. Fines can be levied by the executive offices and NBL arbitrators or other designated person(s) by the NBL executive office.
2. Fines may be sent to the NBL for consideration or can be executed and enforced at the tournament with possible exoneration by the NBL executive offices at a later date depending upon circumstances.
3. Fines can be levied per each and every offense.
4. Depending upon severity, all fines and sanctions are subject to be increased.
5. Depending upon severity, all offenses can include league suspension or non-sanction of an NBL promoter's tournament.
6. The offender should be told that a fine will be submitted to the NBL if it's not issued at the tournament. (Not required but advisable).
7. Levy of fine form (reverse side) must be filled out and a photocopy or a duplicate must be issued to the offender and one kept by the issuer.
8. An original form must be submitted to the NBL within 3 days after the violation. This 3 day deadline is imperative.
9. NBL will review the fine, determine its authorization, keep a photocopy and send the offender the original copy from the issuing person, the fine is to be upheld.
10. SKITA regulates dispersement of all NBL fines that are collected and uses them for the advancement of officiating.

Note: All revisions since 6/98 SKITA are underlined

Levy of Fine(s) and/or Suspension

This is official notification of:

- a. Fines(s) and/or Penalties (√) _____
 b. Suspension(√) _____. Length of Suspension: until fine paid (√) ___ or until ____/____/____.

Unwarranted actions by an individual at our league's tournaments or functions, subject the offending individual to possible fines, penalties and/or suspension from further participation/admittance with our league upon the presentation of this document by an authorized individual.

Fine payment(s) must be received by the NBL executive offices within thirty (30) days from the date this letter is executed, or this fine can be paid directly to the individual who has issued it if it has been levied at the tournament or function. Non-payment of fines, repeat offenses and/or severe poor sportsmanship may justify league suspension (or extended suspension) either by the league executive offices or a league Rules Arbitrator. Any action deemed unlawful according to any local or state law(s) may warrant investigation and/or arrest by the local law enforcement agency.

Due to actions prohibited by our league, the below-named individual is hereby immediately suspended / expelled from further competition, attendance and participation at our league tournaments until the levied fines are paid. Yes _____ No _____

Penalized individual _____ Date sent/given this notice ___/___/___

Address _____

City _____ State _____ Country _____ Zip _____

Tournament or function _____

Offense date ____/____/____ Time _____ am / pm Location _____

Letter	Number	Fine Levied	Other Penalties	Description
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
TOTAL			Payable to:	
			Address:	

Sequence of events warranting fines and / or penalties: _____

- Copies to:
- | | | |
|----------|----------|----------|
| 1. _____ | 4. _____ | 7. _____ |
| 2. _____ | 5. _____ | 8. _____ |
| 3. _____ | 6. _____ | 9. _____ |

Let it further be known that non-compliance with the above mentioned league's fines, penalties and/or suspension may result in legal action at any time.
 Non-compliance and / or non-payment of fines may result in public notice of the offender's behavior and non-resolution if legalities permit.

 Authorized Signature

 League Name (print)

 Authorized Person (print name)

 Witness

APPENDIX K

How to Use Player Cards at NBL Tournaments

- PRE-REGISTRATION** - It is best to have the player cards printed in your tournament brochure and required to be filled in by the player and sent in with their pre-registration. Pre-registration can be done w/o player cards being submitted by having the Promoter fill out cards, but this is not preferred as 1) It is very time consuming for the Promoter 2) The players don't learn how to do it properly 3) If there is an error on the card (such as wrong division number) it becomes the Promoter's fault instead of the player's. Anything a pre-registered player has neglected to submit with their registration can be noted on a post-it note and attached to the front of their cards so that the tournament registrar at pre-registration knows what is needed from the player before marking the card paid and giving to the player. (Or neglected information by a preregistered player can be kept on a separate form with the players pre-registration package noting all additional requirements needed from the player at the tournament pre-registration). Any cards being used that were printed in the tournament brochure MUST be cut out properly on the dotted lines by the registration staff if the player didn't do such.
- REGISTRATION AT DOOR** - Each non pre-registered player should pick up one card at the door from a receptionist or from tables for each division they are going to compete in. The player then proceeds (or is told by the receptionist) to fill out the top half of each card and the entire backside. It is absolutely imperative that the player fill in everything on the front of each of their cards along with all of the information on the back of each of their cards according to the directions on the cards. Filling out of player cards must be done by the player, NOT a registrar. Upon registering by the player, the registrar must not accept their money or mark their card as paid unless the entire card is filled out properly. When each of the card(s) are filled out properly, then they should be stamped in the "PAID" box to signify that they have paid. THEY MUST NOT BE ALLOWED TO REGISTER OR PAY UNTIL ALL THEIR CARDS ARE PROPERLY FILLED OUT.
- WEIGH-IN** - Divisions requiring weigh-in, must have the players weight written in and signed off by the weigh-in person for the approved weight for their division in the "WEIGHT" box. This can be done at registration before their cards are stamped paid and before the player completes the registration process.
NOTE: It is very important that the scorekeepers be advised not to accept cards with weight divisions changed; as the player may alter his division on the card after weigh-in. In this case the change should be verified by the Registration desk or have the player re-weighed.
- TEAMS** - Only let teams register if they submit all three (3) team members' cards at the same time.
Junior teams - staple all three cards together with the 9 to 11 year olds card on top, then the 12 to 14 year olds and the 15 to 17 year olds on the bottom.
Adult teams - staple all three (3) cards together with the lightest weight player on top and heaviest weight player on bottom.
- STAGING** - The player brings their card to the ring for card collection. The scorekeeper will collect all the cards, OR... if registration keep the cards they must be filed by division into divisional envelopes and brought to the rings.
- FORMS** -
 - Staging Cards** - If the order is done at the ringside, the scorekeeper or staging person simply shuffles the cards and has them randomly pulled one at a time by the Ring Coordinator or Center Referee, marking each card that is pulled out in the "SEQUENCE NUMBER" box starting with number one (1) and continuing until all cards have been drawn and marked. This will indicate the order in which the players will compete. If the cards are kept at Registration and filed into divisional envelopes then the order of competition can be randomly selected by an independent person such as the Conference Commissioner before going to their rings or by Officials at ringside.
 - Scoring** - Scoring is done individually on each card. Write each of the Judge's scores in the five (5) boxes under "Round 1" on the player's card. Cross out (with a single line) the highest and lowest score and tally the remaining three (3) scores for the total. If any players tie for ANY 1st through 4th place, then they must compete again. Put their second scores in in the five (5) boxes under "Tie" on their cards. If they tie a second time then the Judges shall point to the player that they feel performed the best in the tied run-off, thus breaking the tie. Check (✓) the Judge's vote under "Tie-Judge's vote" on their cards. As each player finishes competing, the Scorekeeper or Timekeeper can keep the cards in winning order as the scores are tallied.
 - Place Taken** - When finished, gather up all the cards and make sure they are in sequential winning order from 1st to last place (1st, 2nd, 3rd, etc.) with any no show (Put NS in PLACE TAKEN box) and disqualification (Put DQ in PLACE TAKEN box) cards placed at to the bottom. Number ALL the cards down to last place in the "PLACE TAKEN" box, with the place they earned. Announce 1st through 8th places in REVERSE order (start with 8th place when announcing).
- SPARRING**
 - Staging Cards** - Explain to the Scorekeepers or staging people that 2, 4, 8, 16, 32 or 64 (2 x 2 x 2 x 2 x 2 x 2) cards (players) will, when paired up for matches, run down to a single winner. Any other amount of cards (players) will not. A "first round bye system" must be employed for any amount of cards (players) other than one of those amounts stated above. A "first round bye system" means that all the cards (players) exceeding one of these numbers (2, 4, 8, 16, 32 or 64) must be eliminated in the first round to leave one of those amounts (2, 4, 8, 16, 32 or 64) of cards (players) in the second round so as to run down evenly from then on.

To do this, count the number of cards in the divisional pile. Subtract a number of cards (either 2, 4, 8, 16, 32 or 64) from this pile (subtract a number that is closest to the amount of cards in the pile, but does not exceed it). This subtracted amount of cards (2, 4, 8, 16, 32 or 64) is pile B. Count the number of cards remaining, this is pile A. Whatever the number of cards in pile A, add to this pile an equal amount of cards taken from pile B. This pile (A) will now be the "first round" of matches. Put a rubber band around Pile B and a "sticky note" saying "Byes-2nd round" (also, write "bye" on all the B cards in the scorekeeping section on the blank line under "Opponent's Initials" and before the number "1", which indicates round one). Pile B will not be used in the first round. The Scorekeeper or staging person should sequence number Pile A (1a, 1b, 2a, 2b, etc.) which will indicate the order of matches. Number 1a will spar with number 1b, number 2a with number 2b, etc. The staging person or Scorekeeper should avoid the sequence number pairing of players from the same school in the first round. (Their school and instructor are on the back of the card).

Place all winners from Pile A onto Pile B ("Byes-2nd round") and all the losers' cards should be folded in half and put aside. The first loser's card should be marked with the place taken in the PLACE TAKEN box. The place taken will be the amount of cards initially (i.e., if there were 18 cards initially then the first loser gets 18th place, etc). DO NOT DISCARD THEM OR RIP UP THE LOSERS' CARDS - THEY MUST BE PLACED ON THE BOTTOM OF THE STACK WHEN FINISHED SO THEIR ADDRESSES CAN BE USED TO UPDATE MAILING LISTS. When the first round is completed, Pile B ("Byes-2nd round") will now equal 2, 4, 8, 16, 32 or 64, which will now run down to one winner in the remaining rounds of competition. As each match produces a loser, mark the loser's box with their place taken which continues from the first card marked in descending order.
(EXAMPLE OF SYSTEM: 22 cards in a division. 16 are set aside (Pile B), leaving 6 cards (Pile A). Take 6 more from the pile of 16 (Pile B) and place with the other 6 (Pile A) making 12 (Pile A). This is the "1st round" pile. The remaining Pile B (10 cards) is the "Byes-2nd round" pile. When pile A is run off, the first losers card will be marked 22nd place, etc. There will be six (6) winners that will be added back to Pile B, leaving 16 cards that will now run down to a single winner.)
 - Scoring** - To score sparring, place the two players cards that are "up" beside each other. Whatever player is to your left, put that player's card on the left side. Put the initials of each player's opponent onto each others player's card for each match on the blank line under "Opponent's Initials" in the scorekeeping section of their card. Circle the numbers (points) on a player's card as they are awarded points, as per direction of the Center Referee. Circle W for winner or L for loser on each of their cards as they win or lose a match.
 - Final Four Cards** - After each match the Scorekeeper must mark the "PLACE TAKEN" box on the loser card. - When pile (B) equals four (4) cards, the Scorekeeper must run off the two losing players from the next two (2) matches for third and fourth places and the two winners for first and second places and mark the "PLACE TAKEN" box with their appropriate place taken. When finished, leave all the cards in their exact order with any NS or DQ cards placed at the bottom. Announce 1st through 8th places in REVERSE order (start with 8th place when announcing).
- COMPLETION OF DIVISION** - When the division is finished, put the rubber band back around ALL the cards, leaving them in the winning order (1st to last place) and place the white card on top. Fill out a white card for each division for the Promoter to keep for his records. The pile of players cards must go immediately to the Commissioner's table for processing.

APPENDIX L

Scoreboard Operation

A. FORMS / WEAPONS (3, 5 or 7)

1. INSERT CARD - Insert "FORMS/WEAPONS" game card.
2. SET UP - Press "RESET" key quickly followed by the horn insignia key. Now press "5", if five Judges are to be used, or press "3", if three Judges will be used or press "7", if seven Judges will be used. [The number 1 should appear indicating the first player. The game number "5" ("3" or "7") should appear for two seconds also]. (See **NOTE** at bottom).
3. START / STOP TIME CLOCK - Press "2" (START/STOP CLOCK) to start time clock. Press "2" to stop clock. Start time when player crosses the boundary line into the ring area or when the player's music starts, which ever is first. End time (stop clock) when player finishes his/her form and stands at attention in front of the Judges.
4. SCORING - Upon completion of the player's form and stopping of the time clock, each of the Judge's scores must be entered into the scoreboard. Starting with the Center Referee and rotating clockwise, all the Judges' 3 digit scores must be recorded. Record the first score (Center Referee) by first pressing "4" (SCORE). The time will now disappear and the player number will again appear followed by a J1 indicating readiness to enter the first Judge's score. Press in the three digits indicating the first (Center Referee) Judge's score. The score will appear. (Any zeros must be entered to equal a three digit score (i.e. 9.2 must be recorded as 9.20). A score of 10.00 should be recorded as 100 and will display and total properly as a 10.00). To continue on to the second Judge's score, press "+" (5) and then enter the second Judge's three digit score. Repeat process for all Judges' scores. After the fifth Judge's score (or third, if only three Judges were used or seventh if seven Judges were used), press "TOTAL" (9) to get the total score (No corrections can be made to the scoreboard after the final "TOTAL" key is pressed). If five or seven Judges were used then the scoreboard automatically drops the high and low score and displays a total of the other three or five scores. (IMPORTANT - All scores, totals and crossing out of the highest and lowest score, must also be recorded onto the player's card at the same time you enter them into the scoreboard. It **MUST** match the scoreboard's final score or else you must re-tally the card until it matches).
5. SCORING ERROR - Any time you have pressed an incorrect number key during a Judge's score, you can completely reset only that Judge's score by pressing the "RESET SCORE" key (as long as you haven't pressed "+" yet). Then simply reenter the Judge's score. If you want or need to reenter all the Judges' scores for that player, press "RESET", quickly followed by "RESET SCORE" (This must be done before pressing "TOTAL" after the last Judge's score).
6. RESET FOR NEXT PLAYER - (DO NOT TURN SWITCH OFF and back on again) Press "COUNT DOWN" (0) quickly followed by the "RE-SET" key (The number 2 will appear indicating the second player). Follow the same procedures as before to time and score each successive player.
7. TOP EIGHT WINNERS - When all players have competed and scores entered, you can recall the top eight winners. (Or less if there weren't that many players). Press "COUNT DOWN" (0) quickly followed by the "RESET" key. Then press "TOP 8 PLACES" (7), quickly followed by pressing "8" to give the eighth highest score. Then press "TOP 8 PLACES" quickly followed by "7" for seventh highest score, etc - down to first place. (IMPORTANT - Make sure you mark the top 8 winners on the players' cards and keep cards in placement order with the highest scoring player on top).
8. TIES - You must look at the players' cards to see if there are any ties. You can break ties (if it is necessary according to the rules) by using the scoreboard. For each player that is tied, first you have to press "COUNT DOWN" quickly followed by the "RESET" key after the last player competed. Second, you **MUST** press "RESET SCORE", quickly followed by "TIE BREAKER" (6) before entering EACH player's scores. A "C1" will appear indicating the player's number. Scoring is done the same as number 4 (of these instructions). (Using the tie breaker and "C" mode prevents these scores from being entered in as a separate player in the top 8 places so make sure you press the tie breaker and get the C mode before entering any Judge's tie scores.). (IMPORTANT - Make sure you record tied scores in the second row of boxes on the players' cards also). Return back to displaying the top eight places by pressing "COUNT DOWN" (0) quickly followed by the "RESET" key and then "TOP 8 PLACES" quickly followed by "8" to give the eighth highest score, etc. All initially tied scores (before any run-offs) will still come up as tied scores in the top eight places. You can only tell who won between the tied players by what you record on the players' cards.
9. NEXT DIVISION - To reset entire scoreboard for the next division turn the scoreboard switch off and back on again.

