

1999-2000

SKITA RULES 8/99

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Sport Karate International Tournament Alliance

HANDBOOK

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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 judgmental 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 Promoters, Arbitrators and Commissioners cannot referee in any tournament of the national or regional NBL conference that they are a Promoter, Arbitrator or Commissioner of. 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.

NBL ONLY

- () 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.

() **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.

NBL ONLY

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

Note: All revisions since 6/98 SKITA are underlined

- 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.

NBL ONLY

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

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.

NBL ONLY

- () **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

SG/AM ONLY

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).

SG/AM ONLY

- () **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.

NBL ONLY

- 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.

() **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-	(50-)
Feather	-	-	132-	(55-)
Light	-	132+	143-	(60-)
Middle	-	-	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)
- () 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.
- () 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).

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- PENALTY - If, at the admittance of the opponent's or with the medical personnel'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 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 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)