

# US OPEN WORLD MARTIAL ARTS CHAMPIONSHIPS OFFICIAL RULES

## Subject to Change

### BASIC NASKA RULES

#### COMPETITOR

Each competitor must present him/herself to the referee suitably attired with proper uniform and equipment and physically prepared to compete. If he/she is not prepared to compete as deemed by the center official, the competitor may be penalized for delay of time.

#### COMPETITOR RESPONSIBILITIES

It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, weighed-in and at the appropriate ring when competition begins. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete (see delay of time rule). If a competitor leaves the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times at ringside. If he/she is still not present to compete, he/she will be disqualified (see delay of time rule).

#### LEGAL AGE RULE

All competitors have the option of competing in the same division all year long for rating purposes, by establishing a legal competition age for the year. The age a competitor is on June 30<sup>th</sup> of the current competition year is their legal competition age for that year. They can compete all year at that age so he/she can earn rating points in one age division all year. A competitor can always compete in his/her chronological age if they chose.

All adult Black Belt sparring competitors 30+ have the option to compete down in age. (Example: Any 30+, 40+, 50+ and 60+ year old competitor can compete in any younger adult Black Belt Division.) A competitor cannot compete up in an age division.

An adult competitor can choose to compete down in age but can only compete in 1 age group for Sparring, 1 age group for Weapons, 1 age group for Forms and 1 age group for Team Sparring. If the competitor elects to compete in more than 1 age group / separate ages for Sparring, Forms or Weapons, they must be aware that divisions cannot be held for them to move from one age group to another. They will be subject for disqualified if they cannot make their divisions on time. They should always check the tournament scheduling before committing to competing in more than one age group.

#### PROOF OF AGE RULE

All competitors must have a proof of age document. If there is a legitimate reason to question a competitor's age, he/she must present a proof of age (birth certificate, driver's license, or other acceptable documents) to prove his/her age.

#### RANK RULE

A competitor must compete at the highest belt level they have earned in the martial arts. A competitor can never compete in a division of which he/she had not legally earned that rank. Once a competitor competes as a black belt legally, he/she must always compete as a black belt. A competitor can never compete in a lower belt division than the level of belt he/she has earned in the Martial Arts.

#### LATE ENTRIES

If a competitor arrives late (the division is ready to start, but the 1<sup>st</sup> competitor has not started), the late entry must compete first, including seeds.

Once a division has started (the first competitor has started his/her

summary.

Late Entry Definition: a competitor arrives at the ring after the last call for the division has been made, the seeds selected, the shuffle has been made, the order of competition has been determined and the 1<sup>st</sup> competitor has not started.

#### UNDER BLACK BELT RULES

NASKA has guidelines for promoters to follow for the purpose of safety. Some promoters will post the rules to be used in the UBB competition. This is not regulated by NASKA. NASKA also has a set of standard divisions promoters use for the purpose of ratings. NASKA is constantly revising these divisions for fairness and competitiveness. Please always contact the tournament promoter concerning Under Black Belt rules.

#### WEIGHING-IN

It is mandatory for all adult sparring competitors – who are in weighed divisions – to weigh in before competition. Only one official weigh-in is required. All competitors must compete in his/her weight division. A competitor cannot compete up or down in another weight division for which he/she has not made the proper weight. It is the responsibility of the tournament personnel to weigh and properly record the competitor's weight. If a competitor is caught falsifying their weight, they will be disqualified. If a competitor fails to weigh-in, prior to their division being called for competition to start, he/she is subject to the Delay of Time Penalty (see Delay of Time Penalty Rule). It is the responsibility of the competitor to be officially weighed-in prior to their division.

#### RING REQUIREMENTS

The size of the fighting and forms adult black belt rings shall be approximately 20' x 20'.

- a) Starting lines should be marked approximately six feet apart in the middle of the ring.
- b) Additionally, each ring should be posted with a ring number visible to competitors, officials, and medical personnel from across the floor.
- c) All youth and under black belt adult rings can be a minimum of 16' to a maximum of 20'.

#### FAIRNESS RULE

If a question arises that is not completely covered by this rule book, the official rules arbitrator may at his/her discretion, overrule, modify or change a delineated rule if he/she believes that enforcing such a rule would result in an inherent unfair outcome to a competitor. However, the rules arbitrator should overrule, modify, or change a delineated rule only in extreme cases.

#### DIVISIONAL, TOURNAMENT, AND ORGANIZATIONAL DISQUALIFICATION

These disqualifications go from least severe to the most severe. The severity of the infraction is the basis of which disqualification is warranted. What is warranted is voted upon by the NASKA Board of Directors. Play by the rules and show good sportsmanship at all times.

#### EQUIPMENT AND UNIFORMS

##### UNIFORM

All competitors must wear a complete (top and bottom) traditional or professional sport karate (Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate color belt or sash must be worn in competition.

- a) **Sparring:** All sparring uniforms must have sleeves that reach

at least to the middle of the biceps. No T-shirts, sweats, tank tops or unapproved shoes are allowed in the sparring divisions (see sparring foot pads).

- b) **Forms & Weapons:** T-shirts, tank tops and sweatshirts are allowed in forms if they are part of the competitor's official school uniform. Uniforms in the forms and weapons divisions are allowed more liberties because a form routine is not one-on-one competition where the uniform could cause a decisive disadvantage or advantage to a competitor. Removal of the uniform top is allowed if the removal is considered relevant to the artistic expression or safety of the competitor. Shoes may be worn in forms competition if they do not damage or mark the competition floor.

#### REQUIRED AND RECOMMENDED SAFETY EQUIPMENT

NASKA approved headgear; hand, foot pads, mouthpieces, groin cups (for male competitors only) and chest guards & face shields (for all competitors 17-year-old and younger) are mandatory for all competitors in sparring divisions. In sparring divisions or all ages, soft elbow pads and shin pads are also required.

The competitor's equipment will be checked and if it is deemed unsafe or does not fit properly, he/she will be asked to change the equipment before he/she can compete. Insufficiently padded gloves, foot, chest and head gear will not be allowed. Equipment must be in a good state of repair and must be free of heavy taping, tears or any other repairs that may cause injury.

If a competitor is missing required equipment or the equipment does not meet NASKA requirements, as it is deemed unsafe, prior to their division being called for competition, he/she is subject to the Delay of Time Penalty and may be disqualified, it is the responsibility of the competitors to have the proper equipment.

The tournament's official rules arbitrator ultimately determines the approval or denial of the equipment.

- a) **Hand Pads:** A soft padded surface must cover the fingers, wrist and any striking surface of the hand.
- b) **Foot Pads:** A soft padded surface must cover the instep, sides, toes, ankle and back of the heel of the foot. The bottom of the foot does not have to be padded. (Note – NASKA has approved the use of "Ringstar" or Ringstar Equivalent sparring shoes in all sparring divisions, with the same stipulations placed on other approved sparring gear.)
- c) **Elbow Pads:** A soft padded surface must cover the entire elbow for all divisions)
- d) **Shin Pads:** A soft padded surface must cover the entire shin for all divisions)
- e) **Head Gear:** The front, sides and back of the head must be covered by a soft padded surface. In addition to the head gear, a face shield is required for all competitors 17 yrs. & under.
- f) **Groin Cup:** A good quality groin protector is required for all male competitors
- g) **Chest Guard:** All 17 and younger competitors must wear an approved chest protector in sparring. The chest guard must sufficiently cover the abdomen and upper chest such that the sternum is completely protected. Rib guards that cover only the abdomen area are not approved chest guards.
- α) **Mouthpiece:** A properly fitted mouthpiece is required..

#### ROLES AND RESPONSIBILITIES

Each ring should have a **Center Official**, two to four **Judges**, and a **Timekeeper/Scorekeeper**.

- a) The **Judges** call points and rule infractions as they see them. They also vote on disqualifications. The Center Official also calls points and rules infractions but is also in complete control of the ring and ring personnel.
- b) The **Center Official** make all final decisions on penalty points and warnings (except for disqualifications) but can consult judges before making their decisions.
- c) The majority vote of the judges and referee determines a scoring point and/or a competitor's disqualification.

#### CENTER REFEREE (CENTER OFFICIAL)

The Center Official is selected on his/ her experience and knowledge of the rules and is thoroughly versed on the rules and order of competition. He/she promotes the safety of the competitors, enforces the rules and ensures fair play. To this end, the Center Official:

- a) starts and stops the match;
- b) award points;
- c) makes penalty decisions;
- d) administrates the voting of the other judges;
- e) communicates clearly with the scorekeeper and timekeeper; and
- f) announces the winner of each match.

#### ADDED RESPONSIBILITIES TO THE CENTER OFFICIAL:

The Center Official also maintains responsibility for the following:

- a) Match starts and ends only with his/her command (not the command of the timekeeper);
- b) Has final decision on any disputes on score;
- c) Has the power to issue warnings and award penalty points without a majority decision:
- d) Can overrule a majority call only to issue a warning or a penalty point:
- e) Automatically has power to disqualify a competitor who receives (3) penalty points; and
- f) Has power to issue time-outs. A competitor can ask for a time-out, but it is the determination of the center official to issue one.

NOTE – The disqualification of a competitor, where disqualification is not automatic, is determined only by a majority vote of the judges.

#### NUMBER OF OFFICIALS

2 or 4 NASKA judges and one NASKA center official are recommended in all weapons, forms, and sparring divisions (4 or 6 judges and 1 center official are allowed in weapons and forms grand championships). If only two judges and one center official are used in the weapon and form divisions, the Maximum Deviation Rule (See Article VII) will be used in all form and weapon divisions.

#### REMOVAL OF OFFICIALS

If a competitor feels that an official should be removed from a form or weapon division for good reason He/she must file a protest before the division begins. If a competitor feels that an official should be removed from a sparring division, he/she may file a protest at any time. It is totally up to the center official and the rules arbitrator to determine if an official should be removed. **The Head Rules Arbitrator will make the final determination if there is "Good Reason" to remove the judge.**

#### OFFICIALS

## PROTEST

A competitor has the right to protest an infraction of the rules or if a possible mistake was made (not a judgment call).

- a) If a competitor wishes to protest, he/she should first let the referee know he/she believes there has been an infraction of the rules or a mistake has been made.
- b) The referee will summon the arbitrator to the ring (if the referee cannot properly settle the protest to the player's satisfaction) to render a decision.
- c) All protests must be made in an orderly, proper and sportsmanlike manner.
- d) All protests must be made immediately.
- e) Protests are not allowed once competition has resumed (after the fact protest).
- f) A competitor may be penalized or even disqualified if he/she is protesting improperly or without proper cause.

## CALLS AN OFFICIAL MAY MAKE

When the referee believes there has been a significant exchange of techniques, or when signaled to do so by a corner judge, he/she shall call out the word, "STOP!" in a loud voice. The referee **shall wait until the competitor's return to their starting marks** and addresses the judges by saying "JUDGES CALL!" All judges and the center referee cast their votes simultaneously and assertively in the following manner.

- a) **Judge Sees a Point** – He/she should hold up both colors or hold up one arm, if colors are not being used. At the same time, he/she yells out the word "CALL!" in a loud, clear voice to let the referee know he/she has a call.
- b) **Point Calling** – When signaled by the referee (referee says the competitor who scores the point. If a competitor scores a two-point kick, the officials should hold up or point with two fingers (index and middle fingers). If only one point is being called, the "Judges Call" in a loud clear voice) a judge raises the appropriate color (red or white usually) if colors are being used or points to judge should point with only one finger (Index finger).
- c) **No Point Scored** – An official crosses his/her wrist at waist level or holds both colors down to indicate that he/she believes that a point was not scored.
- d) **Did Not See If A Point Was Scored** – The officials hold his/her hand over his/her eyes indicating that he/she could not see whether a point was scored or not. Indicates the official was not in position to see if a point scored. (When using this signal, it has the same effect as saying "no point", but it indicates to the referee, competitors and fans the reason why you are not calling the point).
- e) **Clash** – Officials make a motion as though they are hitting both fists together, indicating that both competitors scored at the same time.
- f) **Penalty** – The judge waves the color of the offending competitor in a circular motion. If no colors are used the judge waves the hand and arm in a circular motion while pointing at the offending competitor.
- g) **Disqualification** – A disqualification vote is taken separately from any other vote. When a disqualification vote is asked for, the center official will say, "JUDGES CALL". The judges will then hold the color or point to the competitor who is to be disqualified. If the judge does not feel the competitor should be disqualified, he/she crosses his/her wrist or holds both colors down at waist level.

## LATE CALLS

All officials should make their calls at the same time. If, in the opinion of the center official, the corner judges are making a late call intentionally, the center official can disqualify the call and/or judge (noise not allowing the judges to hear the referee and the honest mistake of raising the wrong color or pointing at the wrong competitor should be taken into consideration not to disqualify the call or judge).

**SCORING RULES – SPARRING** (See Also Article X – Black Belt Team Sparring)

## ORDER OF COMPETITION

Once the final call for the sparring division is made at ringside and the seeds have been taken out (See Seeding Rules) the division is ready to be set up. The competition cards should be collected and counted (if competition cards are not used, count the competitors) to see if byes are needed. If byes are needed, they will be picked randomly (seeds may have first priority for byes – See Seeding Rules).

- a) Competitors cannot pick whom they want or do not want to fight.
- b) Matches should always be selected by random, but certain allowances may be given to competitors from the same school or team that are matched up in the **first round** of competition. They may be separated randomly from each other in the first round if possible.
- c) In the 10 and above Black Belt youth divisions, the competitors, boys and girls should be lined up by height (smallest to the tallest) and split into tall and short divisions.
- d) Promoters may elect to split or not split UBB Boys and / or Girls into short and tall divisions.
- e) Determining tall and short divisions is for safety reasons, not just to split the division equally.
- f) A true break in size should be found to determine the taller competitors from the shorter competitors.
- g) Once the tall and short divisions are determined by height, determine who fights whom by random draw.
- h) Consideration should be given to competitors who are from the same school or team that have been drawn to fight each other in the first round.
- i) The winner of the small and tall divisions will compete in a single round 2-minute match to determine the overall champion for that age group and gender.

## LENGTH OF MATCH

The length of a match will be two minutes running-time unless a competitor is seven points ahead (Seven Point Spread Rule) before time has expired.

- a) If a match is tied at the end of two minutes, a sudden victory (first person to score a point) overtime period will determine the match.
- b) At the 1 minute 45 second mark of a sparring match, the timekeeper will shout out "FIFTEEN SECONDS".
- c) All Divisional Grand Championship matches are 1 two-minute round but a competitor must win by 2 points.
- d) Overall Grand Championship matches are two, two-minute rounds.

## WHAT IS A SPARRING POINT?

A point is a sport karate technique that is scored by a competitor in-bounds and up-right (not considered down) without time being called that strikes a competitor with the allowable amount of **focused touch contact** and **focused control** to a legal target area.

- a) **Focused Touch Contact:** the legal amount of contact allowed to certain scoring areas.

- b) **Focused Control:** an amount of controlled force that would have incapacitated the opponent, at least momentarily, if the technique had not been controlled.

Therefore, only sport karate techniques that would have incapacitated the opponent, at least momentarily, if the technique had not been controlled, are considered points. (Ex. A front hand to the body that **does not have "focused control"** is not considered a proper sport karate scoring technique.)