B. POINT SPARRING (8)

1. INSERT CARD - Insert "POINT SPARRING" game card.
2. SET UP - Press "RESET" key quickly followed by the horn insignia key. Now press "8" (2 minute time clock with 0-0 score should appear. The game number "8" will appear for two seconds also). (See **NOTE** at bottom).
3. START / STOP TIME CLOCK - Press the "2" (START / STOP CLOCK) key to start time clock for two minute count down. Press "2" anytime to stop clock. All successive pressing of the "2" key starts and stops clock. Start and stop time according to the Center Referee's direction.
4. ADJUSTING TIME - To adjust the time, first stop time by pressing "2". To add minutes press "1" (MINUTES). To add seconds press "3" (SECONDS). To subtract time press "0" (COUNT DOWN), quickly followed by "1" (To subtract minutes) or "3" (to subtract seconds). If you hold the "1" or "3" key, more than one unit of time will be subtracted.
5. END OF TIME / HORN - At the end of two minute's time the horn will sound. The horn can also be sounded anytime by pressing the horn insignia.
6. SCORING - At anytime, with or without the clock running, a score (or penalty point) can be entered for either player. For the player on your left to receive a point press "4" (LEFT SCORE), for the player on your right, press "6" (RIGHT SCORE). Hold score key or press repeatedly to add additional points for either player (IMPORTANT - All scores, wins and opponent's initials must also be recorded onto the player's cards as well as the scoreboard).
7. SCORING ERROR - First stop time by pressing "2". Anytime you have an incorrect score, you can completely reset the score back to zero by pressing "RESET SCORE", then "LEFT SCORE" or "RIGHT SCORE" depending upon which score you want to adjust. Pressing the "LEFT" or "RIGHT SCORE" key will eliminate the entire score for that side. Then simply reenter the entire correct score.
8. WINNER - Press "7" (WINNER) for indicator light to highlight the winner's side of the scoreboard. Press again to eliminate the indicator light.
9. RESET - To reset for next match either turn scoreboard switch off and back on or press "0" (COUNT DOWN), quickly followed by the "RESET" key.

C. CONTINUOUS SPARRING (9)

1. INSERT CARD - Insert "CONTINUOUS SPARRING" game card.
2. SET UP - Press "RESET" key quickly followed by the horn insignia key. Now press "9" (1 minute time clock with 0-0 score should appear. The number "9" will appear for two seconds also). (See **NOTE** at bottom).
3. START / STOP TIME CLOCK - Press "2" (START/STOP CLOCK) key to start the time clock for one minute count down. Press "2" any time to stop clock. All successive pressing of "2" key starts and stops clock. Start and stop time according to the Center Referee's direction.
4. ADJUSTING TIME - To adjust the time, first stop time by pressing "2". To add minutes press "1" (MINUTES). To add seconds press "3" (SECONDS). To subtract time press "0" (COUNT DOWN), quickly followed by "1" (To subtract minutes) or "3" (to subtract seconds). If you hold the "1" or "3" key, more than one unit of time will be subtracted.
5. END OF TIME / HORN - At the end of one minute's time the horn will sound. The horn can be sounded any time by pressing the horn insignia.
6. SCORING PENALTY POINTS - First stop time by pressing "2". To enter a penalty point press "8" (PENALTY POINT) key followed by the "4" (LEFT SCORE) or "6" (RIGHT SCORE) for which ever side is to receive the penalty point.
7. PENALTY POINTS SCORING ERROR - If too many penalty points were entered, first stop time (if time wasn't already stopped) by pressing "2". Anytime you have too many penalty points entered, you can completely reset that player's score by pressing "RESET SCORE", then quickly pressing "PENALTY POINT" and then quickly pressing "LEFT" or "RIGHT SCORE" depending upon which score you want to reset. Then simply reenter the correct total penalty point score.
8. SCORING - After time has expired press the "4" or "6" key for the left or right side player you are scoring. Enter the two digit score of the first Judge (If score is under 10 points, press "0" and then the number). Follow up by pressing the "+" and then the score of the second Judge. Complete that player's score total by pressing "9" (TOTAL). This will give you that player's total score. Use the same procedure to obtain the other player's score. The scoreboard automatically tallies in any penalties that were entered during play.
9. SCORING ERROR - After time has expired, anytime you have pressed an incorrect number key (or score), you can change a single digit error by pressing "RESET SCORE". Or you can completely reset the entire score after two digits have been entered, by pressing "RESET SCORE", then "RIGHT SCORE" or "LEFT SCORE" depending upon which score you want to adjust. Pressing the "RIGHT" or "LEFT SCORE" score key will eliminate the entire score for that side excepting any penalty points. Then simply re-enter the scores of both Judges for the correct total score.
10. WINNER - Press "7" (WINNER) for indicator light to highlight the winner's side of the scoreboard. Press again to eliminate the indicator light.
11. RESET - To reset for next match, either turn scoreboard switch off and back on again or press "0" (COUNT DOWN) quickly followed by the "RESET" key.

NOTE: If the wrong numbers appear when you program for forms, point sparring or continuous sparring after pressing reset, horn and game number; then press reset quickly followed by 2 and then punch in

- or (a.) 0100 for forms
- or (b.) 0200 for point sparring
- or (c.) 0100 for continuous sparring.

APPENDIX M

2008 NBL Commissioner Duties Checklist

Name of Tournament _____ Date of Tournament ___/___/___
Acting Commissioner _____ Date Sent to NBL ___/___/___

(√) As Completed

I. BEFORE THE TOURNAMENT

- ____ A. **CALL PROMOTER** - Confirm whether any unusual exemptions were granted regarding tournament criteria, fees or lodging. Confirm your complimentary lodging for up to two nights and your pay of \$100 with the promoter at least six (6) weeks in advance and request several copies of the tournament brochure. Remind the promoter to reserve a table, available for you for results processing (preferably near the head table and near the microphone).
- ____ B. **FORMS** - Photocopy this checklist and the NBL Magazine Results Form included in this handbook.
- ____ C. **PLAYER CARDS** - Make sure you have extra cards (leftovers from the previous events) DO NOT use cards from prior years, if they have been updated. (Check the copyright at the bottom of the back side of the card for the correct year.)
- ____ D. **MAGAZINE RESULT FORM** - The divisions listed on the magazine result form will match the tournament NBL divisions exactly. All NBL tournaments must offer all 60 (or more) or 113 NBL divisions. If 60 (or more) are used then fill out the left hand column of the NBL Magazine Results Form with any additional divisions into the right hand column. If 113 are used fill in the right hand column. Fill in the players names using capital letters. Fill in the country and state that the winners are from only if the tournament is part of an NBL national conference.

II. BRING TO TOURNAMENT

- ____ A. **SKITA HANDBOOK**
- ____ B. **PHOTOCOPIES** - Photocopies of all the commissioner's forms in SKITA, including this one.
- ____ C. **PLAYER CARDS** - Extra player cards.
- ____ D. **BROCHURE** - Bring the tournament brochure.
- ____ E. **SUPPLIES** - Two shoe boxes (to put cards into), heavy duty stapler, extra staples, staple remover, rubber bands, extra pens/pencils, calculator, tape, scissors and "post-it" notes.
- ____ F. **CAMERA** - Only if available.

III. AT THE TOURNAMENT

- ____ A. **RESULTS TABLE** - Immediately upon your arrival, ensure that a table is available for results processing (preferably near the head table and near the microphone).
- ____ B. **SCOREKEEPERS' MEETING** - Attend any scorekeepers' meeting(s) at the tournament and answer any questions about card scorekeeping and processing.
- ____ C. **TOURNAMENT BROCHURE** - Get three (3) copies of the tournament brochure (if you haven't already).
- ____ D. **CARD PROCESSING** - It is the Commissioner's responsibility to make sure the cards are being filled out correctly and completely by the players before registration and used properly by the scorekeepers in each division. This should be done discreetly so as not to offend either the Scorekeepers, Referees or the Promoter. It is imperative that the cards are correct and complete. This is an area where we always have problems. Be certain that the all players have filled in their name, age (as January 1, 12 a.m.), rank, sex, weight and division number on the front of each of their cards along with all of the information on the back of each of their cards. DO NOT change the scores on the cards, even if they are incorrect. DO NOT let any cards be discarded in the rings or ripped up or taken by the players. All losers' cards in each division should be folded in half or set aside, not ripped up. The losers' cards should be put on the bottom of each division's stack of cards when the division ends. DO NOT leave without collecting ALL of the cards, ascertaining that they are properly filled out and collated by division. DO NOT let the promoter keep the cards under any circumstances.
- ____ E. **COMPETITION RESULTS (Player Cards)**
- ____ 1. **COLLECT CARDS** - By the end of the NBL tournament, the Commissioner must have collected and collated all of the player's score cards. The cards should be brought to the table where the Commissioner is processing them by a person designated by the promoter.
- ____ 2. **CHECKLIST** - On a copy of the tournament brochure, check off each division of cards that come in. This is also a good time to write each of the winners' names on the magazine results form.
- ____ 3. **CUT CARDS NEATLY** - If the tournament is using any cards that were printed in the tournament

brochure, cut all of those cards neatly along the dotted lines, if not already done.

4. **CARDS IN ORDER** - Each division's pile of cards must be organized with the losers' cards on the bottom. Please make sure that the "Place Taken" on all cards is completely and accurately filled in for 1st to 8th places and that all winners' names are legible. This is VERY IMPORTANT!!! If any 1st to 8th place cards are missing, then go to the division and locate them. If they're unavailable, find out who the winners were and make up new cards with their winnings on them to put in the divisional pile. Please keep in mind that NBL divisional cards are always more important to be corrected than non-NBL divisions.
5. **STAPLE CARDS OF DIVISION** - After each pile of cards is in order, staple them in the top left hand corner at a 45° angle. (Do not staple the white card with the rest of the player cards.) If the pile is too big for the stapler, then rubberband them.
6. **BLACKBELT CARDS PILE ORDER** - Do not change the placement order of any cards in any division. Each of the NBL divisional piles of cards should be collated in the same sequential order as the list of NBL divisions on the NBL Player Membership page in the SKITA Handbook.
7. **UNDER BLACKBELT CARDS PILE ORDER** - The non-NBL divisional cards should be in exactly the same sequential order as the divisions listed in the tournament brochure.
8. **RUBBERBAND GROUP OF EVENTS** - All groups of events should be rubber banded (forms, sparring, etc.). Then all NBL divisional cards should be rubberbanded separately from non-NBL groups.
9. **WHITE CARDS** - The top (white) cards should be filled out by the ring Scorekeepers and kept separately and in order and given to the promoter to keep (unless the promoters lets the photo-journalist take them). There should be one white card for each division. **MAKE SURE THESE DON'T GET STAPLED TO EACH PILE OF DIVISIONAL CARDS.**
10. **COLLECT UNUSED CARDS** - PLEASE collect any of the promoter's unused player cards so that you have extras in case the promoter at your next NBL tournament needs them.
11. **NATIONAL TOURNAMENT FINALS BOOKS** - If this is a national conference tournament with a national conference photo-journalist in attendance, then the Finals Books must be given to him/her for story reference. The photo-journalist will return the Finals Books to the NBL. Before giving the Finals Books to a photo-journalist, be certain to record all scores from the Finals Books onto the players cards where necessary (adult musical, Japanese and Korean forms and weapons and all continuous sparring divisions) along with all finals scores and opponent's initials where required. If the national tournament does not have a national conference photo-journalist in attendance that takes the Finals Books then it is the Commissioner's responsibility to obtain the books immediately after the finals and send them back to the NBL.

F. MEDIA COVERAGE

1. **MAGAZINE RESULTS FORM** - Fill in the magazine results form for NBL divisional first place winners as the cards are processed.
2. **PHOTOGRAPHS** - Take photographs, designate someone else to take them, or get them from the promoter if possible. This is not a requirement.
3. **TOURNAMENT STORY** - You may submit a short write-up on the event, designate someone else to do it, or ask the promoter to supply a story. This is not a requirement either.

PLEASE - DO NOT write a story without referring to "Photo-Journalist Criteria" sheets. Ask us for copies if you need them.

G. COLLECT PAYMENT

1. **YOUR PAY** - Collect your \$100 payment from the promoter.
2. **PAY ARBITRATOR** - Collect the \$100 for the Arbitrator and pay him/her.
(Be aware of any irregular agreements that the NBL may have reached with the promoter regarding exemptions or payment.)

IV. AFTER THE TOURNAMENT

- A. **FAX MAGAZINE RESULTS FORM** - The Magazine Results Form **must** be completed and faxed to (716) 763-5555 within 24 hours of the tournament.
- B. **RETURN ITEMS** - The following items must be returned within seven (7) days of the tournament:
 1. **ALL PLAYER CARDS** - Leave the white cards with the promoter (unless the promoter lets the photo-journalist take them).
 2. **MAGAZINE RESULTS FORM** - Send us the original copy.
 3. **TOURNAMENT BROCHURE** - Enclose two copies.
 4. **COPY OF THIS CHECKLIST COMPLETED AND SIGNED**
 5. **ANY PHOTOS OR STORY**
- C. **SEND AND INSURE** - The cards must be sent to the NBL certified or registered and insured for at least \$500. It is the Commissioner's responsibility to pay shipping costs from their payment.

