

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)

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 as way as to not injure the user.
 - Brands allowed include Rheemax, Macho, ProForce, Shihan, and Tiger Claw.
 () **PENALTY** - A player entering the ring or caught in the middle of a match without proper safety equipment will be given two (2) minutes to obtain proper safety equipment or will be disqualified by the Center Referee.
 () 6. **INJURY DUE TO LACK OF, OR FAULTY SAFETY EQUIPMENT** - (see VII RULES OF PLAY, J. INJURY, 4)

IV. RATINGS: (same as forms)

V. PLAYER DIVISIONAL CRITERIA:

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

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

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

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

Division	If 2	3	4	(kg)
Fly	132-	121-	121-	(55-)
Feather	-	-	132-	(60-)
Light	132+	143-	143-	(65-)
Middle	-	143+	143+	(65+)

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

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- () **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'

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.

SG/AM ONLY

- () **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.
- () **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 allowed 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

() **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.

06-2a or
(SG/NC)

() **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).

SG ONLY

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 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)