#### GENERAL RULES

- a) All regular NASKA **Light** touch point calling rules will apply.
- b) Out of Bounds, falling down or excessive running (as determined by the head official) around the ring will be considered an attempt to avoid competition and the other competitor will be awarded a point.
- c) A competitor is considered out of bound when they have both feet off the sparring area (mat). If the competitor is out of bounds without being kicked out or physically pushed out of bounds, their opponent will receive 1 point. (See also Section 4.18)
- d) If a competitor goes out of bounds while the other competitor is kicking or punching, near the competitor WITHOUT actually touching the competitor, the competitor will be considered leaving the sparring area to avoid competition and the other competitor will receive a point. A fighter must stay engaged in the match if he goes at of bounds not to be penalized.
- e) If the out-of-bound competitor is scored on, with a legal technique, before the center official calls STOP, then the in-bounds competitor can receive a score for the technique and the penalty point from the other competitor going out of bounds to avoid fighting.
- f) If a fighter touches the ground / mat with, with any part of their body, except their feet or 1 hand, they are considered down.
- g) A point cannot be scored by a down competitor and a downed competitor cannot be score on. If an upright competitor strikes a down competition they can be penalized.
- h) A competitor who leaves their feet while in-bounds, must land with at least one foot in-bounds to score a point.

#### POINT VALUES AND WINNER DETERMINATION

- a) All legal hand techniques that score will be awarded one (1) point.
- b) All legal kicking techniques that score will be awarded two (2) points.
- c) All jump spinning kicks to the head will be awarded (3) points.
- d) All penalty points will be awarded one (1) point.
- e) The competitor who is ahead by 7 points (7 point spread rule) before the end of the two-minute time period is automatically declared the winner or whoever is ahead at the end of the two minutes is declared the winner.
- f) All Divisional grand championship matches have a two-minute running time with a 10 Point Spread Rule, but must be won by **2 points**.
- g) All Black Belt Grand Championship and Overall Grand Championship matches, competitors must win by two points.

#### MAJORITY OF VOTES

Points are awarded by a majority vote of all judges. The majority of judges do not have to agree on the same technique being scored, only that a point was scored. A majority of the judges calling the point must call a two (2)-point kick before two points can be awarded. Otherwise only one point is awarded

#### LEGAL, ILLEGAL, AND NON-TARGET AREAS

- a) **Legal Target Areas:** Entire head and face, ribs, chest, abdomen, collarbone and kidneys.
- b) **Illegal Target Areas:** Spine, back of neck, throat, sides of the neck, groin, legs, knees and back.
- c) **Non-Target Areas:** Hips, shoulders, buttocks, arms, and feet.

#### LEGAL & ILLEGAL TECHNIQUES

- a) **LEGAL TECHNIQUES** are all controlled sport karate techniques, except those listed as illegal.
- b) **ILLEGAL TECHNIQUES:** Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, take downs on a hard surface floor, ground fighting on a hard surface, any stomps or kicks to the head of a downed competitor, slapping, grabbing for more than one second, uncontrolled blind techniques, any uncontrolled throws, takedowns or sweeps and any other uncontrolled dangerous techniques that are deemed unsafe in sport karate.

#### GRABBING

A competitor may grab the uniform top of his/her opponent in an attempt to score with a sport karate technique for only one second (immediately), after which time he/she must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent in an attempt to score.

#### SWEEPS, TAKEDOWNS, AND GROUND FIGHTING

Sweeps are not meant to take down an opponent, but only to obstruct the balance so as to follow up with a sport karate technique and can only be executed to the back of the front leg at mid-calf or below.

- a) A sweep must be deemed a proper sweep and not a kick, to be legal.
- b) Controlled Takedowns and sweeps that are meant to take down an opponent are not allowed.
- c) A point is awarded only when the legal sweep or takedown is followed up effectively legally and **immediately** with an appropriate sport karate technique.

#### LIGHT TOUCH CONTACT

Light Touch Contact means there is no penetration or visible movement of the competitor because of the contact. Light touch is required to all legal target areas in all black belt sparring divisions. The face shield of a headgear along with the headgear is a legal target area.

#### MODERATE TOUCH CONTACT

Moderate Touch Contact is defined as slight penetration or slight target movement. Moderate touch contact may be made to all legal target areas except the headgear, face shield and face.

#### WARNINGS AND PENALTIES

- a) **NO WARNINGS are issued in NASKA Black Belt sparring.** Penalty points are issued immediately for breaking the rules.
- b) A penalty point will be issues if a competitor, as determined by the center official:
  - i. *Goes out of bounds to avoid competition;*
  - ii. *Falls down to avoid competition;*
  - iii. *Runs around the ring to avoid competition;*
  - iv. *Stalling and/or not attempting to engage the other competitor;*
  - v. *Excessive contact, as deemed by the center official;*
  - vi. *Pushing a competitor out of bound, as deemed by the center official;*
  - vii. *A coach stands up or leaves the coach's chair during the match;*

- viii. *A competitor arrives at the ring without the proper equipment;*
  - ix. *A sparring match is ready to start and the competitor is delaying his / her entry in the ring;*
  - x. *Form/Weapons competitor delays entering the ring*
  - xi. *Competitor refuses to leave the immediate sparring area and additional penalty point may be issued;*
  - xii. *Late strikes after call to stop;*
  - (xiii) *Retaliation strike from a competitor;*
  - (xiv) *Competitor's equipment is incorrectly fitted or **properly secured and** continues to fall off or requires adjustments; or*
  - (xv) *A competitor purposely removes their equipment.*
- c) Once a competitor receive 3 penalty points they are disqualified.

If a penalty is called on one or both competitors, the penalty point(s) must be issued to the competitor(s). This ensures the penalties are counted to determine an automatic disqualification. For example; both competitor continue to spar after STOP is called. The Center Official calls a penalty on both competitors, one-point penalty should be issued to both competitors.

#### **DELAY OF TIME PENALTY**

In **Under Black Belts** one (1) warning may be issued to the competitor (verify with promoter if Black Belts and UBB have the same rules.)

A penalty point will be issued for each minute the competitor is not properly ready to compete. Upon 3 penalty points the offending competitor will be disqualified.

At the discretion of the center official, a penalty point may be issued immediately, if the center official believes the competitor is delaying without a valid reason (equipment as an example).

#### **OTHER PENALTY RULES:**

A competitor cannot be penalized and still receive a point on the same call. A competitor can receive a point for a proper technique and another point from a penalty call against his/her competitor. If, in the opinion of the referee and/or the medical personnel, a competitor cannot continue because of an injury caused by an illegal penalized attack executed by his/her competitor, the offending competitor shall be automatically disqualified. The injured competitor cannot continue to compete.

#### **OTHER CAUSES FOR PENALIZATION**

Attacking illegal and non-target areas, using illegal techniques, running out of the ring to avoid fighting, falling to the floor to avoid fighting, continuing after being ordered to stop, excessive stalling, blind, negligent or reckless attacks, uncontrolled techniques, showing unsportsmanlike behavior by the competitor, his/her coaches, friends, etc., excessive contact, and delay of time are just some examples of possible penalization. (See new **Limiting Contact between Officials and Competitors for other possible penalizations.**)

#### **DISQUALIFICATION**

Requires a majority vote by all officials, unless it is an automatic disqualification.

- a) **Non-Competing Penalty:** If, in the majority opinion of the officials, it is considered that one or both competitors are not making an obvious attempt to compete in the sparring match in the true spirit of competition, one or both competitors will be warned and if it continues, will be disqualified.
- b) **Wrong Division:** If any competitor competes in a division he/she does not qualify to compete in due to age, weight, rank, gender, style, etc., he/she will be disqualified.

#### **OUT-OF-BOUNDS**

A competitor is out-of-bounds as soon as he/she does not have at least one foot touching inside or on the boundary line. An out of bounds competitor cannot score a point while out of bounds. In bounds competitor, can score on an out of bounds competitor if the center referee has not called stop.

#### **COACHING**

The luxury of having a coach is something that most competitors do not have access to. Therefore, it sometimes can become an unfair advantage over a competitor who does not have a coach. The rules are made and enforced so no one competitor has an advantage or disadvantage over another competitor. Therefore, coaching is allowed but only under the following guidelines:

- a) A **Coach** is defined as anyone who is trying to help one competitor in anyway. A coach could be but is not limited to a friend, parent, teammate, or an official coach.
- b) Never, at any time, can a coach enter the ring without the referee's permission;
- c) No abusive, violent, unsportsmanlike or overzealous coaching;
- d) Coaches cannot ask for a time out unless they are protesting a rules violation (only the competitor may ask for a time out). A flag or other tool will be provided, at the coach's chair, to throw into the ring to call for a judgement or protest. However, if the center official has ruled a judge's call was late and therefore not considered, arbitration cannot be requested.
- e) Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the judges. The center official can issue a penalty point to a competitor for each time his/her coach is interfering with a match or disrupting fair play between contestants. A referee can ask for a disqualification of a contest, but requires a majority vote of all judges.
- f) If a coach's chair is provided, the coach must stay in the chair during the match. A coach's player can be penalized during a match if they leave the chair without permission of the head judge. The head judge determines the severity of the penalty base on the coach's conduct.

#### **INJURED COMPETITOR**

- (a) The medic has the final determination is a competitor may **NOT** continue, with **NO** exceptions.
- (b) If a competitor is injured not due to a penalty they are allowed 4 minutes to determine if they can continue, the time starts immediately. The time may be extended two additional minutes, once the medic reaches the competitor. It is the center official's responsibility to communicate with the medic and determine if additional time will be allowed. The center official must then inform the scorekeeper who is keeping up with the time of the delay. A medic can always request an extension time to properly determine if the competitor can continue.

The maximum time that can be allocated to determine if a competitor can continue is 8 minutes. If the medic requests an extended length of time due to an injury and is officially allowed, it is recommended, if possible, to move to the next match while the injured competitor is recuperating.

The timekeeper must record the score and time remaining to properly restart the match.

- (c) If it is determined the injured competitor cannot continue, due to a penalty as determined by center referee and judges the uninjured competitor is **disqualified**.
- (d) If the competitor cannot continue **due to a penalty**, the injured competitor will receive 7 points as a result of the disqualification. The competitor who committed the violation will get 0 points.
- (e) If a competitor cannot continue because of an injury where there is no penalty call, the uninjured competitor will receive a 7-point spread.
- (f) If something happens in any NASKA sparring competition that cannot be answered by the rules stated, the "NASKA Fairness Rule" will come into play. As an example – the failure of a tournament medic to arrive prior, to the expiration of the 4-minute rule.

### EXCESSIVE INJURIES

On a third request for an injury timeout, the competitor will NOT be allowed to continue. The Referee and Judges will follow normal protocol to see if the injury was the results of an illegal technique.

#### Timeout's

A request to stop the time can only be requested by the competitor in the ring. A coach may NOT request the timeout and can be penalized if he or she:

- Leave the coach's chair
- Enter the ring; or
- Uses profanity

The center official, as their discretion, may allow the time out or elect to disregard the request.

A flag or other tool will be provided, at the coach's chair, to throw into the ring to call for a judgement or protest. However, if the center official has ruled a judge's call was late and therefore not considered, arbitration cannot be requested.

### YOUTH OPEN WEIGHT DIVISIONS

- (a) Only offered for Black Belts youth competitors;
- (b) Boys and Girls will be separated;
- (c) Division will not be separated into small and tall;
- (d) Divisions offered are 11 and under, 12 to 14, and 15 to 17;
- (e) Requires standard Youth equipment, contact levels and seeding; and
- (f) Order of competitors will be randomly selected; however, consideration will be given to competitors from the same team or same physical school.

### SCORING RULES – FORMS AND WEAPONS

#### MAXIMUM DEVIATION RULE (See also Article VII)

Since the high and low scores are not dropped when three officials are used in forms and weapons, the Maximum Deviation Rule (See Article VII) limits the impact of a single judge's score to control with his/her high or low score the outcome of placement. The judge's score that is between the other two judges scores (middle score) is considered the middle score. Once that score has been determined, the other two judges cannot be higher or lower than .02 points of that middle score. If their score is higher or lower than .02, they must adjust their score up or down accordingly to that .02 maximum deviation. See complete Maximum Deviation Rule (See Article VII) for more details.

#### DELAY OF TIME PENALTY

A .01 point, per judge, will be deducted from the offending competitor's

final score each minute the competitor is not ready to compete. If a competitor is still not ready to compete after 3 minutes, he/she will be disqualified.

#### TIME LIMIT

Time starts with the competitor first step, in the ring. Competitors have used two initial launch points; 1) the corner of the ring; or 2) just outside of the corner. In either case, once a competitor takes their first step time will start. Should a competitor delay their start, the following will occur:

- a) The Center Referee shall issue a First Verbal Warning to the Competitor by stating: "PLEASE BEGIN YOUR PERFORMANCE."
- b) If Competitor fails to comply with the Center Official's First Verbal Warning, a Second Verbal Warning shall be given by the Center Official stating: "SECOND WARNING, PLEASE BEGIN YOUR PERFORMANCE." A Second Verbal Warning may result in a .01 deduction, per judge.
- c) All Referees must reach a unanimous decision that the Competitor's failure to enter the Competition Ring unreasonably delayed his/her performance prior to any penalty being assessed.

Each divisional form or weapon routine must be three (3) minutes or less. Four (4) minutes is allowed for each form or weapon routine in the Night Time Finals. Each team form and/or demo routine as a four (4) minutes time limit. Any competitor, team form or team demo that goes over the allowed time limit is automatically disqualified. At the 2 minute 45 second mark (3 minutes 45 seconds for overall grands, Demos, Team Forms and Team Weapons) of a competitor's form, the timekeeper will shout out "FIFTEEN SECONDS".

#### ORDER OF COMPETITION

Once the final call for the form and weapon divisions has been made at ring side and the divisional seeds have been taken out (see seeding rules) the competition cards will be collected and shuffled thoroughly. The competitor cards will then be drawn randomly for the order of competition. As per the Relative Ranking Rule the judges will look at all the competitors before they give their final scores. This rule allows judges to adjust their scores if they feel other competitors that come later are better or worse than the competitors who came first (See *Relative Ranking Rule Sheet*).

If a competitor arrives late (the division is ready to start, but the 1<sup>st</sup> competitor has not started), the late entry must compete first, including seeds; refer to Section 1.06 – Late Entry.

### SCORING RANGES OF FORMS AND WEAPONS

The Scoring range should always be discussed by the center referee and judges before the division starts.

- a) **TIES:** If there is a tie for 1<sup>st</sup> thru 4<sup>th</sup> place, the majority of the judge's scores determine the winner. If there is not a majority of judges for one competitor and one judge or more gave the same score for the tied competitor, the judge that gave the same scores must be asked to make a decision and break the tie.
- b) All judges must make scoring decisions by giving different scores to the competitors.
- c) Ties for 5<sup>th</sup> through 8<sup>th</sup> place are never broken. They will remain tied and all will receive points and awards. If there is a tie and there is not a majority judge's decision and no judge gave the same score to any one competitor, the tied competitors will compete again and be scored again.

## DROPPING A WEAPON

If a competitor drops his/her weapon during the eliminations, they will not be scored and will be disqualified. They are encouraged to complete their form but are not required to continue.

If a competitor drops their weapons during the finals, they are not disqualified unless they drop twice or do not finish their weapons form. (See Section 8.07 for complete dropped weapons rules).

If a competitor drops their weapon and it goes out of bounds or hits anyone, they will be disqualified and will not receive any score.

## ALTERING A WEAPON

It is the intent, of this rule, to enforce the use of any weapon in its original design, functionally, and capabilities, Alternating the weapon(s) in any matter, including but not limiting to the use of magnetic weapons, will be deemed as altering the weapon and the competitor scores may be lower.

## WEAPONS / FORMS PENALTY

A weapon(s) or any portion of a weapon should not exceed the boundary of the ring, including an imaginary line that goes vertically from the boundary floor line upward. Further, a competitor (weapons and forms competitors) should not exceed the imaginary line. Should the judges see a weapon / competitor exceed the imaginary barrier, the competitor score can be downgraded or the competitor can be disqualified with a majority of the judges agreeing on the disqualification.