Signature _____

APPENDIX N

2011 NBL Magazine Results Form

This form is to be completed by the Commissioner. Select appropriate division titles and cross off all others. First place winners listed below will appear in the NBL/SKIL website with any available tournament story. Not used for ratings.

Promoter's Name _____ Tournament _____ Date of Tournament ____/____/____

FORMS GRAND CHAMPIONS

65 MINIMUM NBL DIVISIONS (Regional Conference Tournaments Only)		120 MAXIMUM NBL DIVISIONS (National or Regional Conference Tournaments)		USE PENCIL - PRINT NAMES WITH CAPITAL LETTERS	COUNTRY / STATE
Junior Open	Junior Contemporary Junior Traditional	Junior Musical Forms Junior Japanese Forms Junior Korean Forms Junior Musical Weapons	_____	(Required ONLY for national conference tournaments)	
Adult Open	Adult Contemporary Adult Traditional	Adult Contemporary Forms Adult Contemporary Weapons Adult Traditional Forms & Weapons	_____ _____ _____		

SPARRING GRAND CHAMPIONS

Men's	Men's	Men's Sparring	_____
Women's	Women's	Women's Sparring	_____
	Senior Men's	Senior Men's Sparring	_____

FORMS DIVISIONAL WINNERS

CONTEMPORARY		TRADITIONAL		TEAM	
(N-1/2/10)	Junior Hard Creative 11-	(N-1)	Boys' Hard Creative 9-	_____	/
(N-3/4/11/12)	Junior Hard Creative 12-17	(N-2)	Boys' Hard Creative 10-11	_____	/
		(N-3)	Boys' Hard Creative 12-14	_____	/
		(N-4)	Boys' Hard Creative 15-17	_____	/
(N-5/6/7/13)	Junior Hard Choreo Musical	(N-5)	Boys' Hard Choreo Musical 11-	_____	/
		(N-6)	Boys' Hard Choreo Musical 12-14	_____	/
		(N-7)	Boys' Hard Choreo Musical 15-17	_____	/
(N-8)	Junior Hard Open Musical	(N-8)	Junior Hard Open Musical	_____	/
(N-9)	Junior Soft	(N-9)	Junior Soft	_____	/
		(N-10)	Girls' Hard Creative 11-	_____	/
		(N-11)	Girls' Hard Creative 12-14	_____	/
		(N-12)	Girls' Hard Creative 15-17	_____	/
		(N-13)	Girls' Hard Choreo Musical	_____	/
(N-14)	Men's Hard Creative	(N-14)	Men's Hard Creative	_____	/
(N-15)	Adult Hard Choreo Musical	(N-15)	Adult Hard Choreographed Musical	_____	/
(N-16)	Adult Hard Open Musical	(N-16)	Adult Hard Open Musical	_____	/
(N-17)	Adult Soft	(N-17)	Adult Soft	_____	/
(N-18)	Women's Hard Creative	(N-18)	Women's Hard Creative	_____	/
(N-19/20)	Senior Hard	(N-19)	Senior Men's Hard	_____	/
		(N-20)	Senior Women's Hard	_____	/
(N-21/22/23)	Junior Japanese/Okinawan	(N-21)	Junior Japanese/Okinawan 11-	_____	/
		(N-22)	Junior Japanese/Okinawan 12-14	_____	/
		(N-23)	Junior Japanese/Okinawan 15-17	_____	/
(N-24/25/26)	Junior Kenpo/Kajukenbo	(N-24)	Junior Kenpo/Kajukenbo 11-	_____	/
		(N-25)	Junior Kenpo/Kajukenbo 12-14	_____	/
		(N-26)	Junior Kenpo/Kajukenbo 15-17	_____	/
(N-27/28/29)	Junior Korean	(N-27)	Junior Korean 11-	_____	/
		(N-28)	Junior Korean 12-14	_____	/
		(N-29)	Junior Korean 15-17	_____	/
(N-30/34)	Adult Japanese/Okinawan	(N-30)	Men's Japanese/Okinawan	_____	/
(N-31)	Adult Kenpo/Kajukenbo	(N-31)	Adult Kenpo/Kajukenbo	_____	/
(N-32/35)	Adult Korean	(N-32)	Men's Korean	_____	/
(N-33)	Adult Soft	(N-33)	Adult Chinese	_____	/
		(N-34)	Women's Japanese/Okinawan	_____	/
		(N-35)	Women's Korean	_____	/
(N-36/37)	Senior Hard	(N-36)	Senior Hard	_____	/
		(N-37)	Senior Hard 45+	_____	/
(N-38)	Team Forms	(N-38)	Team Forms	_____	/

WEAPONS DIVISIONAL WINNERS

CONTEMPORARY					
(N-39/40/41/46/47)	Junior Creative	(N-39)	Junior Creative 11-	_____	/
		(N-40)	Boys' Creative 12-14	_____	/
		(N-41)	Boys' Creative 15-17	_____	/
(N-42/43/44)	Junior Choreo Musical	(N-42)	Junior Hard Choreo Musical 11-	_____	/
		(N-43)	Junior Hard Choreo Musical 12-14	_____	/
		(N-44)	Junior Hard Choreo Musical 15-17	_____	/
(N-45)	Junior Open Musical	(N-45)	Junior Open Musical	_____	/
		(N-46)	Girls' Creative 12-14	_____	/
		(N-47)	Girls' Creative 15-17	_____	/

(N-48/51)	Adult Hard Creative	(N-48)	Men's Hard Creative	_____	/
(N-49)	Adult Hard Choreo Musical	(N-49)	Adult Hard Choreographed Musical	_____	/
(N-50)	Adult Soft	(N-50)	Adult Soft	_____	/
		(N-51)	Women's Hard Creative	_____	/
(N-52)	Senior Hard	(N-52)	Senior Hard	_____	/
TRADITIONAL					
(N-53/54/55)	Junior Hard	(N-53)	Junior Hard 11-	_____	/
		(N-54)	Junior Hard 12-14	_____	/
		(N-55)	Junior Hard 15-17	_____	/
(N-56)	Adult Hard	(N-56)	Adult Hard	_____	/

SELF DEFENSE DIVISIONAL WINNERS

CONTEMPORARY					
(N-57/58)	Choreographed Fight	(N-57)	Junior Choreographed Fight	_____	/
		(N-58)	Adult Choreographed Fight	_____	/

TRADITIONAL					
(N-59/60)	Traditional	(N-59)	Junior Traditional	_____	/
		(N-60)	Adult Traditional	_____	/

BREAKING DIVISIONAL WINNERS

(N-61/62)	Open	(N-61)	Junior Open Breaking	_____	/
		(N-62)	Adult Open Breaking	_____	/

POINT SPARRING DIVISIONAL WINNERS

(N-63/64)	Junior 11- Light	(N-63)	Junior 11- Fly	_____	/
(N-65/66)	Junior 11- Heavy	(N-64)	Junior 11- Light	_____	/
		(N-65)	Junior 11- Middle	_____	/
		(N-66)	Junior 11- Heavy	_____	/
(N-67)	Boys' 12-14 Light	(N-67)	Boys' 12-14 Light	_____	/
(N-68/69)	Boys' 12-14 Heavy	(N-68)	Boys' 12-14 Middle	_____	/
		(N-69)	Boys' 12-14 Heavy	_____	/
(N-70)	Boys' 15-17 Light	(N-70)	Boys' 15-17 Light	_____	/
(N-71/72)	Boys' 15-17 Heavy	(N-71)	Boys' 15-17 Middle	_____	/
		(N-72)	Boys' 15-17 Heavy	_____	/
(N-73/74/75)	Girls' 12-17 Feather	(N-73)	Girls' 12-14 Feather	_____	/
(N-73/74/75)	Girls' 12-17 Light	(N-74)	Girls' 12-14 Light	_____	/
		(N-75)	Girls' 15-17	_____	/
		(N-76)	Men's Fly	_____	/
		(N-77)	Men's Feather	_____	/
(N-76/77/78)	Men's Light	(N-78)	Men's Light	_____	/
		(N-79)	Men's Light Middle	_____	/
(N-79/80)	Men's Middle	(N-80)	Men's Middle	_____	/
		(N-81)	Men's Light Heavy	_____	/
(N-81/82)	Men's Heavy	(N-82)	Men's Heavy	_____	/
(N-83)	Men's Super Heavy	(N-83)	Men's Super Heavy	_____	/
(N-84/85/86/87)	Women's	(N-84)	Women's Fly	_____	/
		(N-85)	Women's Feather	_____	/
		(N-86)	Women's Light	_____	/
		(N-87)	Women's Middle	_____	/
(N-88/89/90/91)	Senior Men's	(N-88)	Senior Men's Light	_____	/
		(N-89)	Senior Men's Middle	_____	/
		(N-90)	Senior Men's Heavy	_____	/
		(N-91)	Senior Men's Super Heavy	_____	/
(N-92)	Senior Women's	(N-92)	Senior Women's	_____	/
(N-93/94)	Senior Men's 45+	(N-93)	Senior Men's 45+ Light	_____	/
		(N-94)	Senior Men's 45+ Heavy	_____	/

CONTINUOUS SPARRING DIVISIONAL WINNERS

(N-95/96)	Junior 11- Light	(N-95)	Junior 11- Fly	_____	/
(N-97/98)	Junior 11- Heavy	(N-96)	Junior 11- Light	_____	/
		(N-97)	Junior 11- Middle	_____	/
		(N-98)	Junior 11- Heavy	_____	/
(N-99)	Boys' 12-14 Light	(N-99)	Boys' 12-14 Light	_____	/
(N-100/101)	Boys' 12-14 Heavy	(N-100)	Boys' 12-14 Middle	_____	/
		(N-101)	Boys' 12-14 Heavy	_____	/
(N-102)	Boys' 15-17 Light	(N-102)	Boys' 15-17 Light	_____	/
(N-103/104)	Boys' 15-17 Heavy	(N-103)	Boys' 15-17 Middle	_____	/
		(N-104)	Boys' 15-17 Heavy	_____	/
(N-105/106/107)	Girls' 12-17 Feather	(N-105)	Girls' 12-14 Feather	_____	/
(N-105/106/107)	Girls' 12-17 Light	(N-106)	Girls' 12-14 Light	_____	/
		(N-107)	Girls' 15-17	_____	/
		(N-108)	Men's Feather	_____	/
(N-108/109)	Men's Light	(N-109)	Men's Light	_____	/
		(N-110)	Men's Light Middle	_____	/
(N-110/111)	Men's Middle	(N-111)	Men's Middle	_____	/
		(N-112)	Men's Light Heavy	_____	/
(N-112/113)	Men's Heavy	(N-113)	Men's Heavy	_____	/
(N-114)	Men's Super Heavy	(N-114)	Men's Super Heavy	_____	/
(N-115/116)	Women's	(N-115)	Women's Feather	_____	/
		(N-116)	Women's Light	_____	/

TEAM SPARRING DIVISIONAL WINNERS

(N-117)	Boys'	(N-117)	Boys'	_____	/
(N-118)	Girls'	(N-118)	Girls'	_____	/
(N-119)	Men's	(N-119)	Men's	_____	/
(N-120)	Adult Mixed	(N-120)	Adult Mixed	_____	/

APPENDIX O

1999/2000 Super Grands/Amateur Int'ls Seeding

DEFINITION OF SEEDING - A player's position in a league's rating system becomes known as a seed when that rated position is used to place a player in certain preferred positions in a competition. (For example, if a player is a number three in the final NBL or SKIL ratings, he/she would have a third place seed in the Super Grands. This would not mean that a player would compete third from the last, however, as this seeded position only identifies the sequence order, not the exact numbered position of competition from the end of the division. For example, a player seeded in second place in the NBL may compete twelfth from last at the Super Grands, because there may be more than one second-seeded player in their division. However, someone ranked tenth in SKIL may compete last at the Amateur Internationals because higher seeded players will likely be participating in other age divisions.

AMATEUR INT'LS

SEEDING QUALIFICATIONS - A player may enter as many divisions in the Amateur Internationals as he/she wishes no matter whether he/she is ranked (seeded) or not. If a player is SKIL rated, he/she will be seeded if they pre-register properly. A player need not be SKIL rated to enter the Amateur Internationals.

SEEDING - NON NBL COUNTRIES - Players attending from any country that does not have a SKIL qualifying tournament in their country will be given a complimentary rating of 24 points in all Amateur Internationals divisions and be placed at the equivalent seeding (ranking) of 24 points.

SKIL FORMS SEEDING

ORDER OF PERFORMANCE: The Amateur Internationals forms competition has one (1) segment of competition.

UNSEEDED PLAYERS - Unseeded players will compete first by luck of the draw.

SEEDED PLAYERS - The player with the least amount of SKIL points will be next to compete after the unseeded players finish. The player with the second least amount of points in their division will go next, then the player with the third amount of points, and so on. The order of seeds will continue in this fashion until all the players have competed. The SKIL player with the most amount of points in that SKIL Amateur Internationals division will go last.

SKIL RATING TIES - SKIL rating ties will be broken with the preferred placement going to the player with the highest international ranking. If still tied - the highest

SKIL SPARRING SEEDING

national ranking; still tied - then by state ranking.

ORDER OF PERFORMANCE: The Amateur Internationals sparring competition has up to two (2) segments of competition.

UNSEEDED PLAYERS - The first segment will have the unseeded players competing in a preliminary round using the "first round bye system" that will separate players by school and country for the first round only (if the players' card is filled in properly). The winner of the unseeded segment will advance and be the first to fight in the seeded players segment.

SEEDED PLAYERS - The second segment is the seeded round of play. The seeded player with the least amount of points will be paired against the unseeded winner (if there was one). The winner competes against the seeded player with the second least amount of points. That winner competes against the seeded player with the third least amount of points, etc. The seeded player with the most amount of points will compete in the last match-up. Because of set positions of seeding, no players can be purposely separated who are from the same school or same country in any given match-up of the seeded portion of the Amateur Internationals.

- The last two players eliminated before leaving the two players for first and second place will be paired off in a single match to determine who wins third and fourth place.
- The final two players who have not lost will enter into a double elimination series where the first player to win two matches is awarded first place, while the other player gets second place.

SUPER GRANDS

SKIL RATING TIES - (same as SKIL Forms Seeding).

SEEDING QUALIFICATIONS - A player may enter as many divisions in the Super Grands as he/she has and purchases seeds for, but he/she can only compete once per division despite how many seeds they have earned during the competition season. The NBL National Conference seeded players will be the first to be given any byes in each round of seeded play (sparring) and compete last in each seeded round of competition (forms) at the Super Grands. If a player enters the Super Grands with a regional conference seed, he/she will receive a preferred regional conference placement if he/she has a national seed(s) or additional regional seeds in the same division. This applies only if the player writes that national or regional seed(s)/rating(s) on their player card when registering for the Super Grands.

SEEDING - NON NBL COUNTRIES - Players attending from any country that does not have an NBL qualifying tournament in their country will be given a single complimentary first place regional conference seed with no preferred seeding.

NBL FORMS SEEDING

ORDER OF PERFORMANCE - The Super Grand forms competition has up to two (2) segments of competition.

UNSEEDED PLAYERS - The first segment is for "Wild Cards" (unseeded) players. All wild card players compete by luck of the draw. The winner will compete first in the second segment (with the seeded players).

SEEDED PLAYERS - The second segment starts with the fifth place seeded players. The fifth place regionally seeded players will compete first by luck of the draw unless one (or any) of them have preferred seeding (see below). Any fifth place nationally seeded players will go last in this round by luck of the draw unless one (or any) of them has other seedings which will give them preferred seeding (see below). This process will then be repeated for the fourth, then third, then second and finally, the first place seeded players, with the national conference seeded players going last in each round. (See NBL seeding chart (next page) for SG divisional sequence for reverse order of competition).

PREFERRED SEEDING - In all rounds, a seeded player may be placed higher (closer to the end of competition) than other players with the same seed (instead of "luck of the draw" to break tied seeds) if the player has backup seeds (ratings) in other conferences and has them properly entered on their player card. In all cases, a backup national seed will take precedence over a backup regional seed even if it is lower. No more than two additional national and/or regional seeds will be taken into consideration for preferred seeding. (This will not, however, in any round, place a regionally seeded player above a nationally seeded player with the same initial seed rank.)

NBL RATING TIES - If additional ratings (preferred seeding) does not break rating ties between two players for the same seeded position, then the tie will be broken by "luck of the draw" for the Super Grands seeding.

NBL SPARRING SEEDING

ORDER OF PERFORMANCE - The Super Grands sparring has up to six (6) segments of competition (one wild card segment and up to five seeded segments).
WILD CARD (UNSEEDED) PLAYERS - The first segment will have the unseeded ("Wild Card") players competing in a preliminary round using the first round bye system that will separate players by school and country for the first round only (if the players' cards are filled properly). The final winner receives a fifth place seeded position for the second segment of competition. There is no double eliminations in the "wild card" round of competition, however the winner of the "wild card" round becomes a seeded player and will be awarded the right to a double elimination when he/she competes against the seeded players in the next round, who all have the right of double eliminations.

SEEDED PLAYERS - The remaining segments (up to five) are for seeded players and are run-off as double eliminations that will eventually determine the winner in the final segment of competition.

- Segment 2: Each NBL conference's lowest (least favorable) rated (seeded) players of a division with the same seed (Fifth place seeds if there are any. If not then fourth if there are any. If not, third, etc.) shall be paired off to spar until only one player with that seed remains. All players will have to lose twice to be eliminated. The winner of Segment 2 advances to the next segment.
- Following Segments: Each following segment (up to 3 more possible) will be run in the same fashion as Segment 2. (These are the remaining seeded rounds with a higher seeding.)
- Last segment: The last segment will include all the 1st place seeded players and the single remaining winner of the previous segments. Players will continue to spar in paired-off elimination rounds. Players who lose twice will be eliminated.
- The final two players of each division will compete in the Super Grands Grand Finale. One player will have lost once, while the other player may or may not have lost a match, so there may be one or two matches in the Grand Finale to determine the world champion.
- The last two players eliminated before leaving the two players to go into the Grand Finale will be paired off in a single match to determine third and fourth place.

PREFERRED SEEDING - BYES - (same as forms with the following additions) - Byes shall be selected in each round before match-ups are chosen. In each round, the first bye shall be given to the highest seeded player (lowest number under SG divisional sequence according to the chart below). In the next round of the same segment that requires one, a bye will go to the second highest seeded player (lowest number), etc. In the last segment that includes the first place seeded players, all national conference first place seeded players will receive a bye in the first round (Players with a number of 16.0 or less). In all following rounds, any byes will rotate amongst any national first place seeded players in attendance, starting with the player with the best seed (lowest number).

NBL RATING TIES - (same as NBL Forms Seedings)

MATCH-UP - In each segment, the winning player from the previous round shall be randomly matched against one of the incoming higher placed seeded players. Match-ups shall be randomly paired except when they have sparred each other previously. If this happens and if one of the players brings it to the attention of the Scorekeeper, they shall be immediately re-matched against a player who they have not previously been paired with. No players can be purposely separated who are from the same school in any given matchup.

COUNTRIES SEPARATED - In all rounds, players from the same country shall not be paired against each other if there is an opponent from another country to be paired against. This takes precedence over whether any players have fought each other in previous rounds.

NBL SEEDING CHART

To determine a player's sequence of competition at the Super Grands, look up their best final rating in the first column, their second best in the second column, and their third best in the third column. Their Super Grands sequence number will follow.

Note: The Super Grands divisional sequence does not indicate the exact sequence number in line that a player will compete at because this list contains all possible combinations. For example, since there are only three possible national conference 1st place winners (since there are only three national conferences), there will be only three players with sequence numbers 1 through 16. Depending on how many rated players show up for a division, even players with high sequence numbers may wind up competing as one of the last 10 players of a division. The divisional sequence numbers are only a sorting method to determine all players' sequence order, not the exact number in a sequence line.

Player's Best Rating	Player's 2nd Best	Player's 3rd Best	SG Divisional Sequence in reverse order				
1st Nat	1st Nat	1st-5th Nat	1 . 1 to 5	2nd Reg	3rd Nat	2nd-5th Reg or (none)	45 . 2 to 5 (6)
1st Nat	1st Nat	1st-5th Reg or (none)	2 . 1 to 5 (6)	2nd Reg	4th Nat	4th-5th Nat	46 . 4 to 5
1st Nat	2nd Nat	2nd-5th Nat	3 . 2 to 5	2nd Reg	4th Nat	2nd-5th Reg or (none)	47 . 2 to 5 (6)
1st Nat	2nd Nat	1st-5th Reg or (none)	4 . 1 to 5 (6)	2nd Reg	5th Nat	5th Nat	48 . 5
1st Nat	3rd Nat	3rd-5th Nat	5 . 3 to 5	2nd Reg	5th Nat	2nd-5th Reg or (none)	49 . 2 to 5 (6)
1st Nat	3rd Nat	1st-5th Reg or (none)	6 . 1 to 5 (6)	2nd Reg	2nd Reg	2nd-5th Reg or (none)	50 . 2 to 5 (6)
1st Nat	4th Nat	4th-5th Nat	7 . 4 to 5	2nd Reg	3rd Reg	3rd-5th Reg or (none)	51 . 3 to 5 (6)
1st Nat	4th Nat	1st-5th Reg or (none)	8 . 1 to 5 (6)	2nd Reg	4th Reg	4th-5th Reg or (none)	52 . 4 to 5 (6)
1st Nat	5th Nat	5th Nat	9 . 5	2nd Reg	5th Reg	5th Reg or (none)	53 . 5 (6)
1st Nat	5th Nat	1st-5th Reg or (none)	10 . 1 to 5 (6)	2nd Reg	(none)	(none)	54
1st Nat	1st-Reg	1st-5th Reg or (none)	11 . 1 to 5 (6)	3rd Nat	3rd Nat	3rd-5th Nat	55 . 3 to 5
1st Nat	2nd-Reg	2nd-5th Reg or (none)	12 . 2 to 5 (6)	3rd Nat	3rd Nat	3rd-5th Reg or (none)	56 . 3 to 5 (6)
1st Nat	3rd-Reg	3rd-5th Reg or (none)	13 . 3 to 5 (6)	3rd Nat	4th Nat	4th-5th Nat	57 . 4 to 5
1st Nat	4th-Reg	4th-5th Reg or (none)	14 . 4 to 5 (6)	3rd Nat	4th Nat	3rd-5th Reg or (none)	58 . 3 to 5 (6)
1st Nat	5th-Reg	5th Reg or (none)	15 . 5 (6)	3rd Nat	5th Nat	5th Nat	59 . 5
1st Nat	(none)	(none)	16	3rd Nat	5th Nat	3rd-5th Reg or (none)	60 . 3 to 5 (6)
1st Reg	2nd Nat	2nd-5th Nat	17 . 2 to 5	3rd Nat	3rd Reg	3rd-5th Reg or (none)	61 . 3 to 5 (6)
1st Reg	2nd Nat	1st-5th Reg or (none)	18 . 1 to 5 (6)	3rd Nat	4th Reg	4th-5th Reg or (none)	62 . 4 to 5 (6)
1st Reg	3rd Nat	3rd-5th Nat	19 . 3 to 5	3rd Nat	5th Reg	5th Reg or (none)	63 . 5 (6)
1st Reg	3rd Nat	1st-5th Reg or (none)	20 . 1 to 5 (6)	3rd Nat	(none)	(none)	64
1st Reg	4th Nat	4th-5th Nat	21 . 4 to 5	3rd Reg	4th Nat	4th-5th Nat	65 . 4 to 5
1st Reg	4th Nat	1st-5th Reg or (none)	22 . 1 to 5 (6)	3rd Reg	4th Nat	3rd-5th Reg or (none)	66 . 3 to 5 (6)
1st Reg	5th Nat	5th Nat	23 . 5	3rd Reg	5th Nat	5th Nat	67 . 5
1st Reg	5th Nat	1st-5th Reg or (none)	24 . 1 to 5 (6)	3rd Reg	5th Nat	3rd-5th Reg or (none)	68 . 3 to 5 (6)
1st Reg	1st Reg	1st-5th Reg or (none)	25 . 1 to 5 (6)	3rd Reg	3rd Reg	3rd-5th Reg or (none)	69 . 3 to 5 (6)
1st Reg	2nd Reg	2nd-5th Reg or (none)	26 . 2 to 5 (6)	3rd Reg	4th Reg	4th-5th Reg or (none)	70 . 4 to 5 (6)
1st Reg	3rd Reg	3rd-5th Reg or (none)	27 . 3 to 5 (6)	3rd Reg	5th Reg	5th Reg or (none)	71 . 5 (6)
1st Reg	4th Reg	4th-5th Reg or (none)	28 . 4 to 5 (6)	3rd Reg	(none)	(none)	72
1st Reg	5th Reg	5th Reg or (none)	29 . 5 (6)	4th Nat	4th Nat	4th-5th Nat	73 . 4 to 5
1st Reg	(none)	(none)	30	4th Nat	4th Nat	4th-5th Reg or (none)	74 . 4 to 5 (6)
2nd Nat	2nd Nat	2nd-5th Nat	31 . 2 to 5	4th Nat	5th Nat	5th Nat	75 . 5
2nd Nat	2nd Nat	2nd-5th Reg or (none)	32 . 2 to 5 (6)	4th Nat	5th Nat	4th-5th Reg or (none)	76 . 4 to 5 (6)
2nd Nat	3rd Nat	3rd-5th Nat	33 . 3 to 5	4th Nat	4th Reg	4th-5th Reg or (none)	77 . 4 to 5 (6)
2nd Nat	3rd Nat	2nd-5th Reg or (none)	34 . 2 to 5 (6)	4th Nat	5th Reg	5th Reg or (none)	78 . 5 (6)
2nd Nat	4th Nat	4th-5th Nat	35 . 4 to 5	4th Reg	(none)	(none)	79
2nd Nat	4th Nat	2nd-5th Reg or (none)	36 . 2 to 5 (6)	4th Reg	5th Nat	5th Nat	80 . 5
2nd Nat	5th Nat	5th Nat	37 . 5	4th Reg	5th Nat	4th-5th Reg or (none)	81 . 4 to 5 (6)
2nd Nat	5th Nat	2nd-5th Reg or (none)	38 . 2 to 5 (6)	4th Reg	4th Reg	4th-5th Reg or (none)	82 . 4 to 5 (6)
2nd Nat	2nd Reg	2nd-5th Reg or (none)	39 . 2 to 5 (6)	4th Reg	5th Reg	5th Reg or (none)	83 . 5 (6)
2nd Nat	3rd Reg	3rd-5th Reg or (none)	40 . 3 to 5 (6)	4th Reg	(none)	(none)	84
2nd Nat	4th Reg	4th-5th Reg or (none)	41 . 4 to 5 (6)	5th Nat	5th Nat	5th Nat	85 . 5
2nd Nat	5th Reg	5th Reg or (none)	42 . 5 (6)	5th Nat	5th Nat	5th Reg or (none)	86 . 5 (6)
2nd Nat	(none)	(none)	43	5th Nat	5th Reg	5th Reg	87 . 5
2nd Reg	3rd Nat	3rd-5th Nat	44 . 3 to 5	5th Reg	5th Reg	5th Reg or (none)	88
				5th Reg	(none)	(none)	89 . 5 (6)
							90