The intent of this rule is the safety of competitors, spectators and the judges; also, known as group. It is not intended to be applied unilaterally; rather in situations where the exceeding of the imaginary boundary could provide a risk to any of the group. For example, the weapon / competitor exceeds the boundary:

- The weapon / competitor goes between or over the groups body or head; or
- The weapons / competitor hits anyone, in the group, who is outside of the ring.

### Penalty

- Striking / hitting anyone within the group – disqualification
- All other penalties - .05 deduction by each judge.

## STARTING A FORM OVER

If a competitor starts his/her form over because of a memory lapse or any other reason due to his/her own negligence, he/she may perform the form again.

- a) The officials will score as though there was not a mistake, but the center referee will instruct the judges to subtract .05 points from the competitor's final score.
- b) The three-minute time limit will start over.
- c) A competitor can only start over one time for scoring.
- d) If a competitor has to start over, not due to his/her negligence, he/she will not be penalized on the start over.

## TIE-BREAKER PROCESS

The process for breaking ties follows the same order regardless of the number of judges used for the division or the type of division (eliminations, runoffs, grands). The methodology always follows this order:

- 1) Majority of judges – this is the majority of the total number of judges in the division; not based on score but rather on who the judge placed higher (most ties can be broken using this rule)
- 2) Total score – this is the adding back of scores dropped when using five or seven judges and totaling the total score (not applicable to divisions with only 3 judges)
- 3) Re-run the tied competitors – the re-run would only

include the tied competitors who remain tied after applying rules one and two

The following information will provide additional details and examples as well as explaining how automated/electronic scoring systems are utilized.

## Calculation of Scores

Judges must score every division using the NASKA scoring system even if there are only 2 competitors or teams. The "pointing technique" is no longer allowed to eliminate potential confusion as to which competitor or team one or more judges are selecting.

Divisions with five or seven judges: In scoring of competitors with Five or Seven judges, the high and low scores are dropped before totaling the remaining scores. For example; a competitor received a 9.97, 9.99, 9.97, 9.98 and 9.99. One of the 9.97's and one of the 9.99's will be dropped (not counted) and the competitor score will be 29.94 (or 24 totaling only the last digit). This is done for all competitors to determine final placing. Maximum Deviation Rule is not used with 5 or 7 judges.

Divisions with three judges: All three judge's scores are totaled to arrive at the competitor's total score. However, the Maximum Deviation Rule (See Article VII) is applied so that outlying scores are limited. The Maximum Deviation Rule (See Article VII) requires that scores must be within .02 of the middle score and it is only used with 3 judge panels. This is done for all competitors to determine final placing.

## Tied Scores

If a tie exists with 2 or more competitors, then the methodology listed above will be applied.

The number of judges in the ring will determine how the tie breaking methodology will be utilized. The calculation will change based on the number of judges, but in all cases the tie breaking methodology will be followed to determine the winner.

Where a computer system is used, the methodology will be automated. Once the methods to break the ties are established then the steps necessary for each level, eliminations, runoff and overall grands will be defined below. The methods are:

- **Majority of the judge's.** This is always the first method that will be performed to break a tie. In this process, each judge's score will be compared to determine the number of judges that gave the highest score to each tied competitor. For example:
  - o Judge 1 gave competitor A 9.99 and competitor B 9.98 – competitor A gets 1 point
  - o Judge 2 gave competitor A 9.99 and competitor B 9.98 – competitor A gets 1 point
  - o Judge 3 gave competitor A 9.97 and competitor B 9.99 – competitor B gets 1 point

The overall score is tied, but competitor A wins on two out of the three judges scores and thus has 2 points to 1 point for competitor B; competitor A gets the win.

- **Judge Determines the Winner.** This occurs when the electronic/automated system is NOT being used and there is a tie when a judge gave the same score to the tied competitors. The judge who gave the same score must select a winner. If the judge had to manually adjust his or her score due to the Maximum Deviation Rule (See Article VII), then the judge must select the winner based on the unadjusted score. If the judge gave the same score to the two tied competitors, not as a result of the Maximum Deviation Rule (See Article VII), then he or she must select the winner. For example:

- o Judge 1 gave competitor A 9.99 and competitor B 9.98 – competitor A gets 1 point
- o Judge 2 gave competitor A 9.98 and competitor B 9.99 – competitor B gets 1 point
- o Judge 3 gave competitor A 9.96 and competitor B 9.96.

Judge 3 must select the competitor who they believe did the best form or weapon routine and who they select will be the winner.

- **Total Score.** This tiebreaker format is used with 5 or 7 judges and is the second method applied in the tie-breaker methodology. This step is only applied if the tie could not be broken using the majority of the judges. In this process the high and low scores (that were dropped) are added back in and will be used to total the overall score of each tied competitor. Example:

Judge 1	Judge 2	Judge 3
Competitor A 9.98	9.99 9.99	9.97 9.96
Competitor B 9.97	9.98 9.96	9.99 9.99
Competitor C 9.99	9.97 9.98	9.98 9.98

The calculation of scoring rules is applied and competitor A has a score of 29.94 (24) having dropped Judge 1 and Judge 5 scores. Competitor B has a score of 29.94 (24) having dropped Judge 2 and Judge 4 scores. Competitor C has a score of 29.94 (24) having dropped Judge 3 and Judge 1.

We first apply tie breaking methodology 1 which is the majority of judges. In this example, Judge 1 and Judge 4 gave the highest score to Competitor A; Judge 2 and Judge 5 gave their highest score to competitor B; and Judge 3 have the highest score to Competitor C. The majority of judge's rule cannot break the tie so we must apply tie breaking methodology two which is sum of the judges scores.

For competitor A we add back Judge 1 and Judge 5 and calculate a total score of 49.89 (39); competitor B we add back Judge 2 and Judge 4 and calculate a total score of 49.89 (39); and for competitor C we add back Judge 1 and Judge 3 and calculate a total score of 49.90 (40). Competitor C's overall score is higher and is the winner.

The following summarizes the methodology that will be used, with the **initial total score is a tied score** and is based on the number of judges.

#### Three Judges:

1. Majority of the judge's
2. Judges determine the winner
3. Re-run the tied competitors

#### Five or Seven judges:

Breaking a tie(s) with 5 or 7 judges will require the dropped judges score (low and high score) are included to break the tie(s).

1. Majority of all judge's
2. Judges determine the winner (breaks ties – if same score

given to 1 or more competitors)

3. Total score of all the judges
4. Re-run the tied competitors

### RELATIVE RANKING

#### RELATIVE RANKING RULE

The Relative Ranking Rule has replaced the old "score-as-you-go" system in all divisions at all NASKA tournaments. Since all competitors run their forms before anyone is scored, this system eliminates the possible disadvantage early-running competitors were subject to, and the scoring advantage last-running seeds may have enjoyed. In addition, it prevents judges from getting "boxed-in" by giving scores too high early on, and eliminates "scoring creep" where judges who starts with very low scores gradually raises his/her scores as the divisions progresses.

#### HOW IT WORKS

For the Relative Ranking Rule to operate properly, all judges must use the scoring worksheets provided in the ring boxes. As each competitor runs their form, they are given a place number relative to the competitor who has already run. (For example, each judge gives the first competitor up a "1" next to his/her name on the worksheet.)

The next competitor gets a "2" if their form isn't as good; or if their form is better, they get a "1" and the first competitor get his "1" changed to a "2". The third competitor then gets a number that grades his form relative to the first two, and so on down the division. When all competitors have run, each judge's Worksheet will have all the competitor's names listed in the order they ran, but with numbers next to their names that reflects their place relative to one another.

#### EXAMPLE IF FOUR COMPETITORS ARE IN DIVISION

JOHN DOE	II	9.98	2 <sup>nd</sup>
BOB SMITH	III	9.96	3 <sup>rd</sup>
KEN BLACK	I	9.99	1 <sup>st</sup>
LARRY JAY	IIII	9.95	4 <sup>th</sup>

The Center Judge will then allow up to two minutes for the judges to assign decimal scores to each competitor based on their relative ranking. Each judge decides how high to score his number "1" competitor – usually a 9.99 or 9.98 in the black belt divisions – and assigns that score to the top competitor. The number "2" competitor will be scored one-hundredth lower at 9.98 or 9.97 (or even lower if the judge feels there was a great gap between the number "1" and number "2" competitors). Number "3" will get a score at least one-hundredth lower than number "2, and number "4" will get a score at least one-hundredth lower than number "3".

This is done until all the competitors are ranked relative to each other. None of the top four competitors ever receives the same score, and the top four scores a judge gives are only given once. A judge may give the same score to competitors he/she has ranked as "5" or lower, though it is discouraged unless there are many competitors in the division and giving incrementally lower scores would take the lower-ranked competitors to scores that were undeservedly low. (Judges may prefer to use slash marks rather than numbers to rank each competitor: I, II, III, IIII and so on. By using this method, you do not have to mark out or erase as often, you only add slashes.)

Once all judges are ready, the Center Judge will have each competitor step forward as his or her scores are announced, using the Maximum Deviation Rule.

#### Maximum Deviation Rule

Divisions with three officials will use the Maximum Deviation

Rule. Since high and low scores are not dropped when three officials are used, the Maximum Deviation Rule has a similar effect of limiting the impact of a judge's score that is significantly higher or lower than the other judge's scores. This prevents a single score from being so high or so low that it controls the placing order.

When a form or other performance is ready to be scored, the center official will say "Ready", then, "Check", at which point the three judges show their score to each other only (not to the competitors or spectators).

The center official will then look at the 3 scores to determine which one is the middle score (for example, a 9.92, 9.96 and a 9.95 – the 9.95 is the middle score. The other 2 scores must be .02 from the middle score. So, in the example the 9.92 must be upgraded to 9.93.

Other than this mandatory adjustment, a judge may not change his score. If no score is more than .02 higher or lower than the middle score, then there is no adjustment.

After assuring that any necessary adjustment has been made, the Chief Official then says, "Score", and the scores to the audience, the competitors, and the scorekeeper as usual.

## **NASKA FORMS AND WEAPONS DIVISIONS**

### **TRADITIONAL**

These forms must capture the essence of classic martial arts movements, displaying the traditional techniques, stances, footwork, and weapons. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus.

Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, performance of the following movements will result in a downgrade of the form, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division:

- a) Movements that involve more than a 360-degree spin;
- b) Require the body to be inverted more than parallel to the floor;
- c) More than two kicks with the same leg without putting the foot down in between;
- d) Front or back flips;
- e) Cartwheels;
- f) Front or side leg splits;
- g) Releases of the weapon other than simple hand switches;
- h) or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here.  
(EXCEPTION – A Forward Roll is a legal Traditional Technique.)

### **Commentary**

There has been a great deal of debate among reputable martial artists regarding whether a form or series of moves are outside of the bounds of the Traditional Division. Because NASKA is a tournament circuit open to all styles and schools (across the nation and around the world) and from which judges are utilized, each competitor must make his or her own decision regarding whether to include movements, which might be to be objectionable for the Traditional Division. Just like the extreme and creative competitors, the traditional competitors will try to extend the base of the rules that govern the traditional divisions to gain an advantage over their competition. If there is something performed in a traditional form or weapon division that is not covered by the above

rules, the NASKA Rules Officials will make the decisions if a technique is a legal or illegal move.

### **CREATIVE**

The Creative Division allows forms to include contemporary martial arts techniques that have evolved over the last 30 years. These may be added to a traditional form, or the form may be devised in its entirety by the competitor. The Creative Division was formerly known as the Open Division and before that the American Division.

A form in the Creative Division must **ONLY** include techniques which originate from martial arts and like the Traditional Division, emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus. Spinning kicks, jump spinning kicks, flying kicks, multiple kicks, splits, weapon twirls, weapon releases, and other creative martial arts techniques are permitted.

Performance of the following movements will result in a downgrade by the judges, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division:

- a) Movements that involve more than a 360-degree spin;
- b) require the body to be inverted more than parallel to the floor;
- c) or are similar to movements found in gymnastics and/or non-martial arts disciplines;
- d) or forms that meet the above definition of strictly traditional forms.

Although one creative move qualifies a competitor for the creative divisions, it should be expected that a creative form or weapon routine with multiple creative moves of good quality would prevail as the winner, assuming all other criteria is met.

The following techniques are legal in the Creative Divisions and will be score as any other techniques (power, speed, balance, and proper execution):

- a) Butterfly kick;
- b) Illusion kick;
- c) Forward Roll;
- d) Kip Up.

### **Commentary**

The Creative Division is intended for those competitors who do not wish to compete with a strictly traditional form, and/or do not wish to compete against other participants who execute extreme gymnastic-type movements.

Over the past several years, it was often observed that judging these "creative" forms in the same division with forms including extreme martial arts "tricks" was essentially comparing apples and oranges, and to be more fair to the participants these divisions should be separated. NASKA has therefore created a separate "Extreme Division", as detailed below, separate and distinct from the Creative Division, thus allowing the Creative Division to include only those forms with movements that originate more inherently from the classic martial arts systems.

Regarding the Creative Weapons Divisions, it is important to note that any weapons movement shall NOT be a factor in determining whether the weapons form constitutes a Creative or Extreme Form. The determining factor shall be the particular body movements as defined below in the Extreme Divisions.

Consequently, a Creative Weapons competitor is permitted to perform any weapons move (i.e., twirls, releases, spins, etc.), but is not permitted to perform "Extreme" body movements (i.e. flips, 540 and above spins, or any inverted body moves, etc.).

## New Revisions

The following are techniques that are legal in the Creative form/weapon divisions: Butterfly Kick, Illusion Kick, Forward Roll and Kip Up. They will be scored as any other techniques: power, speed, balance and proper execution.

## EXTREME

The Extreme Divisions allow the competitor to perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. However, (1) at least half of the form must originate from martial arts techniques, and (2) the competitor must execute at least one technique that involves an inverted move or greater than 360-degree spin.

Emphasis is placed on:

- a) the quality of execution of techniques and movements;
- b) martial arts skills,
- c) balance, speed, and power;
- d) degree of difficulty;
- e) and showmanship.

In addition, only those movements that portray a definite offensive or defensive martial arts purpose, or are included to illustrate extreme flexibility or agility, are allowed. Inclusion of other movements, or the performance of a form or weapon from meeting the criteria above for a Traditional or Creative form, will result in a down grade by the judges, or upon a unanimous vote of the judges, a "no score" as a form inappropriate for the division.

NOTE - Although one extreme move qualifies a competitor for the extreme divisions, it should be expected that an extreme form or weapon routine with multiple extreme moves of good quality would prevail as the winner, assuming all other criteria is met.

**Commentary:** As martial arts evolves from the Traditional to Creative to Extreme, this category allows for the integration of techniques and movements from all martial art styles, gymnastics, acrobatics, dance, and athletic disciplines. If a competitor wishes to participate in a division with moves not permitted in the Traditional and Creative Divisions but meeting the guidelines described here, the competitor should compete in the Extreme Division.

## MUSICAL

The Musical Divisions requires an empty hand form or weapons form to meet all the above criteria for a Traditional, Creative, and Extreme form, and additionally meet the requirements of the "Divisional Music Rule" below.

## DIVISIONAL MUSIC RULE

Music Choreography should be judged as follows:

- a) The movements of the form must be accented by and performed in conjunction with specific beats, notes, or words in the music. Simply performing your form to the same rhythm or cadence of a song is not satisfactory.
- b) If sound effects are added to the music, the form should not solely be choreographed to the added sound effects.
- c) Music and sound effects should appropriately match each other, and set the overall mood for each performance.
- d) Overall, all music, and sound effects used, must compliment the form, and both the form and music should be judged together and viewed as an overall performance, not simply as a form performed with music playing.

Each competitor must provide a music player of reasonable and non-intrusive size at ringside to play his or her music, and an attendant at

the player who must be present at all times during the performance (unless it is advertised that music players will be supplied). As each form begins, a music volume check must be made, during which time the player attendant will look to the center judge for a nod of approval or a signal to lower the volume. Once this volume is set, it may not be increased during the performance of the form.