APPENDIX P

1999 Super Grands/Amateur Int'ls Scorekeeping

① AMATEUR INT'LS - FORMS

Directions for Forms / Weapons / Self-Defense / Breaking

(√) as completed

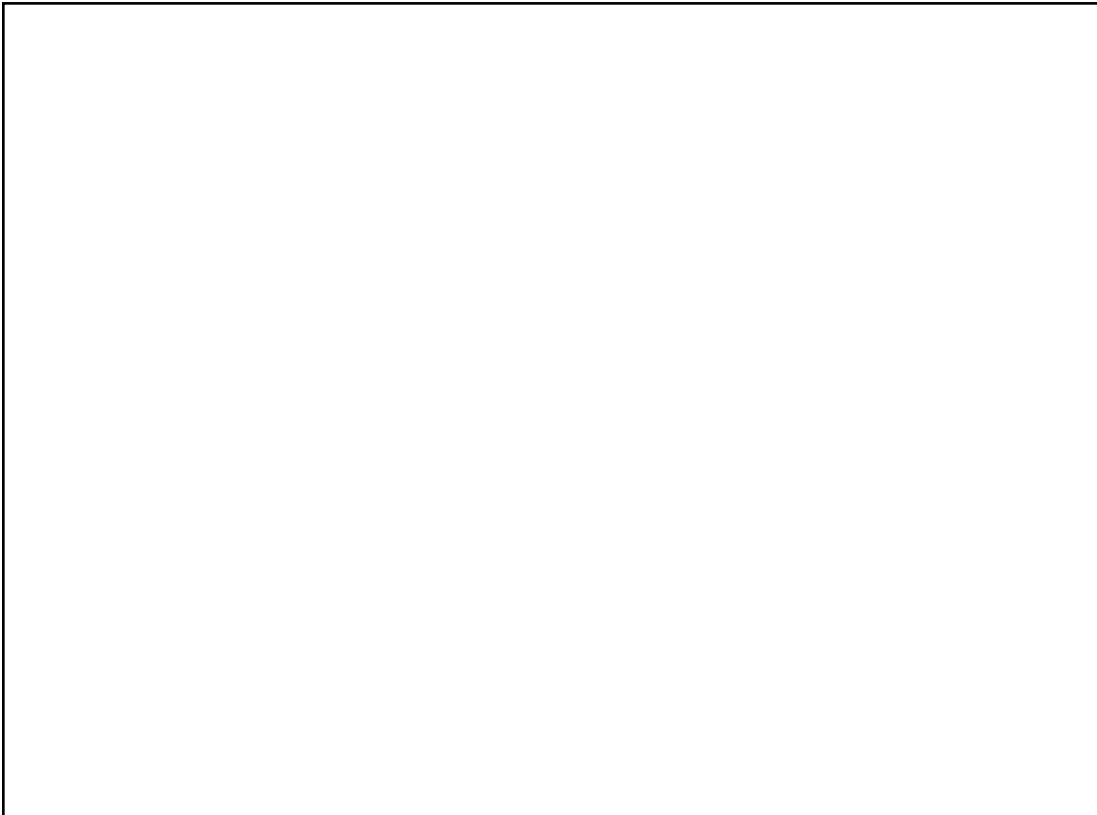
1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be one (1) pile of cards.
2. **CARD ORDER** - **DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
3. **ROLL CALL** - Take roll call of all players, announcing their names and telling them their order of performance (which is the "SEQUENCE NUMBER" on the cards). If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to indiscriminately place their new card into the unseeded portion of the pile of cards.
 - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the seeded portion of the cards according to his/her rating. The Head Scorekeeper must take the entire pile of cards to the Head of Staging and request that he/she place the card appropriately.
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
4. **"SPECIFIC FORMS CRITERIA" PAPERS** - (Traditional forms and traditional weapons only) Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance (both seeded and non-seeded). Do this after you take roll call and most all players are present.
5. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
6. **PLACEMENT OF CARD PILES** - Put the pile of cards onto **AA**.
7. **TO START** - Take the rubber band off and move the top card from **AA** onto **BB**, the next card onto **CC** and the 3rd card onto **DD**. The card on **BB** competes first. Before each player performs, announce who is "UP" and who is "ON DECK." Move cards along arrows after each player is scored, placing or replacing the places taken so far and replacing **DD** with a new card off the **AA** pile after each performance.
8. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the losers' pile (**FF**).
9. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
10. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
11. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for **ANY** 1st through 8th places, then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges shall point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judge's vote" on the players' cards.
12. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, gather up all the cards and make sure they are in sequential order from 1st to last place (1st, 2nd, 3rd, etc.) with any No Show (NS) cards transferred to the bottom. Number **ALL** the cards (down to last place) in the "PLACE TAKEN" box, with the position they earned. Announce 1st through 8th places in **REVERSE** order (start with 8th place when announcing) and give 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them.
13. **WHITE CARD** - Fill in the white card with the top eight (8) winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
14. **RESULT CARDS** - Rubberband **ALL** the cards together in order (winners and losers) with the white card on top. Put them back into the file folder with all five (5) "Specific Forms Criteria" papers, five (5) "Individual Judge's Scores" papers plus any unissued "Award Papers," and give it to the Head Scorekeeper.

① AMATEUR INT'LS - SPARRING "No Seeds"

Directions for Point Sparring / Team Sparring

(√) as completed

1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to three (3) piles of cards.
 2. **CARD ORDER** - **DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. In team divisions, **DO NOT** unstaple any of the player cards without approval of a Head Scorekeeper, no matter what. Make sure all cards have a stamp in the "PAID STAMP" box.
 3. **NO "NO SEEDS"** - If there isn't a pile of cards marked "No Seeds-1st Round" (A) or "No Seeds-Byes" (B), then bring up the ② Amateur-Sparring "Seeds" chart and proceed from this point with cards marked "Seeds" (AA), using that chart and following those directions from here on.
 4. **CARD DEFINITION FOR TEAMS** - A "card" refers to a group of three (3) team cards in team sparring divisions.
 5. **ROLL CALL** - Take roll call of all the players in each card pile. Tell all "No Seeds" players (if any) who have byes and who fights in the first round. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and the opponent declared the winner.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to mix his/her card into the "No Seeds-Byes" pile, then indiscriminately take two cards from that "No Seeds-Byes" pile and place both of the cards into the "No Seeds-1st Round" pile. If there aren't any bye cards, then the player's card should be mixed in with the "No Seeds-1st Round" pile. Then randomly pick two cards from that pile to create a "No Seeds-1st Round" pile and mark the rest of the cards in the original "No Seeds-1st Round" pile as a "No Seeds-Byes" pile. (Note: If there are no piles marked "No Seeds" and a registered unseeded player shows up without a card, then the player becomes a seeded player. Put the reissued card on top of the pile of "Seeds" marked AA.)
 - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request he/she to place the card appropriately.
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to escort the player to the registration table to look up his/her registration form and resolve the problem.
 6. **PUT ASIDE** - After roll call, put the "Seeds" card pile (point sparring only-teams will not have "Seeds" cards) to the side. They are not needed until you finish the "No Seeds" cards and transfer to the chart marked ② Amateur - Sparring "Seeds."
 7. **PLACEMENT OF CARD PILES** - Put "No Seeds-1st Round" cards onto A and "No Seeds-Byes" cards (if there are any) onto B.
 8. **TO START 1ST ROUND** - Take the rubberband off pile A and move the top two cards (or top two team's cards) onto the Cs and the following two cards onto the Ds (if there are enough). Announce who's "UP" (C cards) and "ON DECK" (D cards). The two players on the Cs are the first match. After each match ends, move the Ds down to the Cs and a pair of new cards down from A onto the Ds (if there are any left). Put each loser's card onto H and each winner's card onto E until all of the first round cards that started out on A are run-off.
 9. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then that player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the loser's pile (H).
 10. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time limit has expired.
 11. **SCORING** - IMPORTANT: Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded points and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle **W** for winner or **L** for loser on each of their cards as they win or lose a match.
 12. **BREAK TIME** - When requested for by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
 13. **2ND ROUND** - Without changing the order of the cards, remove the rubberband from pile B take one card from B and one card from E and put on the Fs. Remove another card from B and E and put those on the Gs. If either pile (B or E) has no cards, then use two cards from the remaining pile (B or E) and move down onto the Fs and/or Gs. Put the losers' cards on H and winners' on A.
 14. **3RD ROUND** - Take the top two cards on pile A and repeat as in number 8.
 15. **4TH ROUND** - Repeat as in number 13 without pile B (it doesn't exist after the 2nd round), pairing cards off pile E.
 16. **WINNER** - After performing as many rounds as are necessary to leave a single undefeated player, take this 1st place winner's card and place it on top of the "Seeds" pile of cards marked AA which was previously set aside. This is not done with teams, because there aren't any seed cards in the Amateur Internationals team competition. In teams, the division ends as soon as you run off 3rd & 4th place and 1st & 2nd place from the last four cards (teams) remaining. There are no double eliminations for teams.
 17. **LOSERS** - To continue in Amateur Sparring, put a rubber band around the losers' cards (H), bring up the ② Amateur- Sparring "Seeds" chart and place the losers' cards (H) onto DD of the new chart.
- NOTE** - There is no double eliminations for teams.



② AMATEUR INT'LS - SPARRING "Seeds"

Directions for Point Sparring

(√) as completed

NOTE: No Amateur Int'l teams advance to this step because there is no SKIL ratings or seeding for teams.

1. **CARD ORDER - DO NOT** change the order of any of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
2. **PROCEED TO NUMBER 4** - Number 3. (**ROLL CALL**) need not be processed if you already did roll call for the "Seeds" cards in the "No Seeds" run-off.
3. **ROLL CALL** - Take roll call of all players in the "Seeds" pile of cards. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant take the card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and the opponent declared the winner.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, they must compete first as the only player in the "No Seeds" run-off, thus the winner of the "No Seeds" competition. Place their card on top of the "Seeds" card pile.
 - **Seeded** - If the is seeded then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
4. **PLACEMENT OF CARD PILES** - Put "Seeds" card pile (with the "No Seeds" 1st place winner on top if there was one) onto **AA**. (Any losers' cards from the No Seeds" run-off should have been rubber banded and put onto **DD**).
5. **TO START** - Take the rubber band off pile **AA** and move the top two cards onto the **BBs** and the third card onto **CC**. Announce the two players "UP" (**BBs**) and the "ON DECK" player (**CC**) who will be fighting the winner. Put the loser's card on **DD** and leave the winner's card where it is (on one of **BB** piles). Slide the "ON DECK" card (**CC**) onto the vacant player "UP" slot (**BB**). Move the next "Seeds" card (**AA**) into the "ON DECK" slot (**CC**). Continue until there is one card left on **AA**, **CC** and one each on **BB** (total of 4 cards left).
6. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put on the losers' pile (**DD**).
7. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time has expired.
8. **SCORING** - IMPORTANT: Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle **W** for winner or **L** for loser on each of their cards as they win or lose a match.
9. **BREAK TIME** - When requested by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
10. **FINAL FOUR CARDS** - When you are down to the final four cards, put the two losers' cards of the next two matches onto **EE** (They will fight for 3rd and 4th.) Put the final remaining two cards onto **FF**. They will fight for 1st and 2nd. When the last remaining four cards are on **EE** and **FF** (2 on each), take the two fighters' cards for the 3rd and 4th run-off (**EE**) and put them onto the **BBs** to run-off. The loser of this match should have their card marked 4th place and the winner's card marked 3rd place in the "PLACE TAKEN" box. Put them onto the top of the losers' pile (**DD**). Take the two fighters' cards for the 1st and 2nd place run-off (**FF**) and put them onto the **BBs** and run them off. The first player to win TWO matches is the overall 1st place winner. (You will run either two or three matches with these same two players). Mark the loser's card 2nd and winner's card 1st.
11. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, leave all the cards in their exact order that they were put on **DD** with any No Show (NS) cards transferred to the bottom. Number ALL the cards from 5th place down to last place (5th, 6th, 7th, etc.) in the "PLACE TAKEN" box, with the position they earned. Announce 1st through 8th places in **REVERSE** order (start with 8th place when announcing) and give the 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them.
13. **WHITE CARD** - Fill in the white card with the top eight (8) winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
14. **RESULT CARDS** - Rubberband ALL the cards together in order (winners and losers) with the white card on the top. Put them back into the file folder with any unissued "Award Papers" and give them to the Head Scorekeeper.

① SUPER GRANDS - FORMS "Wild Cards"

Directions for Forms / Weapons / Self Defense / Breaking

(√) as completed

- ___ 1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to two (2) piles of cards.
- ___ 2. **CARD ORDER - DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
- ___ 3. **NO "WILD CARDS"** - If there isn't a pile of cards marked "Wild Cards," (A), then bring up the © Super Grands-Forms "Seeds" chart and proceed from this point with cards marked "Seeds" (AA), using that chart and following those directions from here on.
- ___ 4. **ROLL CALL** - Take roll call of all players in the pile of "Wild Cards" (A), announcing their names and telling them their order of performance in this round (which is the "SEQUENCE NUMBER" on their cards). Next, take roll call of all players in the pile of "Seeds" (AA) cards, and tell them their order of performance. Inform them they are up after the "Wild Cards" perform. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. If player(s) is not present - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes.
 - b. If player is present without a card - Check their wristband:
 - If the player's wristband has the division number on it:
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - Unseeded - If the player is not seeded, ask the Head Scorekeeper to indiscriminately place their new card into the "Wild Cards" pile.
 - Seeded - If the player is seeded, then the new card must be placed appropriately into the "Seeds" pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
 - If the player's wristband doesn't have the division number on it:
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
- ___ 5. **PUT ASIDE** - After roll call, put the "Seeds" pile of cards to the side. They are not needed until you finish the "Wild Cards" and transfer to the chart marked © Super Grands-Forms "Seeds."
- ___ 6. **"SPECIFIC FORMS CRITERIA" PAPERS** - Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance (both seeded and non-seeded). Do this after you take roll call and most all players are present.
 - ___ 7. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
 - ___ 8. **PLACEMENT OF CARD PILES** - Put the "Wild Cards" pile onto A. These will be run off first.
 - ___ 9. **TO START** - Take the rubber band off pile AA and move the top card onto B, the next card onto C and the 3rd card onto D. The card on B competes first. Before each player performs, announce who is "UP" and who is "ON DECK." Move the cards along the arrows after each player is scored, placing or replacing the highest scoring card onto E and all others onto the losers' pile at F and replacing D with a new card off pile A after each performance.
 - ___ 10. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified put "NS" in the "PLACE TAKEN" box on their card and put it on the losers' pile (F).
 - ___ 11. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
 - ___ 12. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
 - ___ 13. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for 1st place (only cards on E), then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges must point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judge's vote" on players' cards.
 - ___ 14. **WINNER** - When you are finished scoring all players, put the first place winner's card (E) on the top of the "Seeds" card Pile (AA) that you set aside earlier.
 - ___ 15. **LOSERS** - To continue in Super Grands Forms, put all the losers' cards that are on F into the scoring order with the highest scoring player's card on top and lowest on the bottom, and put a rubber band around them. Bring up the © Super Grands-Forms "Seeds" chart and place the losers' cards (F) onto FF of the new chart.



② SUPER GRANDS - FORMS "Seeds"

Directions for Forms / Weapons / Self-Defense / Breaking

(√) as completed

- ___ 1. **CARD ORDER** - DO NOT change the order of the card piles, unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. Make sure all cards have a stamp in the "PAID STAMP" box.
- ___ 2. **PROCEED TO NUMBER 6** - Number 3. (ROLL CALL) to number 5. (INDIVIDUAL JUDGE'S SCORE PAPERS) need not be read if you did so for all players in attendance in the "Wild Cards" run-off.
- ___ 3. **ROLL CALL** - Take roll call of all players in the pile of "Seeds" (AA) cards, announcing their names and telling them their order of performance (which is the "SEQUENCE NUMBER" on their cards). If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. If player(s) is not present - Ask your assistant to take the player's card to the Ring Coordinator and request the he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when is called "UP" to compete, then the player may be disqualified after two (2) minutes.
 - b. If player is present without a card - Check their wristband:
 - If the player's wristband has the division number on it:
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - Unseeded - If the player is not seeded, and you didn't have any "Wild Cards" players then put the player's card on top of the "Seeds" (AA) pile as he/she becomes the winner of the "Wild Cards" run-off.
 - Seeded - If the player is seeded, then the new card must be placed appropriately into the "Seeds" pile according to his/her rating. The Head Scorekeeper must take the "Seeds" pile of cards to the Head of Staging and request that he/she place the card appropriately.
 - If the player's wristband doesn't have the division number on it:
Ask the Head Scorekeeper to escort the player to the registration table to look up their registration form and resolve the problem.
- ___ 4. **"SPECIFIC FORMS CRITERIA" PAPERS** - Give a "Specific Forms Criteria" paper to each Judge and make sure that the Center Referee reads it in its entirety in front of all players in attendance. Do this after you take roll call and most all players are present.
- ___ 5. **"INDIVIDUAL JUDGE'S SCORES" PAPERS** - Give each Judge a copy and tell them to fill it in as they judge each player.
- ___ 6. **PLACEMENT OF CARD PILES** - Put "Seeds" card pile (with the "Wild Card" 1st place winner on top if there was one) onto AA. (Any losers from the Wild Cards" run-off should have been rubberbanded and put onto FF.)
- ___ 7. **TO START** - Take the rubber band off pile AA and move the top card onto BB, next card onto CC and the 3rd card onto DD. The card on BB competes first. (This player will probably be the "Wild Cards" winner from previous play.) Before every player performs, announce who is "UP" and who is "ON DECK." Move cards along the arrows after each player is scored, indicating the places taken so far and replacing DD with a new card off the AA pile after each performance.
- ___ 8. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then the player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put on the losers' pile (FF).
- ___ 9. **TIME** - Time each player. A player's performance must not exceed three (3) minutes from the second they enter the ring or from the start of their music if it begins before they enter the ring. If they exceed the time limit, inform the Center Referee immediately.
- ___ 10. **FIRST THREE SCORING** - The first three players will compete before their scores are announced. Thereafter, all scores are announced immediately following the player's performance.
- ___ 11. **SCORING** - Write each of the Judges' scores in the five (5) boxes under "Round 1" on each player's card. Cross out (with a single line) the highest and lowest scores and tally the remaining three (3) scores for the total. The total must match the scoreboard total. If players tie for ANY 1st through 8th places, then they must compete again. Put their second scores in the five (5) boxes under "Tie" on their cards. If they tie a second time, the Judges shall point to the player who they think performed the best, thus breaking the tie. Indicate each Judge's vote under "Tie-Judges vote" on the players' cards.
- ___ 12. **ANNOUNCE WINNERS/GIVE AWARDS PAPERS** - When the competition is finished, gather up all the cards and make sure they are in sequential order from 1st to last place (1st, 2nd, 3rd, etc.) with any No Shows (NS) cards transferred to the bottom. Number ALL the cards (down to last place) in the "PLACE TAKEN" box, with the position they earned. Announce 3rd through 8th places in REVERSE order (start with 8th place when announcing) and give 1st to 8th place winners their award papers and tell them that they must follow the directions listed on them. **Note:** 1st and 2nd place players in NBL divisions will run off again for the world title in the Grand Finale, so no marking of placement on cards, award papers or announcement of a winner should be made.
- ___ 13. **WHITE CARD** - Fill in the white card with the top 3rd-8th place winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
- ___ 14. **RESULT CARDS** - Rubberband ALL the cards together (winners and losers) in order with the white card on top. Put them back into the file folder with all five (5) "Specific Forms Criteria" papers, five (5) "Judges' Scores" papers and any unissued "Award Papers," and give them to the Head Scorekeeper.

① SUPER GRANDS - SPARRING "Wild Cards"

Directions for Point Sparring / Team Sparring / Continuous Sparring

(√) as completed

- ___ 1. **DIVISION FILE FOLDER** - Take everything out of the folder except the "Award Papers." There will be up to seven (7) piles of cards.
- ___ 2. **CARD ORDER - DO NOT** change the order of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration. In team divisions, **DO NOT** unstaple any player cards without approval of a Head Scorekeeper, no matter what. Make sure all cards have a stamp in the "PAID STAMP" box.
- ___ 3. **NO "WILD CARDS"** - If there isn't a pile of cards marked "Wild Cards-1st Round" (A) or "Wild Cards-Byes" (B), then read and process numbers 4. (CARD DEFINITION FOR TEAMS), 5. (ROLL CALL), 9. (NO SHOW), 10. (TIME), 11. (SCORING) and 12. (BREAK TIME) and then bring up the ② Super Grands-Sparring "Seeds" chart and proceed with the card piles marked "Seeds" (AA, BB, CC, DD and EE), using that chart and following those directions from here on.
- ___ 4. **CARD DEFINITION FOR TEAMS** - A "card" refers to a group of three (3) team cards in team sparring divisions.
- ___ 5. **ROLL CALL** - Take roll call of all the players in each card pile. Tell all "Wild Cards" players (if any) who has byes and who fights in the first round. If any portion of the boxes or the signature on the reverse of a players card is not filled out then have the player complete that material before continuing.
 - a. **If player(s) is not present** - Ask your assistant to take the player's card to the Ring Coordinator and request that he/she announce for the missing player to go to your ring. Make sure your assistant returns immediately. The player does not have to show up for roll call, but if the player doesn't appear or have a delegate available to get him/her when called "UP" to compete, then the player may be disqualified after two (2) minutes and opponent will be declared the winner.
 - b. **If player is present without a card** - Check their wristband:
 - **If the player's wristband has the division number on it:**
Ask the Head Scorekeeper to issue a new card for the player to fill out since their card must have been misfiled. Ask the player if he/she is rated and seeded.
 - **Unseeded** - If the player is not seeded, ask the Head Scorekeeper to mix his/her card into the "Wild Card-Byes" pile and then indiscriminately take two cards from that "Wild Card-Byes" pile and place both cards into the "Wild Cards-1st Round" pile. If there aren't any bye cards, the player's card should be mixed in with the "Wild Cards-1st Round" pile. Then randomly pick two cards from that pile to create a "Wild Cards-1st Round" pile and mark the rest of the cards in the original "Wild Cards-1st Round" pile as a "Wild Card-Byes". (Note - If there are no piles marked "Wild Cards" and a registered unseeded player shows up without a card, then that player becomes the the winner of the "Wild Cards" run-off and becomes a seeded player. Put that players' new reissued card on top of the lowest rated pile of "Seeds" marked AA.)
 - **Seeded** - If the player is seeded, then his/her new card must be placed appropriately into the "Seeds" card pile according to his/her rating. The Head Scorekeeper must take all the "Seeds" piles of cards to the Head of Staging and request that he/she to place the card appropriately .
 - **If the player's wristband doesn't have the division number on it:**
Ask the Head Scorekeeper to escort the player to the registration table to look up his/her registration form and resolve the problem.
- ___ 6. **PUT ASIDE** - After roll call, put all "Seeds" card piles to the side. They are not needed until you finish the "Wild Cards" and transfer to the chart marked ② Super Grands-Sparring "Seeds."
- ___ 7. **PLACEMENT OF CARD PILES** - Put "Wild Cards-1st Round" onto A and "Wild Cards-Byes" (if there are any) onto B.
- ___ 8. **TO START 1ST ROUND** - Take the rubberband off pile A and move the top two cards (or top two team's cards) from A onto the Cs and the following two cards onto the Ds (if there are enough). Announce who's "UP" (C cards) and "ON DECK" (D cards). The two players on the Cs are the first match. After each match ends, move the Ds down to the Cs and a pair of new cards down from A onto the Ds (if there are any left). Put each loser's card onto H and each winner's card onto the E pile until all of the first round cards that started out on A are run-off.
- ___ 9. **NO SHOW** - If a player does not show for his/her performance within two (2) minutes after being called, then that player may be disqualified. If the player is disqualified, put "NS" in the "PLACE TAKEN" box on their card and put it on the loser's pile (H).
- ___ 10. **TIME** - Time each match for two (2) minutes continuous running time. Stop the time only at the direction of the Center Referee. Inform the Center Referee the moment the two (2) minute time limit has expired.
- ___ 11. **SCORING - IMPORTANT:** Put the initials of each player's opponent onto each others' cards for each match where it says "Opponent's Initials" in the card's scorekeeping section. Circle the numbers (points) on a player's card as they are awarded and register the corresponding point(s) onto the scoreboard as they score per direction of the Center Referee. Circle W for winner or L for loser on each of their cards as they win or lose a match.
- ___ 12. **BREAK TIME** - When requested by the player, he/she must be given a break time of not less than one (1) minute between consecutive matches of which he/she is competing.
- ___ 13. **2ND ROUND** - Without changing the order of the cards, remove the rubberband from pile B, take one card from B and one card from E and put them on the Fs. Remove another card from B and E and put those on the G's. If either pile (B or E) has no cards, then use two cards from the remaining pile (B or E) and, move them down onto the Fs and/or Gs. Put the losers' cards on H and winners on A.
- ___ 14. **3RD ROUND** - Take the top two cards on pile A and repeat as in number 8.
- ___ 15. **4TH ROUND** - Repeat as in number 13 without pile B (it doesn't exist after the 2nd round), pairing cards off of pile E.
- ___ 16. **WINNER** - After performing as many rounds as are necessary to leave a single undefeated player, take the 1st place winner's card and place it on top of the "Seeds" pile of cards marked AA which was previously set aside.
- ___ 17. **LOSERS** - To continue in Super Grands sparring, put a rubber band around the losers' cards (H), bring up the ② Super Grands-Sparring "Seeds" chart and place the losers' cards (H) onto II of the new chart.



② SUPER GRANDS - SPARRING "Seeds"

Directions for Point Sparring / Team Sparring / Continuous Sparring

(√) as completed

Note: All point and continuous sparring is double eliminations (a player must lose twice). All teams are single eliminations (a player or team losing once is eliminated).

1. **FIRST** - If there was no "Wild Cards" card pile, and you didn't use the ① Super Grands-Sparring "Wild Cards" chart, then you must first read numbers 4. (CARD DEFINITION FOR TEAMS), 5. (ROLL CALL), 9. (NO SHOW), 10. (TIME), 11. (SCORING) and 12. (BREAK TIME) of the directions for the ① Super Grands-Sparring "Wild Cards" chart.
 2. **CARD ORDER** - DO NOT change the order of any of the card piles unless directed to do so by a Head Scorekeeper, Head of Staging or Head of Registration, or unless the directions below tell you to do so. Make sure all cards have a stamp in the "PAID STAMP" box.
 3. **PLACEMENT OF CARD PILES** - Place all piles of "Seed Cards" on the corresponding spots named AA, BB, CC, DD and EE.
 4. **BYE** - Each round of "Seeds" cards is not a first round eliminations like the "Wild Cards" round. In these rounds, two cards are simply paired together for each match. Take the rubber band off the "Seeds" pile marked AA (this should include any winner that you put there from the previous "Wild Cards" run-off) and count the cards. If there is an even amount of cards, then you can proceed to #5. If there is an odd amount, then the card with the lowest number in the upper left of the "SEQUENCE NUMBER" box is the player who gets the bye. Put this bye card onto the HH pile.
 5. **PAIRING OF CARDS** - After the selection of any necessary bye (leaving an even amount of cards) have the Center Referee shuffle the AA cards. In front of the Center Referee and before starting the first match, you MUST check all pairs of cards to make sure that players from the same countries and players who have already fought each other are not paired (if it is avoidable.) Players from the same country get preference to be split up over players who have fought each other once, if one or the other must be chosen.
 6. **TO START 1ST ROUND - AA PILE** - Take the rubber band off pile AA and move the first two cards (or first two team's cards) to the FFs and the next two cards onto the GGs (if there are enough). Announce who's "UP" (FF cards) and "ON DECK" (GG cards). The two players on the FFs are the first match. After each match ends, move the GGs down to the FFs and a pair of new cards from AA to the GGs (if there are any left).
 - **POINT AND CONTINUOUS SPARRING WINNERS AND LOSERS:** Point and continuous sparring is double eliminations. In the first round, when a winner is determined in each match and the W or L (for win or loss) is circled on their card, then both of their cards go to HH ("Still in Play" pile). Because point and continuous sparring is double eliminations, the loser's card also goes to HH. In subsequent rounds, if a player has lost twice (two L's circled on their card) put their card on the "Losers" pile (II).
 - **TEAM SPARRING WINNERS AND LOSERS:** Team sparring is single eliminations. When a winning team is determined in each match and the W or L (for Win and Loss) is circled on their card, then the team goes to HH and the loser goes to the "Losers" pile (II).
 7. **FINISHING 1ST SEGMENT** - When all AA cards are gone, move all the HH cards back over to the AA spot. Follow the same procedure as you did in number 5. (PAIRING OF CARDS) and number 6. (TO START 1ST ROUND-AA PILE) with two (2) exceptions:
 - Any bye now goes to the card with the second lowest number in the upper left of the "SEQUENCE NUMBER" box.
 - Any player accumulating two (2) losses in point or continuous sparring (L's circled on their card) will have their card put on the "Losers" pile (II) instead of the "Still in Play" pile (HH). Continue this same system after all cards are run-off again and put onto HH. In each round, the bye goes to the lowest number not used before in this round. If all players have received a bye, then the byes start over again with the lowest number. Continue to run off the HH cards by moving them over to AA until only one card remains on HH and all other cards have gone to II. Put this last remaining card on the top of the BB pile.
 8. **2ND SEGMENT - BB PILE** - When the first segment of AA cards has been completed, move the BB seed pile to the AA spot and move the rest of the seed piles along the arrows. Then follow the same procedure as in number 5. (PAIRING OF CARDS) and 6. (TO START 1ST ROUND-AA PILE).
 9. **REMAINING SEED PILES** - Use the same procedure as number 5 and 6 until you get to the last pile of "Seeds" cards.
 10. **LAST "SEEDS" PILE**
 - **FIRST ROUND:** When only one "Seeds" pile remains, take all cards in that pile with a number of 16.0 or less in the upper left of their "SEQUENCE NUMBER" box, and put those cards aside (there will be no more than 3 cards with 16.0 or less). They all receive a bye in the first round. Count the remaining cards. If there is an odd amount of cards, then also give a bye to the card with the lowest remaining number in the "SEQUENCE NUMBER" box, and put it with the cards set aside that have the 16.0 or less. When you have an even amount of cards then process number 5. (PAIRING OF CARDS). Run off all the remaining cards ONLY ONCE with all point and continuous sparring cards going to HH (unless the player that remains from the last round has a second loss and goes to II). All teams go to II after a team loss.
 - **REMAINING ROUNDS:** Put any cards that had 16.0 or less and any bye card back with the cards on HH. Process number 5. (PAIRING OF CARDS) for the next round. From this point on if there is an odd amount of cards in any round, then the bye ALWAYS goes to one of the cards with 16.0 or less, rotating any byes between them by first giving it to the card with the lowest number, then second lowest, etc. Continue running and re-running cards that remain on HH and applying number 5. (PAIRING OF CARDS) before each round until only two cards remain that don't have two losses.
- IMPORTANT** - Remember that in ALL point sparring and continuous matches, a player must lose twice to go to the "Losers" pile (II), while players in team sparring must lose only once to go to the "Losers" pile (II).
11. **FINAL TWO CARDS** - When only two players remain in point or continuous sparring who haven't lost twice, run them off until at least one of them gets a loss (unless one already has a loss). Put their cards aside. They will fight for the world title in the Grand Finale. If the final two players are accidentally not run down so that at least one player has a loss then a single match in the Grand Finale will determine the winner. Take the last two players' cards who obtained two (2) losses and run them off in a single match elimination for 3rd and 4th place and mark their cards with 3rd and 4th place in the "PLACE TAKEN" box. In team sparring, the last two remaining teams without a loss go to the Grand Finale. The last two teams to lose must be run-off for 3rd and 4th place.
 12. **ANNOUNCE WINNERS/GIVE AWARD PAPERS** - When the competition is finished, leave all the cards in the exact order that they were put on II with any No Show (NS) cards transferred to the bottom. Number ALL the cards from 5th place down to last place (5th, 6th, 7th, etc.) in the "PLACE TAKEN" box, with the position they earned. Announce 3rd through 8th place in REVERSE order (start with 8th place when announcing) and give the 1st to 8th place winners their award papers and tell that they must follow the directions listed on them.
 13. **WHITE CARD** - Fill in the white card with the 3rd - 8th place winners' names, their states (2 letter abbreviation), countries (3 letter abbreviation) and the Judges' names.
 14. **RESULT CARDS** - Rubberband ALL the cards together (winners and losers) in order with the undetermined 1st and 2nd place winners' cards and the white card on the top. Put them back into the file folder with any unissued "Award Papers" and give it to the Head Scorekeeper.