**Commentary:** If a competitor chooses to use music in a grand championship division to a form that does not require music, the "Divisional Music Rule" does not apply.

**Commentary:** If a competitor receives a "no score" decision by the judges because they feel the competitor's form is not appropriate for the division, the competitor is not allowed to redo his/her form or weapon form in that division. It is the responsibility of the competitor to read and understand the rules of the division he/she is competing in before competition starts.

## Chinese

A Form or Weapon routine in the Chinese Division can include techniques which originate from the style of martial arts the competitor represents and emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus.

The movement of the competitor will determine what NASKA runoff or Grand the Chinese competitor will compete in. Movement of the following will place the Chinese Competitor in the NASKA CMX (Creative, Musical, or Extreme) runoff / Grand:

- (a) Movements that involve more than a 360-degree spin;
- (b) require the body to be inverted more than parallel to the floor;
- (c) or are similar to movements found in gymnastics and/or non-martial arts disciplines;
- (a) Butterfly kick;
- (b) Illusion kick;
- (g) Kip Up.

Should a Chinese competitor enter a NASKA division that is not declared Chinese Division (Musical, Creative or Extreme, the competitor must follow the standard rules for that Division.

Music is not allowed in the Chinese Divisions, as NASKA offers a Musical Division for both Forms and Weapons.

**Kenpo or Kempo** There are various styles of Kenpo and Kempo that can compete in this division. Although consideration should be given if the system / style is related to Chinese origin / style, then the competitor may elect to compete in the Chinese Division. A Form or Weapon routine in the Kenpo or Kempo Division can include techniques which originate from the style of martial arts the competitor represents and emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus. The movement of the competitor will determine what NASKA runoff or Grand the Kenpo or Kempo competitor will compete in. Movement of the following will place the Kenpo or Kempo Competitor in the NASKA CMX (Creative, Musical, or Extreme) runoff / Grand: Movements that involve more than a 360-degree spin; require the body to be inverted more than parallel to the floor; or are similar to movements found in gymnastics and/or non-martial arts disciplines; Butterfly kick; Illusion kick; Kip Up. Should a Kenpo or Kempo competitor enter a NASKA division that is not declared Kenpo or Kempo Division (Musical, Creative or Extreme, the competitor must follow the standard rules for that Division.

Music is not allowed in the Kenpo or Kempo Divisions, as NASKA offers a Musical Division for both Forms and Weapons.

## GRAND CHAMPIONSHIPS AND OVERALL GRAND CHAMPIONSHIPS

All competitors must compete in any Grand Championship and/or Overall Grand Championship with the style of forms or weapons (not exact form or weapon) they won with in their division (EXAMPLE – A winner of a creative form cannot compete with an extreme form in the grand championships)

If a competitor wins more than one division, they have the option to select the style of form or weapon of the divisions they won.

All competitors may use music in all Overall Weapons and Forms Grand Championships and Overall Grand Championships runoffs.

Youth Weapons and Forms Grand Championships, music may only be used by competitors in the CMX Youth Grand Championships (this includes creative and extreme winners).

To Compete in an 18+ Divisional Grand Championships, Overall Grand Championships, and/or Runoff in Forms, Weapons and/or Sparring, a competitor must have won an 18+ Division.

**NOTE - New Traditional Challenge** Division. A 30 and older competitors can compete in the 18+ Traditional Challenge and still compete in their regular 30+ Form Weapon's Division.

### WEAPON BREAKS OR AND WEAPON CRACKS

- a) A competitor will be disqualified if he/she breaks their weapon, separates into 2 or more pieces.
- b) If the Weapon cracks, does not separate, the competitor may continue the routine and will not be disqualified. The competitor may have their score lowered, if in the opinion of the judges, the Crack impacted the execution of the form or the effectiveness of the weapon.

### LOSS OF WEAPON CONTROL IN FINALS AND OVERALL RUN-OFFS

- a) Loss of Control is divided into three categories and penalties:
  - I. Category 1 = bobble but no interruption of form = .01 to .03 deduction (Discretion of the judges)
  - II. Category 2 = form interrupted (usually a drop) = .05 deduction
  - III. Category 3 = if the weapons goes out of bounds and/or off platform, or the competitor strikes a spectator, judge, or other person with the weapon regardless of intent = disqualification
- b) Deductions are mandatory, and each judge deducts from his or her score before figuring their Relative Ranking order.
- c) If a competitor drops their weapons twice they will be disqualified.
- d) Score after deductions is subject to adjustment by Maximum Deviation Rule (See Article VII) just like any other score.
- e) If Category 1 or 2 occurs, competitor may continue and be scored, or may bow out and not be scored or placed.
- (b) Disqualification for Category 3 is decision of Center Official or a majority of other judges. Judges only conference is held as soon as weapon goes out of bounds.
- f) A cracked or broken weapon is treated as a loss of control. If the break or crack prevents the weapon from being used as

intended, it is a Category 3.

- g) Rule is used during finals and overall runoffs in all black belt divisions.
- h) In all regular eliminations, Weapon Divisions, a competitor will be disqualified if they drop a weapon and no points or placement is awarded.

## CLASSICAL KATA – TRADITIONAL CHALLENGE FORM

### OVERVIEW AND INTENT

The Classical Kata (Traditional Challenge Divisions) will showcase the patterns of recognized Karate systems from Japan (Shotokan, Shito-Ryu, **NASKA FORMS AND WEAPONS DIVISIONS**)

### TRADITIONAL

These forms must capture the essence of classic martial arts movements, displaying the traditional techniques, stances, footwork, and weapons. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus.

Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, performance of the following movements will result in a downgrade of the form, or upon unanimous vote of the judges, a “no score” as a form inappropriate for the division:

- a) Movements that involve more than a 360-degree spin;
- b) Require the body to be inverted more than parallel to the floor;
- c) More than two kicks with the same leg without putting the foot down in between;
- d) Front or back flips;
- e) Cartwheels;
- f) Front or side leg splits;
- g) Releases of the weapon other than simple hand switches;
- h) or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here.  
(EXCEPTION – A Forward Roll is a legal Traditional Technique.)

### Commentary

There has been a great deal of debate among reputable martial artists regarding whether a form or series of moves are outside of the bounds of the Traditional Division. Because NASKA is a tournament circuit open to all styles and schools (across the nation and around the world) and from which judges are utilized, each competitor must make his or her own decision regarding whether to include movements, which might be to be objectionable for the Traditional Division. Just like the extreme and creative competitors, the traditional competitors will try to extend the base of the rules that govern the traditional divisions to gain an advantage over their competition. If there is something performed in a traditional form or weapon division that is not covered by the above rules, the NASKA Rules Officials will make the decisions if a technique is a legal or illegal move.

### CREATIVE

The Creative Division allows forms to include contemporary martial arts techniques that have evolved over the last 30 years. These may be added to a traditional form, or the form may be devised in its entirety by the competitor. The Creative Division was formerly known as the Open Division and before that the American Division.

A form in the Creative Division must **ONLY** include techniques which originate from martial arts and like the Traditional Division, emphasis will

be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus. Spinning kicks, jump spinning kicks, flying kicks, multiple kicks, splits, weapon twirls, weapon releases, and other creative martial arts techniques are permitted.

Performance of the following movements will result in a downgrade by the judges, or upon unanimous vote of the judges, a “no score” as a form inappropriate for the division:

- a) Movements that involve more than a 360-degree spin;
- b) require the body to be inverted more than parallel to the floor;
- c) or are similar to movements found in gymnastics and/or non-martial arts disciplines;
- d) or forms that meet the above definition of strictly traditional forms.

Although one creative move qualifies a competitor for the creative divisions, it should be expected that a creative form or weapon routine with multiple creative moves of good quality would prevail as the winner, assuming all other criteria is met.

The following techniques are legal in the Creative Divisions and will be score as any other techniques (power, speed, balance, and proper execution):

- a) Butterfly kick;
- b) Illusion kick;
- c) Forward Roll;
- d) Kip Up.

### **Commentary**

The Creative Division is intended for those competitors who do not wish to compete with a strictly traditional form, and/or do not wish to compete against other participants who execute extreme gymnastic-type movements.

Over the past several years, it was often observed that judging these “creative” forms in the same division with forms including extreme martial arts “tricks” was essentially comparing apples and oranges, and to be more fair to the participants these divisions should be separated. NASKA has therefore created a separate “Extreme Division”, as detailed below, separate and distinct from the Creative Division, thus allowing the Creative Division to include only those forms with movements that originate more inherently from the classic martial arts systems.

Regarding the Creative Weapons Divisions, it is important to note that any weapons movement shall NOT be a factor in determining whether the weapons form constitutes a Creative or Extreme Form. The determining factor shall be the particular body movements as defined below in the Extreme Divisions.

Consequently, a Creative Weapons competitor is permitted to perform any weapons move (i.e., twirls, releases, spins, etc.), but is not permitted to perform “Extreme” body movements (i.e. flips, 540 and above spins, or any inverted body moves, etc.).

### **New Revisions**

The following are techniques that are legal in the Creative form/weapon divisions: Butterfly Kick, Illusion Kick, Forward Roll and Kip Up. They will be scored as any other techniques: power, speed, balance and proper execution.

### **EXTREME**

The Extreme Divisions allow the competitor to perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. However, (1) at least half of the form must originate from martial arts techniques, and (2) the competitor must execute at least one technique that involves an inverted move or greater

than 360-degree spin.

Emphasis is placed on:

- a) the quality of execution of techniques and movements;
- b) martial arts skills,
- c) balance, speed, and power;
- d) degree of difficulty;
- e) and showmanship.

In addition, only those movements that portray a definite offensive or defensive martial arts purpose, or are included to illustrate extreme flexibility or agility, are allowed. Inclusion of other movements, or the performance of a form or weapon from meeting the criteria above for a Traditional or Creative form, will result in a down grade by the judges, or upon a unanimous vote of the judges, a “no score” as a form inappropriate for the division.

NOTE - Although one extreme move qualifies a competitor for the extreme divisions, it should be expected that an extreme form or weapon routine with multiple extreme moves of good quality would prevail as the winner, assuming all other criteria is met.

**Commentary:** As martial arts evolves from the Traditional to Creative to Extreme, this category allows for the integration of techniques and movements from all martial art styles, gymnastics, acrobatics, dance, and athletic disciplines. If a competitor wishes to participate in a division with moves not permitted in the Traditional and Creative Divisions but meeting the guidelines described here, the competitor should compete in the Extreme Division.

### **MUSICAL**

The Musical Divisions requires an empty hand form or weapons form to meet all the above criteria for a Traditional, Creative, and Extreme form, and additionally meet the requirements of the “Divisional Music Rule” below

#### **DIVISIONAL MUSIC RULE**

Music Choreography should be judged as follows:

- a) The movements of the form must be accented by and performed in conjunction with specific beats, notes, or words in the music. Simply performing your form to the same rhythm or cadence of a song is not satisfactory.
- b) If sound effects are added to the music, the form should not solely be choreographed to the added sound effects.
- c) Music and sound effects should appropriately match each other, and set the overall mood for each performance.
- d) Overall, all music, and sound effects used, must compliment the form, and both the form and music should be judged together and viewed as an overall performance, not simply as a form performed with music playing.

Each competitor must provide a music player of reasonable and non-intrusive size at ringside to play his or her music, and an attendant at the player who must be present at all times during the performance (unless it is advertised that music players will be supplied). As each form begins, a music volume check must be made, during which time the player attendant will look to the center judge for a nod of approval or a signal to lower the volume. Once this volume is set, it may not be increased during the performance of the form.

**Commentary:** If a competitor chooses to use music in a grand championship division to a form that does not require music, the “Divisional Music Rule” does not apply.

**Commentary:** If a competitor receives a “no score” decision by the judges because they feel the competitor’s form is not appropriate for the division, the competitor is not allowed to redo his/her form or weapon form in that division. It is the responsibility of the competitor to read and

understand the rules of the division he/she is competing in before competition starts.

### **WEAPON BREAKS OR AND WEAPON CRACKS**

- a) A competitor will be disqualified if he/she breaks their weapon, separates into 2 or more pieces.
- b) If the Weapon cracks, does not separate, the competitor may continue the routine and will not be disqualified. The competitor may have their score lowered, if in the opinion of the judges, the Crack impacted the execution of the form or the effectiveness of the weapon.

### **LOSS OF WEAPON CONTROL IN FINALS AND OVERALL RUN-OFFS**

- a) Loss of Control is divided into three categories and penalties:
  - I. Category 1 = bobble but no interruption of form = .01 to .03 deduction (Discretion of the judges)
  - II. Category 2 = form interrupted (usually a drop) = .05 deduction
  - III. Category 3 = if the weapons goes out of bounds and/or off platform, or the competitor strikes a spectator, judge, or other person with the weapon regardless of intent = disqualification
- b) Deductions are mandatory, and each judge deducts from his or her score before figuring their Relative Ranking order.
- c) If a competitor drops their weapons twice they will be disqualified.
- d) Score after deductions is subject to adjustment by Maximum Deviation Rule (See Article VII) just like any other score.
- e) If Category 1 or 2 occurs, competitor may continue and be scored, or may bow out and not be scored or placed.
- (b) Disqualification for Category 3 is decision of Center Official or a majority of other judges. Judges only conference is held as soon as weapon goes out of bounds.
- f) A cracked or broken weapon is treated as a loss of control. If the break or crack prevents the weapon from being used as intended, it is a Category 3.
- g) Rule is used during finals and overall runoffs in all black belt divisions.
- h) In all regular eliminations, Weapon Divisions, a competitor will be disqualified if they drop a weapon and no points or placement is awarded.

Goju-Ryu, Wado-Ryu, Chito-Ryu) and Okinawa (Shorin-Ryu, Isshin-Ryu, Goju-Ryu, Uechi-Ryu). Competitors must perform a recognized unaltered/unmodified kata from one of the above systems and no additions or deletions of movements are allowed. School variations are permitted provided the movements maintain the structural integrity of the original kata.

### **Commentary**

Unlike the Japanese/Okinawan division (NASKA), competitors must only perform unmodified katas from Japanese or Okinawan Karate systems. Competitors who choose to alter/modify a classical working or add/delete moves are strongly encouraged to enter the NASKA Japanese/Okinawan division as such changes to the kata will result in disqualification in the Traditional Challenge division.

### **SPECIFIC CRITERIA**

Although Okinawan and Japanese styles have many stylistic similarities, the following subtle differences must be observed:

- a. **Japanese** styles (i.e. Shotokan, Wado-Ryu, and Kyukoshinkai) generally have:

- i. *lower chamber, longer and wider stances (especially zenkutsu-dachi);*
- ii. *horse stances with toes pointing parallel (kiba dachi);*
- iii. *emphasis on use of back stance (or kokutsu dachi);*
- iv. *and thrusting kicks with maximum height to the competitor own chin.*

- b) **Okinawan** styles (i.e. Shorin-Ryu, Isshin-Ryu, and Ryuei-Ryu) generally have:

- i. *higher chamber;*
- ii. *higher and shorter stances (more use of natural stance and sanchin dachi);*
- iii. *horse stances with toes pointing outward (shiko dachi);*
- iv. *emphasis on use of cat stance (neko ashi dachi);*
- v. *and snap kicks with maximum height to the competitor own chest.*

### **COMPETITION ATTIRE**

Competitors must wear a clean, all white traditional uniform. Sleeve length must pass the elbows, uniform bottoms must be past (below) the knee in length. Competitor must wear black belt.

### **KEY ELEMENTS OF SCORING**

Competitors will be judged/scored on focus (kime), proper execution of technique (punches, kicks, and stances), proper breathing and hip rotation.

Judges take into account and evaluate the competitor on:

- a) basic techniques, stances, punches, blocks and kicks executed with balance, strength and focus;
- b) Eyes (Visual Expression of the Competitor);
- c) The Pace of the Kata, Breathing (Proper Exhalation);
- d) and focus of attention (chakugan).

The competitor must have an understanding of application (bunkai) and the criteria specific to the individual kata.

Specifics:

- a) Kia – Minimum of two (2), Maximum of four (4);
- b) Kicks – Standing kicks must not go above the competitor's shoulder;
- c) Stances must not break parallel.

### **SCORING/OFFICIATING**

Five judges are the standard numbers of judges that will be used; however, it is acceptable to use only three judges. If (5) judges are used, the highest and lowest scores will be dropped and the remaining three scores will be added together. A scoring range of 9.90 to 9.99 will be used in the eliminations; a range of 9.96 to 10 will be used in the finals. Seating in all four (4) corners, center referee located in the middle.

### **PROCEDURE**

The following procedures will be used by the Officials.

- a) Seeds are selected, per NASKA Seeding Rules, see Article XII.
- b) The remaining Competitors will be shuffled to determine the order. Center Judge is responsible for this task.
- c) Time Limit: 4 minutes, the clock starts when competitor enters the ring. The competitor will bow in and announce the name of the Kata only. He or she will be recognized by the center judge and the kata may begin.

### **OFFICIAL'S DUTIES IN PROCEDURE**

- a) One Official is designated to count the Kia;

- b) One official will watch for the height of the kick;
- c) The Center Official (*who is the highest most experienced rank*) will raise a hand if the form is indeed traditional.
- d) Upon approval, the judges will make notes on their board as to how they will score.
- e) After seeing all the competitors, scoring begins for each competitor.
- f) Competitors will line-up in the order they competed in to be scored.
- g) Disqualified competitors receive no score.

## DISQUALIFICATION

Competitors may be disqualified for one of the following:

- a) Doing a non-traditional form (altered or made up);
- b) Kia rule not followed (too many or not enough);
- c) Out of bounds;
- d) Sportsmanship not adhered to;
- e) Excessive stance violation.

## KATA LIST

The list of katas below are the ones recognized by the WKF and JKF for the four major styles of Japanese Karate (Goju, Shito, Wado and Shotokan) and the Okinawan Prefecture Karate Rengokai for the Okinawan styles (Goju, Shorin, Uechi, Isshin and Ryuei-Ryu). Only the Katas listed below can be performed. Style-specific alternate names are also indicated.

School variations are permitted. However, alterations and modifications including (but not limited) to adding or deleting movements or altering the structure of the classical form are not permitted.

Annan,  
 Annanko  
 Aoyagi  
 Bassai/Passai – Matsumura  
 Bassai/Passai – Tomari  
 Bassai/Passai Dai  
 Bassai/Passai Sho  
 Chinte  
 Chinto – Tomari (Shotokan: Gankaku Sho)  
 Chinto (Shotokan: Gankaku)  
 Fukyu (all versions)  
 Gekisai 1 and 2  
 Gojushiho Dai  
 Gojushiho Sho  
 Hakutsuru/Hakucho  
 Hangetsu  
 Heiku  
 Jiin  
 Jion  
 Jitte  
 Juroku  
 Kanchin  
 Kanku Dai (Shorin-Ryu Kusanku Dai or Shito-Ryu Kosokun Dai)  
 Kanku Sho (Shorin-Ryu Kusanku Sho or Shito-Ryu Kosokun Sho)  
 Kanshiwa  
 Kanshu  
 Kosokunshiho (Shito-Ryu)

Kururunfa  
 Kusanku – Chatanyara  
 Meikyo  
 Nipaipo (Standard Shito Ryu version only) / Nijuhachiho (Shotokan)  
 Niseishi (Shotokan : Nijushiho)  
 Paiku  
 Paipuren  
 Pinan / Heian 1 – 5  
 Rohai  
 Saifa  
 Sanchin  
 Sanseiru  
 Sanseiru (Uechi-Ryu version)  
 Seichin  
 Seipai  
 Seirui  
 Seisan (all versions)  
 Seiunchin  
 Shinpa  
 Shishochin  
 Sochin (Shotokan and Shito-Ryu versions)  
 Sunsū (Isshin Ryu)  
 Suparinpei/Peichuririn  
 Taikyoku (all versions)  
 Tekki 1 – 3 (Okinawan: Naihanchi)  
 Tensho  
 Unshu (Shito Ryu)  
 Unsu (Shotokan)  
 Wankan (Shotokan)  
 Wankan (Shito Ryu: Matsukaze)  
 Wansu (Shotokan : Empi)

## BLACK BELT TEAM SPARRING

### TEAM DIVISIONS

- a) 3-Man Team Sparring (Max 4 Team Members)
- b) 2-Women Team Sparring (Max 3 Team Members)
- c) 3-Boy Youth Sparring Teams
- d) 2-Girl Youth Sparring Teams
- e) Senior Teams

### ADULT TEAMS

When teams are called to the sparring surface (mat), only the 3 or 4 male competitors and 1 coach or 2 or 3 women competitors and 1 coach can appear on the mat. All other team members and coaches must remain off the mat and/or sparring area.

A team may only declare 3 or 4 male team competitors per event/tournament or 2 or 3 female team competitors. In other words, a team **may not** bring in a 5<sup>th</sup> competitor for men or a 4<sup>th</sup> for women at that event/tournament.

If Team Sparring is an event at the night-time final or moved to a new ring during eliminations, it is the Promoter responsibility to ensure each team card, of the teams competing, is moved to the new ring and / or with the documentation for the night-time finals.

Competitors must be 18 years old or older (NASKA Age Rule). No youth competitor can participate in Adult sparring competition.

- a) Teams must submit a roster for their team to NASKA at the time a new team is formed to earn points and use their seed.

- b) Teams are allowed to add a new member to their team. They must submit the new member to NASKA to earn points and use their seed.
- c) A team may pick up and use a competitor / competitors that are not listed on their roster with NASKA at any event/tournament. However, they will not earn any points or be allowed to use their seed.
- d) Pick up teams are allowed; however, the teams will not earn any rating points until they register with NASKA. To earn points and a seed, each team member must be a registered NASKA member.
- e) A team may have multiple coaches but only one coach can be designated to coach at one time. The coach will be required to sit in a chair and follow the rules for coaching. (See Section 9.08)
- f) All teams must obtain a team card at registration or from the Tournament NASKA Black Belt Arbitrators and declare who will participate at the event/tournament.
- g) All team competitors, 3 or 4 for men, 2 or 3 for women, must be listed on the card and submitted at the ring prior to start of the division. It is the responsibility of the promoter to provide the team cards for competition.
- h) When teams are called to the sparring surface (mat), only the 3 or 4 male competitors and 1 coach or 2 or 3 women competitors and 1 coach can appear on the mat. All other team members and coaches must remain off the mat and/or sparring area.
- i) A team may only declare 3 or 4 male team competitors per event/tournament or 2 or 3 female team competitors. In other words, a team may not bring in a 5<sup>th</sup> competitor for men or a 4<sup>th</sup> for women at that event/tournament.

### SENIOR AND JUNIOR SPARRING TEAMS

Where ages are different, the appropriate ages must be matched together (**Exceptions** below.)

A coin flip will determine which team will send an initial competitor and the other team must send a matching age competitor.

- a) Junior 3-Boy Sparring Teams and Junior 2-Girl Sparring Teams  
A younger age category competitor can compete up 1 age category older (EXAMPLE – A 13 & younger age category can compete up into the 14-15 age category and/or a 14-15 age category competitor can compete up into the 16-17 team age category). Same for Girl's age categories as well.
- b) Senior Sparring Teams  
An older age category competitor can compete down in a younger age category but a younger age category competitor cannot compete up into an older age category.

### TEAM MEMBERS

Since there are only 3 individual team rounds for men and 2 individual team rounds for women, a men's team that has 4 members and a women's team that has 3 members have an additional member. The additional member can be used at any time – See Section 9.06.

. Any player on a 4-man team or a 3-woman team can be used equally but can only fight once in a team round (**Exception:** see ties and overtime period).

The additional member can be used as a strategy in any round during a match, but the 4 men team members and 3 women team members must be declared when the teams are called to the mat, prior to the start

of the first team round. The competitors / members must match the names presented on the team card, at the start of the competition.

After the start of the team's first round only the team members that are declared can be used in any additional rounds at a single tournament. A specific member does not have to be named as the substitute since any 4 members on men's teams and any 3 members on women's teams can be used equally in the 3 men fights and 2 women fights.

### INJURY

Any declared Team Member, who has not completed during the match, can replace an injured competitor that cannot continue during a match. If this happens, the injured competitor cannot be used again in the team event at that tournament. (If it is considered by the officials, with great certainty, that a fighter is faking an injury for any reason the fighter can be disqualified). See Section 9.11 - Disqualified Competitor.

### MATCH RULES

- a) A flip of a coin will determine who sends out the first competitor. The winner of the coin flip can decide to send the first competitor or have the other team send out first. After the first competitors, the teams then alternate who must send out a fighter first to be matched by the other team.
- b) All matches are 90 seconds long.
- c) The competitor who earns a 10-point spread or is ahead at the end of 90 seconds is declared the winner of the first 2 matches (first match only in 2 –women teams). If either or both of the first 2 matches end in a tie, they remained tied. No run-off, of ties, in the first 2 matches (or match 1 of 2-women)
- d) The final match is total points match using the full 90 seconds.
- e) The team with the most accumulated points wins, **but the accumulated score is a must win by 2 points.**
- f) If at the end of the final match the accumulated score is a tie, **or 1 point separates the teams**, overtime is required to determine the winner.
- g) In overtime, a coin toss will determine who will send out a fighter to finish the match. The winner of the coin flip can decide to send out first or have the other team send out first.

### GENERAL RULES – TEAM SPARRING

- a) All regular NASKA **Light** touch point calling rules will apply.
- b) Out of Bound, falling down or **excessive** running (as determined by the head official) around the ring will be considered an attempt to avoid competition and the other competitor will be awarded a point.
- c) A competitor is considered out of bound when they have both feet off the sparring area (mat). If the competitor is out of bounds without being kicked out or physically pushed out of bounds, their opponent will receive 1 point.
- d) If a competitor goes out of bounds while the other competitor is kicking or punching, **near the competitor WITHOUT actually touching the** competitor, the competitor will be considered leaving the sparring area to avoid competition and the other competitor will receive a point. A fighter must stay **engaged** in the match if he goes at of bounds **not to be penalized.**
- e) If the out-of-bound competitor is scored on, with a legal technique, before the center official calls STOP, then the in-bounds competitor can receive a score for the technique and the penalty point from the other competitor going out of bounds to avoid fighting.
- f) If a fighter touches the ground / mat with, with any part of their body, except their feet or 1 hand, they are considered down.

- g) A point cannot be scored by a down competitor and a downed competitor cannot be score on. If an upright competitor strikes a down competition they can be penalized.
- h) A competitor who leaves their feet while in-bounds, must land with at least one foot in-bounds to score a point.
- i) All scoring techniques to regular legal targets will be:
  - i. 1 point for any hand technique
  - ii. 2 points for any kicking technique
  - iii. 3 points for a jump-spinning kick to the head.

## COACHES

- a) Teams may have a coach or coaches but only one **designated** coach at a time.
- b) Only the designated coach at the time of a protest and arbitration can speak on behalf of the player.
- c) Coaches may be team members.
- d) Coaches may be changed from one fight to another but if a change is made the Center Official must be notified of the change for it to be **official**.
- e) The **designated** coach of a team must stay seated in the designated coaching chair anytime a match is in progress.
- f) A coach may stand before a match is started, between rounds, during timeouts and once the sparring match is over.
- g) **Coaching Penalty:** If a coach leaves his/her chair, during a sparring match, a penalty point will be awarded to the opposing team for the first, second and third time it occurs. A flag or other tool will be provided, at the coach's chair, to throw into the ring to call for a judgement or protest. However, if the center official has ruled a judge's call was late and therefore not considered, arbitration cannot be requested. On the 3<sup>rd</sup> occurrence in any one round the coach and coach's competitor will be disqualified. (See Section 9.11)
- h) A disqualified player and coach can be replaced for further team rounds/matches.
- i) Penalty points on coaches are issued on the coach's player of that round.
- j) Since the coach and player are considered the same as far as penalties go, if a player already has a penalty point and the coach receives 2 penalty points for standing, etc. the player is automatically disqualified because 3 penalty points were received in one round.
- k) Just like a player, coaches can be penalized or disqualified for unsportsmanlike behavior. If a coach is disqualified they can be replaced.

## INJURED TEAM COMPETITOR

- a) The medic has the final determination if a competitor may **NOT** continue, with **NO** exceptions.
- b) If a competitor is injured not due to a penalty they are allowed 4 minutes to determine if they can continue, starting immediately. The time may be extended two additional minutes, once the medic reaches the competitor. It is the center official's responsibility to communicate with the medic and determine if additional time will be allowed. The center official must then inform the scorekeeper who is keeping up with the time of the delay. A medic can always request an extension time to properly determine if the competitor can continue.

The maximum time that can be allocated to determine if a

competitor can continue is 8 minutes.

- c) After the time, has expired, they must continue or will be declared unable to continue. If they are declared unable to continue the 4<sup>th</sup> team **competitor / member** completes the sparring match in progress, provided he / she have not already competed during the match.
- d) On a third request for an injury timeout, the competitor will NOT be allowed to continue. The Referee and Judges will follow normal protocol to see if the injury was the results of an illegal technique.
- e) If it is determined the injured competitor cannot continue due to a penalty as determined by center referee and judges the uninjured competitor is **disqualified**.
- f) If the competitor cannot continue **due to a penalty**, the injured competitor will receive 10 points as a result of the disqualification. The competitor who committed the violation will get 0 points for that round.
- g) If a competitor cannot continue because of an injury where there is no penalty call and they do not have an alternate to continue the match, the uninjured competitor will receive a ten-point spread unless it is the **last match**. If the injury happens, in the last match, the other team will be declared the winner even if they have less points at that time.
- h) If a competitor is disqualified in the last match the other team automatically will be declared the winner of that team match.
- i) If two or more competitors are injured, the team could win the match, but will NOT be allowed to continue in future matches at the tournament.
- j) Once a competitor is injured and replaced by the alternate, the injured competitor cannot compete for the remainder of the team sparring competition.
- k) If something happens in the team sparring competition that cannot be answered by the rules stated, the "NASKA Fairness Rule" will come into play.

## PENALTIES AND WARNINGS

- a) **NO WARNINGS** are issued in NASKA Black Belt sparring. Penalty points are issued immediately for breaking the rules.
- b) A penalty point will be issues if a competitor, as determined by the center official:
  - i. *Goes out of bounds to avoid competition;*
  - ii. *Falls down to avoid competition;*
  - iii. *Runs around the ring to avoid competition;*
  - iv. *Stalling and/or not attempting to engage the other competitor;*
  - v. *Excessive contact, as deemed by the center official;*
  - vi. *Pushing a competitor out of bound, as deemed by the center official;*
  - vii. *A coach stands up or leaves the coach's chair during the match;*
  - viii. *A competitor arrives at the ring without the proper equipment;*
  - ix. *A sparring match is ready to start and the competitor is delaying his / her entry in the ring;*
  - x. *Form/Weapon competitor delays entering the ring*
  - xi. *Competitor refuses to leave the immediate sparring area an additional penalty point may be issued;*
  - xii. *Late strikes after call to stop;*
  - xiii. *Retaliation strike from a competitor;*
  - xiv. *Competitor's equipment is incorrectly fitted or **properly secured and** continues to fall off or requires*

*adjustments; or*

- xv A competitor purposely removes their equipment.
- c) Once a competitor receive 3 penalty points they are disqualified.