2012 SKITA RULES AT A GLANCE

"SKITA Rules at a Glance" are a condensed version of the official SKITA Handbook. See the SKITA Handbook for detailed, specific and expanded rule clarification, official arbitration procedures and penalties at www.nblskil.com (then click SKITA). The "Rules at a Glance" is updated annually thus takes precedence over the official SKITA Handbook in regard to discrepancies. Yearly revisions in the "Rules at a Glance" are underlined and take precedence over any previous "Rules at a Glance". SKITA Rules apply to all ranks and ages unless specified otherwise. (See the Super Grands brochure for "Modified Rules at a Glance" that apply to only the Super Grands/Amateur Int'l's.)
Opt = Options to Choose (7 total). The Super Grands/Amateur Internationals and NBL National Conference tournaments must use option ("a") for all seven (7) options except for option number four (Opt 4) where either "a" or "b" may be chosen.
BB = Blackbelt (all NBL divisions at NBL tournaments) **UBB** = Under blackbelt (all non NBL divisions at NBL tournaments)

FORMS

- RINGS** - 20' X 20' for ages 12 and up, 15' X 15' or larger for ages 12 and under if they're UBB, 20' X 40' for Chinese forms divisions if requested by the player.
- FINAL DECISIONS** - Made only by the Rules Arbitrator.
- LOCATION OF JUDGES** - Options:
 - One side of the ring for contemporary or open forms, corners for traditional forms.
 - One side of the ring.
- UNIFORM** - Player must wear a traditional or sport karate uniform with no foul language on it. T-shirts as part of a school uniform are allowed in Chinese (soft style) divisions only. The top may be removed during the performance if appropriate for the division. NOTE: Different detailed uniform specifications as outlined in APPENDIX A - SPECIFIC FORMS CRITERIA will apply if specific forms criteria (Opt 2.a. under 9. below) is used.
- AGE** - Player must compete at the age they were on the first day that the circuit's season began. [At all NBL tournaments and all SKIL sanctioned tournaments that are using SKITA Rules: All BB and UBB players must enter divisions based upon the age they were on January 1 at 12:01 a.m. of the year the tournament is held, excepting those players who will be turning 18 during the circuit season (NBL season - January 1 to December 31 / SKIL season July 1 to June 30) are allowed to compete in either 17- or 18+ at each tournament during that entire circuit season - even before they turn 18. They cannot compete in both 17- and 18+ at the same tournament and points will stay in the age group the player competes in at each tournament. The same applies for those players that will be turning 35 or 45 during the circuit season except they can compete in any divisions 18 and over as long as they qualify by age and they will retain points in all divisions (17, 34 & 44 year old players competing for NBL points in the younger age group during the second half of an NBL season - July 1 to December 31, may transfer those points earned to the older division for next year's SKIL season). - Also see SKITA Rulebook V.B.4].
- BELT RANK** - Player must compete with the proper color belt worn for the division competing in and at the same rank in all divisions (except NBL point & continuous divisions require UBB not to wear any belt).
- AMOUNT OF DIVISIONS** - Player can compete in any amount of divisions. NOTE: If player is competing in one division when their other division is called, they cannot be disqualified so long as they are presently on deck or up competing and if they have informed the Scorekeeper or Coordinator of the division that is waiting for them as to what ring they are in.
- STYLE** - Options: (Forms divisions don't allow weapons). It does not matter what forms criteria you followed at any prior league event, the following applies.
 - All players must compete in the proper style division (Jap. Kor. Contemporary etc.) for the form (techniques, uniform, etc.) they are performing. UBB players (all non NBL divisions) follow Opt 2-b regulations (see below). Detailed regulations for BB players (all NBL divisions) are outlined in APPENDIX A - SPECIFIC FORMS CRITERIA, of the SKITA Handbook with a generalization listed below. Penalties for any Appendix A infraction for BB (all NBL divisions) is automatic DQ by a majority Judges vote or Center Referee or Arbitrator.
 - Japanese / Okinawan Forms** - Pure white uniform, maximum total of 2 emblems on uniform shoulder and/or chest and sponsor logo on back and nothing on pants. No shirt allowed under uniform top (males) and only white sports bra, sleeveless or sleeved "T" under uniform top (females), no jewelry, max 4 kiai, no kicks above chest, no multiple kicks, no elevated spin kicks, no gymnastics. Traditional unaltered Japanese/Okinawan forms only.
 - Kenpo / Kajukenbo Forms** - Black uniform, maximum total of 2 emblems on uniform shoulder and/or chest and sponsor logo on back and nothing on pants. No shirt allowed under uniform top (males) and only black or white sports bra, sleeveless or sleeved "T" under uniform top (females), no jewelry. High kicks only allowed in forms that traditionally have them. Traditional unaltered Kenpo, Kajukenbo, Polynesian forms only.
 - Korean Forms** - Pure white or black/blue traditionally trimmed uniform top, maximum total of 2 emblems on uniform shoulder and/or chest and sponsor logo on back and nothing on pants. No shirt allowed under uniform top (males) and only white sports bra, sleeveless or sleeved "T" under uniform top (females), no jewelry, max 5 kihap, no gymnastics, no splits, etc. Traditional unaltered Korean forms only.
 - Chinese Forms** - Traditional forms only in traditional divisions. Gymnastics limited.
 - Hard Contemporary (Creative / Musical / Open)** - Sport or traditional uniform (no T-shirts as uniform top), soft style techniques not allowed. Max of 7 gymnastics. NOTE: Appendix A, A. HARD CONTEMPORARY FORMS, 3. REQUIRED TECHNIQUES, a, b, c & d are not required any longer.
 - Soft Contemporary (Creative / Musical / Open)** - Gymnastics generally unlimited. Techniques inherent to soft style only.
 - All players must compete in the proper style division (Jap. Kor. Contemporary etc.) for the form (techniques, uniform, etc.) they are performing. The following applies to all UBB players (non NBL divisions). It also applies to BB (all NBL divisions) if Opt 2-b is chosen exclusively. Penalties for any infraction below will be reflected in Judges' individual scores and/or can be a final score reduction of 0.05 by a majority Judges' vote or Center Referee or Arbitrator for each and every infraction.
 - Japanese / Okinawan Forms** - Traditionally styled uniform with tie-over top, no kicks above chest, no multiple kicks, no elevated spin kicks, no gymnastics. Unaltered techniques inherent to purely traditional Japanese/Okinawan forms only.
 - Kenpo / Kajukenbo Forms** - Traditionally styled uniform with tie-over top. Unaltered techniques inherent to purely traditional Ken/Kaju forms only.
 - Korean Forms** - Traditionally styled uniform with tie-over or pull-over top, no gymnastics, no splits. Unaltered techniques inherent to purely traditional Korean forms only.
 - Chinese Forms** - Gymnastics limited. Unaltered techniques inherent to purely traditional Chinese forms only.
 - Hard Contemporary (Creative / Musical / Open)** - Sport or traditional uniform (no T-shirts as uniform top). Soft style techniques not allowed. Max of 7 gymnastics.
 - Soft Contemporary (Creative / Musical / Open)** - Gymnastics generally unlimited. Techniques inherent to soft style only.
- MUSIC** - All musical performances require musical choreography except "Open Musical" divisions. Choreographed musical forms cannot use background music w/o choreography. Occasional sound effects can be added but any player's attempted choreography to sound effects CANNOT be considered by the Judges as part of their choreography requirement. The form must follow the rhythm (various beats) of the original music. Options for all divisions:
 - Judges will award one of the following musical choreography scores:
 - 2 points = Sufficient choreography to music where an obvious attempt was made by the player to choreograph the majority of the form.
 - 1 point = Attempted choreography of the form where only a few techniques are choreographed. For example the beginning and/or ending of the form.
 - 0 points = Basically not choreographed. A few techniques may hit beats on purpose or accidentally.
 A total of 7-10 points = Players' score remains the same / 4-6 points = 0.05 point deduction off player's overall score deducted by Scorekeeper / 0-3 points = DQ.
 - Judges will not award a separate musical choreography score, but choreography will be reflected in Judges' individual scores and/or can be a final score reduction of 0.05 by a majority Judges' vote or Center Referee or Arbitrator.
- SEQUENCE** - Luck of the Draw must be done at ringside with no more than one division staged ahead of time. The draw for sequence must be done by the players (or their coaches) of that division that are available at that time by a random draw of generically numbered cards from an envelope (lowest numbered card picked is first up) or a draw of numbered chips from an opaque container. Note: VI.B.5. - Error by Official - Resolved by player draw also.
- AVAILABILITY** - When the division has been declared closed and/or the charting has started, no late entries are accepted.
- TIME LIMIT** - Up to 3 minutes is allowed from the time the player enters the ring or when the player's music is started, whichever is first.
- RESTARTS** - No penalties or deductions for the first restart per person, per division, for any BB or UBB. However, no restarts allowed in BB traditional forms divisions. No second restarts are allowed.
- MUSICAL PLAYER** - Unless provided by the Promoter, the Player must provide their own music player and someone to run it.
- SCORING RANGE** - BB will be scored 9.90-10.00 and UBB 9.80-9.90. The first three compete before any scores are given. With 1 one or 2 players the winner is chosen by a Judges show of hands.
- TIES** - Ties between 2 or more players in the top 4 places and for eighth place will be broken by the Scorekeeper tallying up which player(s) had the most Judges votes. If any Judge(s) gave the same score to the tied players, then each player gets a vote. If after the tally any players are still tied with the most overall votes then they must run their forms again by luck of the draw, with a show of Judges' hands to determine a winner. A second show of hands may be required for three or more tied players.
- GRANDCHAMPIONSHIPS** - All scores must be 9.95-10.00. Ties will be broken same as eliminations. Player performance must comply with the division that was won (i.e., - music cannot be added to a creative form). There will be a fine of \$25 levied against any player who is scheduled and desires to compete in the finals, but that fails to report to the Statisticians table before the eliminations end that day. All divisions or grandchampionships where prize money is advertised require that a player must be willing to compete to win any money. While players can agree in advance to split any prize money amongst themselves, the money will not be awarded to a player if the Arbitrator feels that the player(s) appear to have pre-determined a winner in advance. The only exception is if either the medical personnel or Center Referee grant a medical exception not to compete based upon a legitimate medical concern.
- TEAM FORMS** - Team Forms can be any amount of players, but at least one must be a BB of whom the division must be registered under. The performance need not be choreographed to music used. Synchronization not required but if players attempt synchronization and are not, it may affect their scoring. Props and unlimited gymnastics allowed. Scoring will be determined evaluating the performance of all team players.