If a penalty is called on one or both competitors, the penalty point(s) must be issued to the competitor(s). This ensures the penalties are counted to determine an automatic disqualification. For example; both competitors continue to spar after STOP is called. The Center Official calls a penalty on both competitors, one-point penalty should be issued to both competitors.

#### **DISQUALIFIED COMPETITOR**

Loses all points they have earned in the match.

If during the final match, his/her team cannot win, the opposing team will be declared the winner.

Any competitor who injures a competitor with an illegal technique.

Any competitor, team member, or coach who enters the sparring area, in the event an altercation happens, and accelerate the altercation / does not attempt to control their competitor, will be disqualified. (EXAMPLE – A fight between 2 competitors, if any the above enters the sparring area and throws a punch or kick, they will immediately be disqualified.)

If anyone refuses to leave, security will be called and a suspension and/or tournament disqualification (Tournament Disqualification is where the disqualified person(s) must leave the tournament site) would be given to that individual or individuals.

If 2 or more members, of any team are disqualified in one match, the team is automatically disqualified and cannot continue.

A disqualified competitor cannot be used in any remaining matches in a tournament team event.

In the event that a team sparring competitor continues to fight after the match is called to stop, it is the responsibility of the Center Official and Corner Judges to control the competitors. If a coach(s) and/or team member(s) come into the ring during this time and restrict the officials from following through on their responsibility of controlling the competitors, the team or teams can be disqualified.kk

#### **TEAM SYNCHRONIZED FORMS AND TEAM DEMONSTRATION TEAM SYNCHRONIZED FORMS DIVISION**

Team Synchronized Forms is defined as a group organized to function cooperatively in a joint effort. Synchronized: Working at same time or rate/ Go together or happen at the same time/ Working in unison/ Use of Techniques in a Domino effect

#### **TEAM SYNCHRONIZED FORMS JUDGING**

Synchronize Team Forms will be graded on how well a team is working in a cooperative joint effort with the majority of techniques being executed together, at the same time, in unison and/or in a domino sequence effect.

#### **TEAM SYNCHRONIZED FORMS GENERAL RULES**

- a) Teams are comprised of 2 – 5 members; however, **60%** of the original declared team must be present for the team to earn points;
- b) 4 Minute Maximum Time Limit – Time starts when the first team member steps into the competition ring and ends when the team is obviously finished in the opinion of the Center

Official.

- c) Empty Hand Forms, Weapons Forms or combinations of both are legal.
- d) All the technical Martial Arts skills are graded for execution, presentation and difficulty.

#### **TEAM DEMONSTRATION DEFINITION**

Team Demonstration is given more liberties and freedoms to exhibit one or a combination of Martial Arts Skills. Synchronization may or may not be a part of team demonstration.

#### **TEAM DEMONSTRATION GENERAL RULES**

- a) Teams are comprised of 2 – **15** members; however, **60%** of the original declared team must be present for the team to earn points.
- b) A team may compete and have their score counted, if
  - a. They are competing with the original declared members;
  - b. Additional “extra” member(s) cannot compete unless they are replacing an original member;
  - c. Substitutes are allowed, but only to replaced missing declared members and will not be considered as original team members; and / or
  - d. Additional competitor(s) cannot compete with a team, except to substitute a missing member.

Examples:

- a. A team registers its' team with 3 members – 2 original members must compete in the team event to be considered a legal team;
- b. A team registered its' team with 10 members, 6 original members must compete in the team event to be considered a legal team
- c) A team may change their team by replacing a member(s) or by adding new members. All changes must be made prior to the next event and cannot exceed 60% or the original team.
- d) 4 Minute Maximum Time Limit – Time starts when the first team member steps into the competition ring and ends when the team is obviously finished in the opinion of the Center Official.
- e) All the technical Martial Arts skills are graded for execution, presentation and difficulty.

#### **PROPS**

Props that are considered dangerous or harmful to people and/or to any part of the competition area or that will cause major clean up time will not be allowed. All teams are responsible for their own clean up. If a team has any question about their Team Synchronize Form or Team Demonstration, they should ask the Center Official before competition starts.

#### **NASKA RATINGS RULES GENERAL OVERVIEW**

NASKA tabulates points for hundreds of divisions each year ranging from five-year-old beginner white belts to senior black belts. These tabulated points determine seeding of Black Belt competitors at world tournaments and determine NASKA's end of year World and National champions. When determining these World and National champions, it is essential that the point tabulations be accurate and timely. Each member can help greatly in the accuracy of the ratings by understanding and following the **NASKA Rating Rules**.

#### **COMPETITOR RECORD RESULTS FORMS**

In each membership package, there will be Competitor Results Record Forms. This Record Results Form is for you to keep a record of your

personal competition wins in NASKA world, national and state tournaments.

The Record Form must be fully filled out and e-mailed ([NASKA\\_LC@msn.com](mailto:NASKA_LC@msn.com)) to the NASKA ratings office after each NASKA tournament you enter.

- a) Always keep an original tabulations sheet for your records. Please send in your results immediately after each tournament. A new updated rating sheet is updated after most World Tournaments (see Ratings, Seeding and Best of Scores schedule). To guarantee your current results will be included on each new updated ratings sheet, you must have your tabulation sheet in the NASKA office within five (5) days after the conclusion of each World tournament.
- b) Do not wait and send several tournaments at one time. Most errors occur when the office is entering a long list of tournaments results rather than one tournament at a time. Send your entire list of tournaments each time rather than just the last tournament you entered.
- c) Once the ratings office receives your tabulations sheet, your results are checked and compiled in your computerized membership file. No points will not be tabulated into your file until we receive your Record Results Form.
- d) The promoter's results will be used to check the competitor's tabulation sheet creating a double-checking procedure for accuracy if there are any discrepancies or protest.
- e) World tournament scores will be used in determining the world Black Belt champions. All world, national & state points will be used in determining national champions. *All of a competitor's world tournament scores will be used to calculate a competitor's final World rating (A Black Belt competitor's best 9 World scores in each division will count toward their final ratings). See "Ratings Schedule and Best of Scores Sheet".*
- f) *World Black Belt Team Synchronized Form, Team Demonstration and Men, Women and Youth Team sparring will be rated using all world tournament scores not just the Best of Scores.*
- g) The current year's World NASKA ratings will be used for seeding once they are published. The Previous Year's World ratings will be used for seeding before the New Year's ratings are published. (See Rating, Seeding and "Best of Scores" Chart in your membership packet for details).
- h) The NASKA Ratings Office will use only the best 9 scores for each Black Belt competitor's final World record. You may enter as many tournaments as you like but only your best 9 scores will count toward your final World rating. (See Rating, Seeding and "Best of Scores" Chart in your membership packet for details).
- i) Ratings for National Black and Under Black Belts Competitors will count all tournaments entered. World Ratings for under black belts will use the same ratings system as World Black Belts.

#### RATINGS GUIDELINES

- a) To ensure accurate competition results, please read and follow the rating guidelines below:
- b) Make sure the tournaments you are entering are NASKA rated and note the type of rating they hold (1-A, 2-A, 3-A, 4-A, 5-A, 6-A State). Some tournaments advertise as NASKA Rated but are not. Check the NASKA Website Calendar or email the NASKA office to verify if a tournament is NASKA rated. Make

sure you know the correct name of the tournament. Keep a flyer of the tournament in case there is a question whether the tournament was officially rated by NASKA.

- c) You must be a current registered NASKA member with a current NASKA membership application filled out and on file in the NASKA office.
- d) The NASKA rating period is on a calendar year (January thru December).
- e) Make sure you put your name and NASKA I. D. number on your point tabulation sheet. Many competitors Result Record Forms have been sent to the NASKA office without a name or ID number listed.
- f) Make sure you write in the division/s names and your placement, 1<sup>st</sup> thru 8<sup>th</sup> only. Please include the following:
- g) *Age (age group you competed in);*
  - i. rating category (black belt, advance belt, intermediate, and beginner);
  - ii. weight division;
  - iii. form style, (examples: Traditional, Korean, Creative, Musical, etc.)
  - iv. All the rated divisions are on the membership application (See Membership Application).
  - v. If you change divisions because of age, weight, style, rank change, etc., note the change on your tabulation sheet and when you changed divisions.
  - vi. Rated Categories: Black Belt, Advance (usually red and brown), Intermediate (usually green, purple, blue), beginner (usually white, orange, gold or yellow).
- a) All competitors have the right to compete in one age group for the whole calendar year. A competitor can compete for the entire calendar year at the age he/she is on June 30 of that year (See Legal Age Rule in the NASKA rules.)
- b) Transfer of Points
  - i. **Black Belt Divisions:** *No points can be transferred from any under black belt division into a black belt division. No points can be transferred from one black belt division to another. You can only earn points in the black belt division you compete in. If you compete in several different black belt divisions and place, you will be rated in each division.*
  - ii. *All of their point will go toward this division even if they did not win the points in that division.*
- c) After the 2nd World tournament in 2017, new ratings will be tabulated as per the Ratings Schedule and Best of Scores sheet. A competitor's rating points will only show up in the ratings if he/she sends their Record Result Form to the NASKA office. We must have the tabulation sheet in the NASKA office at least 7 days in front of the next World tournament to guarantee it is included in the most current updated ratings. Rating sheets will be emailed out to all NASKA Members and distributed at all World tournaments.
- d) It is the goal of the NASKA rating office to have the most accurate and timely ratings as possible. For this to happen there needs to be a good working relationship between the competitor, the promoter and the NASKA office. Out of thousands of competitors that participate in NASKA events each year, 99.9% of NASKA competitors are completely honest about their tournament wins and division/s selections. In a very few cases a competitor may try to manipulate their point totals dishonestly to gain an advantage over another competitor. When a competitor is caught deliberately

falsifying his/her tabulation sheets, he/she will be totally excluded from the ratings.

- e) If a competitor is totally suspended from the NASKA tournament circuit for any reason, he/she will be excluded from the ratings.

## **NASKA SEEDING RULES**

### **FIRST TWO or THREE TOURNAMENT SEEDING**

Once the New Year's rating is published, generally at the 3<sup>rd</sup> or 4<sup>th</sup> World tournament of the new year, the new ratings will be used to seed competitors.

### **SCHEDULE OF RATINGS AND BEST OF SCORES CHART**

The "Schedule of Ratings" shows when the most updated ratings will be tabulated. "Best of Scores" tells the maximum best scores that will be used to calculate each competitor's ratings.

### **SEEDING**

Competitors can only be seeded in divisions they are rated. Points earned in one division do not carry over into another division. The only exception to this rule is in the first **2** tournaments of the year when a competitor is required to move into an older age division. The competitors moving into an older age division have an opportunity to be seeded in the older division although they have not earned points in that age division (**See Priority Order of Seeding below**).

An exception to this rule is if a competitor moves up into an older division in the last tournament of the year in an attempt to secure a seed over competitors that were ahead of them in points in the younger division but chose to stay in their legal age division all year. The ones moving up into the older division would be rated over the ones who changed age divisions in the last tournament of the year.

### **PRIORITY ORDER OF SEEDING IN FORMS AND WEAPONS**

Seeding is determined by three-groups of seeds; Group A, Group B and Group C. Group-A are only the top 4 seeds and ties, based on the **current ranking**. Group-B are the remaining seeds and will be selected, if needed, in seed order. The final Group, Group-C are comprised of competitors who have moved up in age, from the previous year. Group-C is only considered for the first two or three events of the year where the previous year's ratings are being used for seeding) of any year. They are selected, if needed, in seed order.

### **MAXIMUM SEEDS – FORMS AND WEAPONS**

There is a Maximum of 4 seeds in Form and Weapons Divisions unless there are ties in placements. Ties can be added into the Group Shuffles.

### **FORMS AND WEAPONS SEEDING**

First look at Group-A top 4 seeds (normally seeds numbers 1, 2, 3, and 4) and see how many are present. If all competitors are all present, including ties, the number of seeds needed is complete and will be shuffled for order. If ties exist within the seeds, usually seed 1 and / or seed 2, lower top 4 seeds may not be included in the shuffler. See examples below.

If some of the top 4 competitors are not present; the number of competitors needed to fill the Maximum of 4 seeds will be selected from Group-B (next) and Group-C (if needed). For examples:

- The top 4 competitors or seed 1, seed 2, seed 3 and seed 4 are present; then all will go into the group-A shuffle;
- There are 2 seeds ranked number 1 who are at the event, a number 2 seed, a number 3 and a number 4 seed. All are present. As NASKA only takes the top 4 into group-A; therefore, the 2 number 1's, the number 2 and number 3 will

go into the group-A shuffle;

- There are 2 seeds ranked number 1 who are at the event, a number 2 seed, 2 number 3 and a number 4 seed. All are present. As NASKA only takes the top 4 into group-A, the 2 number 1's, the number 2 and the 2 number 3's will go into the shuffle. In this example 5 competitors will be in the group-A shuffle.
- There is 1 seed ranked 1, 2 and 3 and 3 seeds ranked 4<sup>th</sup>, all are present. In this example 6 competitors will be included in the group-A shuffle.

If only 2 of the top 4 are present in Group-A then you will need two more seeds to complete the seeding. If the two more seeds needed to make a total of 4 are found in Group-B, the seeding is complete. The 2 seeds selected from Group-B are selected by their order of placement in the divisions. Example: if #5, #6 and #7 are all present, #5 and #6 would be selected.

If there are not 2 seeds present in Group-B then you check Group-C to complete the total of 4 seeds. The number of needed competitors from Group B and/or Group C if needed are **selected by their order of placement in the division.**

Once the additional seeds are selected they will be shuffled to determine their placement of order. The Group-B seeds will always be placed in order before the Group-A seeds and Group-C seeds, if needed, will be placed before Group-B Seeds.

A maximum of 3 shuffles could be used if all 3 Seed Groups are used. If there are not 4 seeds available using all 3 Seed Groups, you seed less than 4. It is required that the center official either supervise or perform the random selection process of the seeds.

If a competitor arrives late (the division is ready to start, but the 1<sup>st</sup> competitor has not started), the late entry must compete first, including seeds who arrive late; refer to section 1.06 – Late Entry.

### **FIGHT SEEDING**

The top seeds (Max 4) will be seeded in the first round of competition with all competitors. The Seeds (Max 4) will be seeded away from each other in the brackets with the number one and four seeds in the top bracket and the number 2 and 3 seeds in the bottom bracket.

If bye(s) is needed, the seed will receive the bye(s) in order of their seeded position. No longer are fighters automatically seeded into the quarter finals unless there are eight or less competitors in the division or if by receiving a bye they move into the quarter or semifinal brackets.

Seeds can refuse byes but still must be bracketed away from other seeds as described above.

### **SEEDING FAIRNESS RULE**

If there are question about seeding that arise that cannot be answered by the rules above, the Chief Tournament Arbitrator will make the final decision who and how a competitor will be seeded.

### **UNDER BLACK BELTS**

NASKA does not require seeding in the under black belts divisions.

## **3-Man Team Sparring and 2-Women Team Sparring:**

A flip of a coin will determine who sends out the first fighter. The winner of the coin flip can decide to send out the first fighter or have the other team send out first.

All matches are 90 seconds long.

The fighter who earns 10 points spread or is ahead at the end of 90 seconds is declared the winner in the first two matches (first match only in 2-Women Teams). If either or both of the first two matches end in a tie, they remain tied. No run-off of ties in the first two matches.

The final match will be a total point match using the full 90 seconds.

The team with the most accumulative points wins.

If at the end of the final match the accumulative score is a tie, the final match continues using the sudden victory rule (first fighter to score wins).

All regular NASKA light touch point calling rules will apply with the following exceptions:

If a player goes out of bounds for any reason (both feet out) the other fighters receives a point. It is not allowed to push or shove a fighter out of bounds. Warnings and/or penalties can be called for pushing and/or shoving an opponent (Bad sportsmanship rule).

If a player goes down (NFL rule: if a fighter touches the grown with any part of their body except for the bottom of their feet or one hand, they are down) the other fighter receives a point. If a fighter has a hand on the ground, both fighters can still score because he/she is consider an upright fighter.

Example: An upright fighter can score 4 points on one technique exchange if they score with a kick, while knocking their opponent out of bounds and down to the ground.

Any disqualified fighter of a match loses all points earned in that match. The match will be declared a 7-0 match for the non-disqualified fighter. If a fighter is disqualified in the final match, his/her team cannot win. The opposing team will be automatically declared the winner.

## Team Synchronize Form:

2 – 5 Members

4 Minute Maximum Time Limit – Time starts when the first team member steps into the competition ring and ends when the team is obviously finished in the opinion of the Center Official.

Empty Hand Forms, Weapons Forms or combinations of both are legal All the technical Martial Arts skills are graded for execution, presentation and difficulty

Team: Group organized to function cooperatively in a joint effort

Synchronized: Working at same time or rate/ Go together or happen at the same time/ Working in unison/ Use of Techniques in a Domino effect

Synchronize Team Form: Synchronize Team Form will be graded on how well a team is working in a cooperative joint effort with the majority of techniques being executed together, at the same time, in unison and/or in a domino sequence effect.

## Team Demonstration:

2 – 10 Members

4 Minute Maximum Time Limit – Time starts when the first team member steps into the competition ring and ends when the team is obviously finished in the opinion of the Center Official

All the technical Martial Arts skills are graded for execution, presentation and difficulty

Team Demonstration is given more liberties and freedoms to exhibit one or a combination of Martial Arts Skills. Synchronization may or may not be a part of team demonstration.

Props that are considered dangerous or harmful to people and/or to any part of the competition area or that will cause major clean up time will not be allowed. All teams are responsible for their own clean up. If a team has any question about their Team Synchronize Form or Team Demonstration, they should ask the Center Official before competition starts.

### UNDER BLACK BELT US OPEN SERIES ADDENDUM TO RULES

#### Traditional Forms and Weapons:

Time limit three (3) minutes. Competitors must announce their name, style or system and the name of their Form.

#### Advanced Forms: (please see TIME IN DIVISION below)

The form does not have to be a “classical form” but shouldn’t deviate too far in form and content from the classical forms associated with the competitors announced style or system. Competitors=2 0exhibiting forms that are too “free”, have gymnastics or other non martial arts techniques in them, or are comprised of elements from more than one style, should probably enter the

“open” division. Otherwise the competitor risks downgrading or disqualification from the traditional division.

#### Intermediate Forms: (please see TIME IN DIVISION below)

All the restrictions and conventions from the advanced division apply plus: No jump-spinning hook kicks, flying side or hook kicks; extreme exhibitions of agility (e.g. back flips) or flexibility (e.g. front splits). A competitor may execute one kick per direction with a maximum of two (2) directions before setting their foot down. Multiple kicks are otherwise allowed only in one direction.

#### Beginning forms: (please see TIME IN DIVISION below)

All the restrictions from the advanced and intermediate divisions apply plus: No spinning hook kicks, jump spinning crescent kicks, dropping or flying kicks. Competitors may execute a maximum of two (2) kicks in a single direction only before putting their foot down If a majority of the judges feel that a competitor has violated any of the above criteria a full point will be deducted from the competitors total score for each infraction. If three points or more are deducted the competitor will be considered disqualified and may not place in the division, however few competitors there may be.

#### TIME IN DIVISION:

**ADULT:** In all adult underbelt divisions, no competitor may compete for more than 1 year in the beginner division, 2 years in the intermediate division, or 3 years in the advanced division. In the advanced division, any competitor that wins for 2 years in a row, must move up to the black belt division.

**CHILDREN:** In all children underbelt divisions, no competitor may compete for more than 2 years in the beginner division, more than 3 years in the intermediate division, or 4 years in the advanced division. Any competitor that wins the advanced division for 3 years in a row must move up to the black belt division.

## ISKA CLASH SPARRING

**COMPETITOR:** Each competitor must present him/herself to the referee suitably attired with proper uniform and equipment and physically prepared to compete. If he/she is not prepared to compete as **deemed by the center referee**, the competitor may be penalized for delay of time.

**DELAY OF START-TIME PENALTY:** An automatic warning will be issued to the competitor. A penalty point will be issued for each minute the competitor is not properly ready to compete. Upon 3 penalty points the offending competitor will be disqualified. .

**RANK RULE:** A competitor must compete at the highest belt level they have earned in the martial arts. A competitor can never compete in a division of which he/she had not earned that rank. Once a competitor competes as a black belt legally, he/she must always compete as a black belt. A competitor can never compete in a lower belt division than the level of belt he/she has earned in the Martial Arts.

**PROOF OF AGE RULE:** All competitors must have a proof of age document. If there is a legitimate reason to question a competitor’s age, he/she must present a proof of age (birth certificate, driver’s license, or other acceptable documents) to prove his/her age.

**LEGAL AGE RULE:** All competitors have the option of competing in the same division all year long for rating purposes, by establishing a legal competition age for the year. The age a competitor is on June 30th of the current competition year is their legal competition age for that year. They can compete all year at that age so he/she can earn rating points in one age division all year. A competitor can always compete in his/her chronological age if they chose.

**UNIFORM:** All competitors must wear a complete (top and bottom)

traditional or professional sport karate (Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate color belt or sash must be worn in competition. All sparring uniforms must have sleeves that reach at least to the middle of the forearm. No T-shirts, sweats, tank tops or unapproved shoes are allowed in the sparring divisions (see sparring foot pads).

**COMPETITOR RESPONSIBILITIES:** It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, weighed-in and at the appropriate ring when competition begins. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete (see delay of time rule). If a competitor leaves the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times at ringside. If he/she is still not present to compete, he/she will be disqualified (see delay of time rule).

**REQUIRED AND RECOMMENDED SAFETY EQUIPMENT:** ISKA approved headgear; hand and footpads, elbow pads, shin pads, mouthpieces, groin cups (for male competitors only) and chest guards (for all competitors 17 year old and younger) are mandatory for all competitors in sparring divisions. The competitor's equipment will be checked and if it is deemed unsafe, he/she will be asked to change the equipment before he/she can compete. **Hand Pads:** A soft padded surface must cover the fingers, wrist and any striking surface of the hand. **Foot Pads:** A soft padded surface must cover the instep, sides, toes, ankle and back of the heel of the foot. The bottom of the foot does not have to be padded. **(ISKA has approved the use of "Ringstar sparring shoes in all sparring divisions, with the same stipulations placed on other approved sparring gear.)** **Head Gear:** The front, sides and back of the head must be covered by a soft padded surface. **In addition to the head gear, a face shield is required for all competitors 17 yrs. & under. Chest Guard: All 17 and younger competitors must wear an approved chest protector in sparring.** The chest guard must sufficiently cover the abdomen and upper chest such that the sternum is completely protected. Rib guards that cover only the abdomen area are not approved chest guards. **Elbow Pads:** A soft pad must cover the entire elbow. **Shin pads:** A soft pad must cover the entire shin. Insufficiently padded gloves, foot, elbow, shin, chest and head gear will not be allowed. Equipment must be in a good state of repair and must be free of heavy taping, tears or any other repairs that may cause injury. The tournament's official rules arbitrator ultimately determines the approval or denial of the equipment. A properly fitted mouthpiece is required.

**OFFICIALS:** Each ring should have a **REFEREE**, two **JUDGES**, and a **TIMEKEEPER**.

**REFEREES:** The referee is the most experienced official in the ring and is thoroughly versed on the rules and order of competition. He/she promotes the safety of the competitors, enforces the rules and ensures fair play. To this end, he/she starts and stops the match, makes all decisions regarding the clash determinations, makes penalty decisions, administrates the voting of the other judges, communicates clearly with all officials, competitors and coaches, and announces the winner of each match. The referee has the power to issue cautions, warnings, award penalties or issue disqualifications. Referees have the power to issue time-outs. A competitor can ask for a time-out, but it is the determination of the referee to issue one.

**JUDGES:** The judges determine and tally points, and vote for a winner.

**TIMEKEEPER:** The timekeeper starts time at the command of the referee and announces when 90 seconds of "running time" has elapsed (at the 75 second mark, the time keeper will shout out "FIFTEEN SECONDS!"). The timekeeper will also monitor and adjust the "running time" according to the refereed specified "timeouts".

**PROTEST:** A competitor has the right to protest an infraction of the rules or if a possible mistake was made (not a judgment call). If a competitor wishes

to protest, he/she should first let the referee know he/she believes there has been an infraction of the rules or a mistake has been made. The referee will summon the arbitrator to the ring (if the referee cannot properly settle the protest to the players satisfaction) to render a decision. **All protests must be made in an orderly, proper and sportsmanlike manner. All protests must be made immediately. Protests are not allowed once competition has resumed (after the fact protest). A competitor may be penalized or even disqualified if he/she is protesting improperly or without proper cause.**

**LATE ENTRIES:** Once a division has the first divisional match has started) no competitor/s can be added to that division. **BE ON TIME! Only exception to this rule is the "Fairness Rule" at the end of this rules summary.**

**THE RING:** The size of the sparring adult black belt rings shall be approximately 20' x 20'. Starting lines should be marked approximately six feet apart in the middle of the ring. Additionally, each ring should be posted with a ring number visible to competitors, officials, and medical personnel from across the floor. All youth and under black belt adult rings can be a minimum of 16' to a maximum of 20'.

**WEIGHING-IN:** It is mandatory for all adult sparring competitors - who are in weighed divisions - to weigh in before competition. Only one official weigh-in is required. All competitors must compete in his/her weight division. A competitor cannot compete up or down in another weight division for which he/she has not made the proper weight. It is the responsibility of the tournament personnel to weigh and properly record the competitor's weight. If a competitor is caught falsifying their weight, they will be disqualified.

**ORDER OF COMPETITION:** Once the final call for the sparring division are made at ringside and the seeds have been taken out (if seeding is required) the division is ready to be set up. The competition cards should be collected and counted (if competition cards are not used, count the competitors) to see if byes are needed. If byes are needed, they will be picked randomly (See bye chart to see how many byes are needed). Matches should always be selected by random, but certain allowances **may** be given to competitors from the same school or team that is matched up in the first round of competition. They may be separated randomly from each other in the first round if possible. **(Competitors cannot pick whom they want or do not want to spar.)**

In the youth division, the competitors should be lined up by height (Smallest to the tallest) and split into tall and short divisions if required or offered. Determining tall and short divisions is for **safety reasons**, not just to split the division equally. A true break in size should be found to determine the taller competitors from the shorter competitors. Once the tall and short divisions are determined by height, determine who spars whom by random draw. Consideration should be given to competitors who are from the same school or team that have been drawn to spar each other in the first round.

**NOTE ON AGE DIVISIONS: Adult sparring competitors 30 & older has the option to compete down one age division. Example:** A 30 year old competitor can compete in the 18-29 year old divisions, a 40 year old competitor can compete in the 30-39 division etc. A competitor cannot compete up in an age division.

**LENGTH OF MATCH:** Ninety seconds running-time. (at the 75 second mark, the time keeper will shout out "FIFTEEN SECONDS!") If a match is tied at the end of ninety seconds, sudden victory (first clash) overtime period will determine the match.

**POINT VALUES AND WINNER DETERMINATION:** All legal hand techniques that score will be awarded one (1) point. All legal kicking techniques that score will be awarded two (2) points. All fouls as determined by the referee shall result in one (1) penalty point being awarded to the fouling competitor's opponent. The judges will evaluate the point scoring (and penalty points) of each competitor and track them on hand held devices in order to help determine the vote for a winner.

**WHAT IS A “SCORING TECHNIQUE”:** A “scoring technique” occurs when a legal sport martial arts technique is scored by a competitor in-bounds and up-right (not considered down) without time being called that strikes his opponent with the allowable amount of **focused touch contact** and **focused control** to a legal target area. **Focused Touch Contact:** the legal amount of contact allowed to certain scoring areas. **Focused Control:** an amount of controlled force that would have incapacitated the opponent, at least momentarily, if the technique had not been controlled. Note that in Under Black Belt divisions contact is not required for a technique to be scored a point.

**WHAT IS A “SCORING COMBINATION”:** A “scoring combination” occurs when two or three legal sport martial arts techniques (as defined above) are scored in the sequence of an attack or counter within a clash. A point or points are awarded for each scoring technique that occurs in the combination.

**COUNTER-SCORING:** Since Clash Sparring places a premium on the total number of scoring techniques **rather than who scores first**, all legal scoring strikes are credited. It is each competitor’s responsibility to defend counter-strikes that occur in response to their own attack the same way they we need to defend their opponent’s attack.

**“COMBINATION ATTACKS” and “COMBINATION COUNTERS” ARE LIMITED TO THREE TECHNIQUES;** Clash Sparring does not allow competitors to stand in front of each other and “trade shots” indefinitely. The skill of Clash Sparring is best defined as the ability to “score effectively with combination strikes and escape untouched”. Combination attacks and counters are strictly limited to three (3) techniques as defined below.

**KICKS:** Competitors may kick as many times and at as many different targets as they choose within the time and physical limit of a single leg lift. Multiple kicks that occur while a foot remains in the air shall be considered “one technique”. Once the kicking foot touches the ground, if another kick is launched (even with the same foot) it will be considered a second technique (maximum of three techniques per combination/clash)

**LEAD-HAND STRIKES:** If executed in “quick sequence”, competitors may strike twice in a row with the same lead-hand technique and it will be considered “one technique” (example: bridging the gap with double back-fist strike). Any break in rhythm or timing, or change in technique will result in each strike being considered separately.

**REAR-HAND STRIKES:** All rear hand strikes will count as a single strike within the three technique limit.

**DISENGAGING TECHNIQUE:** Competitors are allowed a single disengaging strike that is not considered part of the three (3) technique maximum for each clash combination. This strike must be executed as the competitor is creating space after a clash (disengaging) and be followed by the fighter continuing their disengagement (moving out of range).

#### LEGAL EXAMPLE 1:

Fighter A attacks with jab / reverse punch / back leg double round house kick

Fighter B attempts to counter with reverse punch

Fighter A steps back and (beginning to disengage) defends with side-kick and CONTINUES TO DISENGAGE TO END THE CLASH

#### LEGAL EXAMPLE 2:

FIGHTER A attacks with front leg round kick / backfist / ridgehand and then (beginning to disengage) STEPS BACK with a lead leg hook kick and CONTINUES TO DISENGAGE TO END THE CLASH.

NOTE: Since Clash Sparring rewards successful attacking and successful countering equally, the allowance for a legal Disengaging Technique (beyond the three-technique maximum) provides the attacker with an

effective defensive measure beyond merely blocking or retreating.

**LEGAL TARGET AREAS:** Entire head and face, ribs, chest, abdomen, collarbone and kidneys. **ILLEGAL TARGET AREAS:** Spine, back of neck, throat, sides of the neck, groin, legs, knees and back. **NON-TARGET AREAS:** Hips, shoulders, buttocks, arms, and feet. **LEGAL TECHNIQUES:** Legal techniques are all controlled sport karate techniques, except those listed as illegal. **ILLEGAL TECHNIQUES:** Hook punches, Uppercuts, Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, take downs on a hard surface floor, ground Sparring on a hard surface, any stomps or kicks to the head of a downed competitor, slapping, grabbing for more than one second (as defined below), uncontrolled blind techniques, any uncontrolled throws, takedowns or sweeps and any other uncontrolled dangerous techniques that are deemed unsafe in sport karate.

**GRABBING:** A competitor may grab the uniform top of his/her opponent in an attempt to score with a sport karate technique for only one second (**immediately**), after which time he/she must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent in an attempt to score.