WEAPONS

- PROCEDURE** - (same as forms including same options)
- SPECIFICATIONS** - Weapons must be authentic to martial arts and must be protected from sharpness.
- STYLE** - All UBB players (all non NBL divisions) of tournaments using Opt 2-a or 2-b and BB (all NBL divisions) of tournaments choosing Opt 2-b follow Opt 2-b (above) for weapons (not Appendix A) and criteria such as weight & size of weapons and weapons techniques in traditional weapons divisions will be reflected in Judges' individual scores and/or can be a final score reduction of 0.05 by a majority Judges' vote or Center Referee or Arbitrator. If Opt 2-a in forms is chosen, then Opt 2-a specific criteria (Appendix A) applies for only BB players (all NBL divisions) in all weapons divisions and only the following weapons will be allowed in hard traditional divisions: Kai (oar), kama (no rope), katana, kuwa (hoe), long bo, naginata, nunchaku, sai, tonfa and yarihoko. Each of those weapons will have specific size and weight requirements for size of the player. See SKITA Handbook "APPENDIX A #B-Hard Traditional Weapons" for specifics.
EXAMPLE - Long Bo:
 - Length - Must be at least the height of the player and can be to a maximum of four (4) inches taller than the player

Length of Bo	3'-3"6" (36"-42")	3'6"-4" (42"-48")	4'-4"6" (48"-54")	4'6"-5" (54"-60")	5'-5"6" (60"-66")	5'6"-6" (66"-72")	6'-6"5" (72"-78")
Min. Required Wgt.	15.8oz (450g)	18.4oz (525g)	21.7oz (600g)	23.7oz (675g)	26.2oz (750g)	28.9oz (825g)	31.5oz (900g)
Required Center	7/8" - 1 1/4"	7/8" - 1 1/4"	7/8" - 1 1/4"	7/8" - 1 1/4"	1" - 1 1/2"	1" - 1 1/2"	1" - 1 1/2"
Required End	5/8" - 1 1/8"	5/8" - 1 1/8"	5/8" - 1 1/8"	5/8" - 1 1/8"	3/4" - 1 1/4"	3/4" - 1 1/4"	3/4" - 1 1/4"

- b) Construction - Must be hardwood, unadorned
 4. **WEAPON BREAKS** - Player has 5 minutes to replace it with the same or a different weapon and can compete again w/o penalty or can complete the form with the broken weapon w/o stopping and w/o penalty.
- c) Weight / Thickness - According to below chart
 5. **MUSIC** - (same as forms including options).
 6. **TIME LIMIT** - (same as forms)

SELF DEFENSE & BREAKING

- PROCEDURE** - (same as forms with the following exceptions below) **Note** - If Opt. 2-a in form is chosen, then Appendix A applies for BB divisions (all NBL divisions).
- PLAYING AREA** - Self Defense (SD) can use mats. Breaking (BR) players must provide a 20'x20', minimum 2 mil floor covering under their breaking set-up excepting breaks exclusively using wood.
- PLAYERS UNIFORM** - In SD, martial arts uniforms are not required unless Opt 2-a in forms is chosen, then NBL traditional SD players must wear traditional uniforms (See Appendix A).
- PROPS** - All props are allowed, however if Opt 2-a in forms is chosen, then only people and unsharpened weapons, a chair and a table can be used as props in traditional SD. In BR the players must execute all breaking actions, not a person being used as a prop.
- MATERIALS & SAFETY** - All players must provide their own breaking material. All support materials and each end side of all blocks, bricks, boards and other materials to be broken must have the initials of the player or their team painted (by hand or spray can) on them in the same color. An exact duplicate sample of each and every type of breaking material must be presented to the panel of Judges. Any Judge may replace any or all the materials in the players' set-up with the player provided samples of the same material and then examine that players' set-up material for safety, material type, weight and strength. Any Referee may test any replaced material for breakability. All players must remove all breaking remnants and provide their own containers for such removal. Players must angle their routines so as not to endanger the Judges, spectators and their people used as props.
- CRITERIA** - Contemporary SD can use non-martial arts techniques and music. Judging should be on execution of techniques, acting ability, dialog and ability to portray a realistic or abstract story and Judges must not consider the people used as props as part of their scoring. Traditional SD must demonstrate only martial arts techniques, no music, no dialog except to explain a technique and Judges must not consider people used as props as part of their scoring, only the ability of the player or players listed on the registration card. No dialoged skits, music or weapons in BR. The player must attempt at least 5 breaks and at least 1 must be a kick. A player will be allowed 2 attempts per break, a third attempt is disqualification. The time limit (for safety sake) and any penalties for lengthy set-up past 8 minutes and/or removal in breaking past 2 minutes will be determined by the Center Referee and/or Arbitrator.
- TIES** - In BR, first time ties are determined by a Judges show of hands for the same player they voted for initially. If after a show of hands they are still tied because a Judge(s) gave tied scores initially, then that Judge(s) must break the tie by choosing between the players.

POINT SPARRING

- RINGS** - (same as forms) 2. **FINAL DECISIONS** - (same as forms) 3. **NUMBER OF JUDGES** - Each ring must have 3 or 5 Judges.
- LOCATION OF JUDGES** - With a majority rule by the Judges in the ring, they may sit in ring corners just outside the ring with Center Referee standing or may stand and move about inside the ring to judge.
- UNIFORM** - (same as forms except the following) No T-Shirts or sweatshirts (in place of uniform tops) or pants above the knees are allowed. Additionally, the sleeves must reach the elbows. Jewelry is not allowed unless covered by safety equipment. No metal can be worn on the uniform. No shoes.
- SAFETY EQUIPMENT** - Mouth piece, groin cup (males), hand, foot, and head gear is required. Cups cannot be worn outside the uniform.
- 7. AGE** - (same as forms)
- BELT RANK / 9. AMOUNT OF DIVISIONS / 10. AVAILABILITY** - (same as forms)
- WEIGH-IN** - All players must weigh-in and compete in the weight division(s) in which they qualify.
- SEQUENCE** - Any byes must be randomly chosen first if byes are necessary. Then in all rounds, players from the same country (first), players from the same state (second) and players from the same school location (third), shall not be paired against each other if possible. Changes during any round to amend incorrect pairing of players is required if discovered, as long as it is possible w/o changing previously completed matches.
- TIME LIMIT** - Up to 2 minutes running time depending on option Opt 7-a or Opt 7-b.
- COACHING** - Allowed from coaches' box or designated area. Coaches in coaches' boxes cannot call or physically signal points for their player during a break for a call in scoring so as to confuse Judges calls for points. Coaches can enter/exit coaches' box at any time during the match, but only one coach can be in the box or within 3' of the box at any time. One point penalty awarded by Center Referee for each infraction.
- TIME OUT** - A player or coach can call 1 time out per match for up to 10 seconds when play is already stopped.
- SCORING AREAS** - Options:
 Opt 4-a a) Head, face, ribs, chest, abdomen and kidneys.
 Opt 4-b b) Head, face, ribs, chest, abdomen, kidneys and groin.
- TECHNIQUES** - Allowable techniques include all kicks, punches, back fists, knife hands, ridge hands, sweeps to the back or side of the lower front leg, grabs up to three (3) seconds, spins and aerials. All other techniques are illegal. Eye contact must be made with technique contact.
- CONTACT** - Definitions: Contact - Technique within a 4 inch zone
 Light - Just a touch, no blood. Moderate - Slight penetration of opponent, no blood. Excessive - Extreme penetration, possible swelling, redness or bleeding.
 Opt 5-a a) All ranks must use either light or no contact (the individual player's option) to score to head scoring areas (and the groin if it is a scoring area); and light or moderate contact to score to body scoring areas.
 Opt 5-b b) BB and divisions with BB in them must use either light or no contact (the individual player's option) to score to head scoring areas (and the groin if it is a scoring area); and light or moderate contact to score to body scoring areas. UBB (unless the division includes BB) must use no contact to face scoring areas (or groin if it is a scoring area), light or no contact (the individual player's option) to headgear scoring areas and light contact to body scoring areas.
 Opt 5-c c) Same as option (b) except all ranks must use no contact to score to the face scoring areas (and groin, if it is a scoring area).
- OUT OF BOUNDS** - Out of bounds is when neither foot is inside or touching the boundary line.
- FORCED OUT VS. RUNNING OUT** - A player is not penalized for fighting out or being forced out of the ring, but can be penalized 1 point for running out to avoid fighting by the Center Referee.
- DOWNED OPPONENT** - Either Player has 3 seconds to score when one player is down. Any kicking motions towards the head and punches making head contact to a downed opponent are illegal as determined and penalized by the Center Referee.
- PENALTIES** - Excessive contact, illegal contact, illegal techniques and contact to non-scoring areas are subject to penalty points or disqualification by a majority vote of the Judges. All other penalties including hitting after call to stop, out of bounds, dropping to the floor to avoid fighting without throwing a technique, unsportsmanlike conduct and coaches calling points and/or signaling points so as to confuse the Judges during scoring (1 point for such infraction) are subject to penalty points and disqualification by the Center Referee. (See APPENDIX C - Sparring penalties at a glance). Penalties can be called when 1 or both players are out of bounds. More than 1 penalty call can be made if Judge feels player executed more than 1 infraction.
- SCORING** - Points are awarded by majority vote of the Judges.
 Opt 6-a 23. **SCORING** - Points are awarded by majority vote of the Judges. Options:
 a) 1 point for hand and kicking techniques, 2 points for head and spin kicking techniques and 3 points for spinning head kicks and spinning aerial kicks. (Kicks are only one point when either player is down.)
 Opt 6-b b) 1) point for hand and kicking techniques.
 Opt 6-c c) 1 point for hand and 2 points for kicking techniques. (Kicks are only 1 point for groin kicks and 1 point when either player is down.)
- POINT AND PENALTY** - A point can be given to one player and a penalty point to the other player at one calling by majority vote, thus giving a player 2 scores when points are called at a break. However, a point and penalty cannot be given to the same player by any Judge. A Judge must give a penalty to a player instead of a point if a penalty immediately follows the point.
- NUMBER OF POINTS TO WIN** - Options:
 Opt 7-a a) The player with the most points after 2 minutes playing time or a 10 point or more spread. Time shall be stopped by the Scorekeeper whenever play is stopped during the last 30 seconds of each match.
 Opt 7-b b) The first player to 5 points or the player who accumulates the most points after 2 minutes playing time, whichever is first.
- JUDGING ERROR** - A Judge making an admitted error may change the error before the next play is started.
- 27. TIES** - Sudden death overtime.
- 28. INJURY** - Center Referee or Medical Personnel can prohibit a player from continuing due to injury.
- 29. FINALS** - Total points in 2 minutes wins.

TEAM SPARRING

- PROCEDURE** - (same as sparring, with exceptions)
- SEQUENCE IN TEAMS** - Youngest to oldest in junior, lightest to heaviest in adult and F. 35+ M in mixed divisions.
- CONTACT** - (same option as chosen for point sparring).
- 4. AMOUNT OF POINTS TO WIN** - Total points of all matches.
- TIES** - Broken by sudden death overtime in the last match only.
- DISQUALIFICATION** - A team cannot be disqualified for the disqualification of one of its players (unless it is for poor sportsmanship). If a member is disqualified, the match is ended with the victim receiving 2 points or a team score of 2 points above that of his opponent's team score (whichever is greater) for the match. If a DQ in the last match allows the DQed members team to win then the opposing team can opt to reject the DQ and will receive five points and the match shall continue. If either player is unable to continue then the DQed players team loses.
- 7. INJURY** - (same as point sparring) Any substitute players' points count as injured players' points.

CONTINUOUS SPARRING

- RINGS** - (same as forms) 2. **FINAL DECISIONS** - (same as forms) 3. **NUMBER OF JUDGES** - Each ring must have 5 Judges
- LOCATION OF THE JUDGES** - 4 sitting in corners outside ring, Center Referee is standing.
- 5. UNIFORM** - (same as point sparring)
- SAFETY EQUIPMENT** - (same as point sparring) 7. **AGE** / 8. **BELT RANK** / 9. **NUMBER OF DIVISIONS** / 10. **SEQUENCE** - (same as point sparring)
- 11. AVAILABILITY** - (same as forms) 12. **WEIGH-IN** - (same as point sparring) 13. **TIME LIMIT** - The match shall last for 2 minutes.
- 14. COACHING** / 15. **TIME OUT** - (same as point sparring) 16. **SCORING AREAS** - Head, face, ribs, chest, abdomen and kidneys. 17. **TECHNIQUES** - (same as point sparring)
- 18. CONTACT** - Definitions (same as point sparring). All ranks must use no contact to the face scoring areas, light or no contact (the individual player's option) to score to head scoring areas, and light or moderate contact to score to body scoring areas.
- 19. OUT OF BOUNDS** - (same as point sparring)
- 20. FORCED OUT VS. RUNNING OUT** - (same as point sparring) 21. **DOWNED OPPONENT** - When either player is down, the play is stopped and players reassembled.
- 22. PENALTIES** - Penalties and disqualifications are given out only by the Center Referee. 3 to five 5 point penalty (Center Referee Discretion) for moderate contact to face, kicking at downed opponent or hitting after a call to stop, 2 point penalties for more than three hand techniques, touching the face, intentional dropping to floor (even after attempting to score), contact to non scoring areas, illegal techniques, running out of bounds, etc. Disqualification for excessive contact and unsportsmanlike conduct (See APPENDIX C - Sparring Penalties at a Glance).
- 23. SCORING** - 1 point for hand and kicking techniques, 2 points for head and spin kicking techniques, and 3 points for spinning head kicks and spinning aerial kicks.
- 24. DETERMINING THE JUDGES' SCORE** - 2 Judges keep a point tally for 1 player and 2 Judges keep a point tally for the other. Play is continuous as Judges use clickers or write down each score that they see. Halfway through the match the Judges will give their scores for the 2 players and then tally points for the opposite player for the remaining 60 seconds.
- 25. SCOREKEEPING** - The Scorekeeper tallies the 4 Judges' scores for each player and adds in any penalty points for each player to determine each Player's final total score.
- 26. JUDGING ERROR / 27. TIES / 28. INJURY** - (all same as point sparring)
- 29. FINALS** - (same as regular play)

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NOTE: After looking up in alphabetical order - please refer to the Roman numeral, letter and number under the event in question in that section of the rulebook (FORMS / WEAPONS / SELF DEFENSE / BREAKING / POINT SPARRING / TEAM SPARRING or CONTINUOUS SPARRING).

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Scoring Areas	VII / C	Weapon Specifications	APPENDIX A/B
Scoring Error(Forms)	VII / C / 7	<u>Weapon Weighting</u>	<u>V / E / 2</u>
Scoring Error (Sparring)	VII / G / 10	<u>Weapon Weighting</u>	<u>APPENDIX A</u>
Scoring Error by Judge (Forms)	VII / C / 7	Weight Classifications	V / G
Scoring Error by Judge (Sparring)	VII / G / 11	Weigh-in	V / H
Scoring Group Performances	VII / C / 2	Wrong Information by Official	VI / B / 5
Scoring Procedure (Forms)	VII / C / 1	Wrong Size Ring	VII / B / 2
Scoring Procedure (Sparring)	VII / G / 1		
Scoring Range (Forms)	VII / C / 3		
Scoring Sequence	VII / C / 5		
Seeding	VI / A / 2		
Seeding (Super Grands)	APPENDIX O		
Self Defense in Forms	V / H		
Self Inflicted Injury	VII / J / 6		
Separate Players of Same School	VI / A / 2		
<u>Sequence (Performance)</u>	<u>VI / A / 2</u>		
Sequence of Play	VI / A / 2		