**SWEEPS, TAKEDOWNS, GRABS AND GROUND SPARRING:** Sweeps not to take down an opponent, but only to obstruct the balance so as to follow up with a sport karate technique can only be executed to the back of the front leg at mid-calf or below. A sweep must be deemed a proper sweep and not a kick, to be legal. Controlled Takedowns and sweeps that are meant to take down an opponent are allowed only a **declared approved padded surface**. A point or points are awarded only when the legal sweep or takedown is followed up effectively legally and **immediately** with appropriate scoring sport karate techniques. Only hand techniques or a single carefully controlled kick or stomp to the body is allowed on a downed competitor. One foot must be on the ground throughout the stomp or kick. Never, under any circumstances, may a competitor stomp or kick to the head of a downed competitor. Down Sparring must be declared by the proper tournament officials before being allowed, padded surface or not.

**LIGHT TOUCH CONTACT:** Means there is no penetration or visible movement of the competitor because of the contact. Light touch is required to all legal target areas in all black belt sparring divisions. The face shield of a headgear along with the headgear is a legal target area.

**MODERATE TOUCH CONTACT:** Means slight penetration or slight target movement. Moderate touch contact may be made to all legal target areas except the headgear, face shield and face.

**“BREAKING”:** Competitors must “BREAK”, step back, or disengage from their opponent after each clash. When “breaking” the competitors must “step back” or disengage to a distance outside of which they can’t touch each other without moving their feet. Competitors are responsible for self-regulating the break rather than waiting for the referee to take control. Requiring the referee to take control of the breaks will likely lead to penalization. PLEASE REMEMBER – Clash Sparring is about scoring and not being scored on, so the sparring strategy needs to be one of “engaging and disengaging”.

**WARNINGS AND PENALTIES:** One and only one warning is allowed for breaking the rules before a penalty point is awarded. After the first warning is given, a penalty point is awarded for each and every rules violation. If the severity of the first rules violation is deemed by the referee to be too severe, a penalty point can be issued immediately and the first warning will be forfeited.

**Other Penalty Rules:** If, in the opinion of the referee and/or the medical personnel, a competitor cannot continue because of an injury caused by an illegal penalized attack executed by his/her competitor, the offending competitor shall be automatically disqualified.

**Other Cause for Penalization:** Exceeding the maximum allowable number of techniques (three) per clash, consistently executing more than one

“disengaging techniques, failing to “break” or create space between the competitors after each clash, attacking illegal and non-target areas, using illegal techniques, running out of the ring to avoid competing, falling to the floor to avoid competing, continuing after being ordered to stop, excessive stalling, blind, negligent or reckless attacks, uncontrolled techniques, showing unsportsmanlike behavior by the competitor, his/her coaches, friends, etc., excessive contact, and delay of time are just some examples of possible penalization.

**DISQUALIFICATION:** The referee may at their discretion disqualify a competitor for fouling or unsportsmanlike behavior. **Non-Competing Penalty:** If the referee considers that the competitors are not making an obvious attempt to compete in the true spirit of competition, both competitors will be warned and if it continues, will be disqualified. **Wrong Division:** If any competitor competes in a division he/she does not qualify to compete in due to age, weight, rank, gender, style, etc., he/she will be disqualified.

**COACHING:** The luxury of having a coach is something that most competitors do not have access to. Therefore, it sometimes can become an unfair advantage over a competitor who does not have a coach. The rules are made and enforced so no one competitor has an advantage or disadvantage over another competitor. Therefore, coaching is allowed but only under the following guidelines:

1. Never, at any time, can a coach enter the ring without the referee's permission, 2. No abusive, violent, unsportsmanlike or overzealous coaching; 3. Coaches cannot ask for a time out unless they are protesting a rules violation (only the competitor may ask for a time out), 4. Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the judges. A **Coach** is defined as anyone who is trying to help one competitor in anyway. A coach could be but is not limited to a friend, parent, teammate, or an official coach. The center referee can issue a warning to a competitor for each time his/her coach is interfering with a match or disrupting fair play between contestants. A referee can ask for a disqualification of a contest, but requires a majority vote of all judges.

**OUT-OF-BOUNDS:** A competitor is out-of-bounds as soon as he/she does not have at least one foot touching inside or on the boundary line. An out of bounds competitor cannot score a point while out of bounds. In bounds competitor can score on an out of bounds competitor if the center referee has not called stop.

**FAIRNESS RULE:** If a question arises that is not completely covered by this rule book, the official rules arbitrator may at his/her discretion, overrule, modify or change a delineated rule if he/she believes that enforcing such a rule would result in an inherent unfair outcome to a competitor. However, the rules arbitrator should overrule, modify or change a delineated rule only in extreme cases.

## ISKA CONTINUOUS LIGHT CONTACT SPARRING

### Definition

Competition should be executed as its name implies. **Light Contact Sparring in a Continuous Manner.** Under no circumstances should light contact continuous Sparring simulate full contact kickboxing.

Utilizing well-controlled techniques, ring craftsmanship and combination skills, **competitors should attempt to “outscore” rather than “overpower” their opponent.** Competitors will Spar continuously until the referee's command to STOP. All techniques must be well controlled. Techniques should not “strike through” or “push through” the target.

**Striking with excessive contact, or uncontrolled striking of any kind will lead to disqualification.**

Emphasis must be placed on **both punching and kicking techniques.** Punching or “boxing” only, for an extended period of time without throwing kicks will downgrade the judge's evaluation of your performance.

Each match is carried out with running time. The center referee and two

judges will evaluate the relative effectiveness of each fighter based on the number, quality and variety of scoring strikes, defense and conditioning. **Rules violations (whether penalized by the referee or not) will downgrade the judges evaluation of the offending fighter.** The three officials will determine the winner of each match by majority decision.

### Uniforms and Equipment

Safety equipment is for adult divisions (18 yrs. And above): head protection, mouth-guard, approved gloves for contact sports, groin protection, shin guards and foot protection. Youth divisions (17 yrs. And below) will have the same equipment requirement PLUS an approved face shield and chest protector.

Uniforms are: Traditional uniform top, V-neck top or Team T-shirt and long pants for male fighters, long pants, traditional uniform top, sport top, V neck top or Team T-shirts for female fighters. For both, belts indicating their grade are allowed. NOTE: For competitors who choose to wear T-shirts, they will need to be clearly and obviously part of a TEAM UNIFORM.

Each fighter must wear a clean uniform in good repair. The waist may be either a drawstring or elastic waistband.

### Time and Rounds

Junior competitors (17 and below) will contest one, 90 second round. Adult competitors will contest one, two-minute round.

Weight Divisions and Weigh-in Procedures

See 'Divisions' listing on website and in event program.

### Hand Shaking

Before and after a bout, the fighters will shake hands as a sign of pure sportsmanship and friendly rivalry, according to the Sparring regulations. Hand shaking takes place before starting the first round and after the decision.

### Legal Target Areas

The following parts of the body may be attacked using the authorized Sparring techniques:

- Head – front and side
- Torso – front and side
- Feet – only for sweeping

### Legal Techniques – Scoring

Both hand and foot strikes should be used. In evaluating each fighter's performance the judges will give more credit to the athlete that is effective with a balanced attack of kicks and punches thrown in combination. Punching or “boxing” only for an extended period of time without throwing kicks may be cause for penalization or may downgrade the judge's evaluation of a fighter's performance. The authorized striking area of the hand or foot may only make “Clean/ Controlled” Light contact. The fighter must be looking at the point of contact when executing the technique. All techniques must be well executed. Weak techniques or techniques that simply touch or brush or push an opponent will not be scored. Excessive contact, mauling, pushing or rough-housing will be grounds for penalization, downgrading in the judges evaluation and/or disqualification. If a fighter jumps in the air to attack, he must land inside the ring to score, and he must keep his balance (it is not allowed to touch the floor with any part of the body except the feet).

**HAND TECHNIQUES:** The following hand techniques may be applied: Ridge hand, All kind of Sparring punches, Backfist (Not Spinning Back Fist )

### FOOT, LEG TECHNIQUES:

Frontkick, Sidekick, Roundhouse kick, Heel kick (sole of the foot only) Crescent kick, Axe kick (sole of the foot only), Jumpkicks

**THROWING TECHNIQUES:** Footsweeps (boots to boots – ankle/foot level only)

**Illegal Target Areas, Prohibited Techniques and Prohibited Behavior** Any technique not listed as legal above, or striking any target not listed as legal above, including, but not limited to the following

It is prohibited to:

Attack the throat, lower abdomen, kidneys, back, legs, joints, groin and to the back of the head or neck.  
Attack with the knee, elbow, knife-hand, head-butts, thumb and shoulder or a spinning hand strike.  
Turn one's the back to the opponent, run away, fall down, intentional

clinging, blind techniques, wrestling and ducking below opponent's waist. Attack an opponent who is falling to the floor or is already on the floor, that is, as soon as one hand or knees touches the floor.

Leave the ring without any permission.

Continue after the command "stop" or "break" or the end of the round has been sounded.

Oil the face or body.

Striking below the belt, hooking, tripping, and hitting with knees or elbows.

Butting with the head, shoulders, forearms and elbows, strangling the opponent, crushing his face with arm or elbow and pushing back the opponent.

Hitting with open gloves, with the inside of the gloves or with a wrist.

Hitting the opponent's back, particularly on the nape of his neck, head and kidneys.

Lying down, wrestling or not Sparring at all.

Attacking an opponent who is on the floor on getting up.

Clinching without any reason.

Hitting while hooking the opponent, or pulling opponent into the blow.

Hooking or holding opponent's arm or putting an arm underneath the arm of the opponent.

Suddenly lowering one's head below opponent's belt in a way that would be dangerous for the latter.

Using artificial means for a passive defense and falling down intentionally, in order to avoid a blow.

"Spoiling". Intentionally preventing your opponent from engaging you by moving around the ring or clinching your opponent in order to cut down on round time.

Using insulting and aggressive language during a round.

Refusing to withdraw after the order "BREAK".

Trying to land a blow on the opponent immediately after a "BREAK" order and before withdrawing.

Assailing or insulting the referee at any time.

Exiting the ring during the Sparring competition

1<sup>st</sup> violation or exit – Verbal caution

2<sup>nd</sup> violation or exit – Official warning

3<sup>rd</sup> violation or exit - Disqualification

**Violations of the rules and regulations will lead to cautions, warnings, and/or disqualification. Referees may warn penalize a competitor at their discretion depending upon the severity or repetitive nature of the rules violation.**

The Center Referee is the arbiter of the rules. If he perceives that a violation has occurred he has the discretion to issue one of the following:

A **Caution** - A "Caution" may be issued without stopping the action of the Match.

An **Official Warning** - An "Official Warning" is issued by stopping action of the match. The "Official Warning" indicates that if the referee has to stop the match again for the same or a similar infraction the offending athlete will be disqualified.

A **Disqualification** - A "Disqualification" awards the match to the offending fighter's opponent. The referee has the discretion to use Cautions, Warnings and Disqualification according to the severity of the offense. A fighter does not have to be Cautioned in order to receive an Official Warning. Nor does he have to receive an Official Warning prior to being Disqualified.

The following may lead to immediate disqualification:

Excessive contact resulting in an injury

Repeatedly striking with excessive contact

Uncontrolled or malicious attacks

Excessive or continuous hitting after "stop" command

Extreme unsportsmanlike conduct of a fighter such as insulting the referee or the opponent

### **Injuries**

The match should be interrupted if an injury occurs. In the event of injury, time may only be interrupted until the doctor decides on the seriousness of the injury, that is, whether or not the match can continue or whether it must be stopped. Treatment of the injury can only be done in between rounds or

after the match. If the injury needs to be treated, the match must be stopped. In any case, cuts cannot be taped. If the match is stopped due to injury, the officials must decide:

Who caused the injury?

Whether or not it was intentional.

Whether or not it was self-inflicted.

If the injury was not intentional and the injured fighter cannot continue Sparring immediately, the uninjured fighter is declared the winner.

If the injury is due to a violation of the rules, the responsible fighter may be disqualified.

If the injury is due to his own fault, the uninjured fighter is declared the winner.

### **Referees Powers and Responsibilities:**

The referee has the power to:

Stop a match at any moment if he finds it to be too one-sided.

Stop a match at any moment if one of the fighters has received an unauthorized blow or is wounded, or if he considers a fighter unable to continue.

Stop a match at any moment if he finds the fighters behaving in an "unsportsman-like" manner. In such a case, he must disqualify one fighter.

Warn a fighter or stop the bout and give a minus point or warning to a fighter for an offence.

Disqualify a coach or a second who has broken the regulations or the fighter himself if his coach or the second fails to obey to his orders.

Disqualify, with or without a warning, a fighter who has committed an offence.

Interpret the rules as long as they are applicable or compatible with the match that is taking place, or, at a special moment, decide on a move which does not appear in the rules.

If a fighter breaks the rules but does not necessarily deserve a disqualification, the referee must stop the match and give a warning to the fighter of a foul. Before the warning, the referee must order the fighter to stop Sparring. The warning must be given clearly, so that the fighter understands the reason and cause of the penalty. The referee must hand signal to each judge that a particular warning has been given and clearly show which fighter has been punished. After having given the warning, the referee orders the fighters to spar again. If a fighter has given three official warnings within the same bout, he is disqualified.

A referee may give a caution to a fighter. A caution means a warning given by a referee to a fighter for breaking the rule. In order to do this he doesn't need to stop the match, and may reprimand the fighter during the match.

The referee has a responsibility to:

Check the safety equipment and clothes of the fighters

Make sure that the rules of fair play are strictly observed.

Supervise the whole bout.

Consider the merits of the two fighters and choose the winner according to the regulations.

At the end of a bout, call for the decision by show of hands.

The referee must not announce the winner by raising a fighter's arm or in any other way before the official in charge announces the decision.

### **Judges**

Each official must independently consider the merits of the two fighters and choose the winner according to the regulations.

During the match, he will not talk to fighter, other judges, or anybody else, with the exception of the referee. He may, if necessary at the end of a round, notify the referee about any incident that he has missed, for example telling about the misbehaviour of a second, etc.

### **Judges Scoring System**

Every round is separately evaluated by each of the judges according to a positive criteria that will gain a fighter points and negative criteria that will deduct points:

#### **Positive Judges Criteria (Will Earn a Fighter Credit towards Victory)**

- clean and controlled scoring strikes
- the demonstration of effective combination striking
- the effectiveness of the fighters defense
- the variety of strikes used (hands and feet)
- excellent physical condition

## Negative Judges Criteria (Will Reduce Fighters Credit towards Victory)

Rules Violations whether cautioned or warned by the referee or not  
Cautions and/or Warning by the referee for rules violations  
“bullying”, or any effort to overpower an opponent rather than demonstrate superior skill  
lack of combination striking  
lack of variety in strikes (hands and feet)  
poor physical condition

## ISKA Self Defense World Championships

Professional Martial Arts uniforms, as defined in the UTK Rule Book, are required for all competitors and assistants, no exceptions! Description: Pre-arranged self-defense scenario against up to four attackers. Scoring Criteria: Scoring will be based on:

Realism: Are the attacks authentic and threatening?

Effectiveness: Would the defenses really work under the circumstances presented?

Difficulty: How challenging are the attacks and how sophisticated are the counters?

Please note that higher scores will be awarded to Self Defense competitors whose multiple attack scenarios are performed in a continuous presentation.

Variety of technique: How many different strategies or principles\* are implemented and are skills demonstrated from a number of different martial arts systems\*\* (\* blocking, avoiding, trapping, off-balancing, jamming, etc., \*\* karate, judo, kung fu, ju-jitsu etc.)

Additional Rules:

Competitor is limited to four (4) attackers only

Professional Martial Arts uniforms required for all competitors and attackers  
Two (2) minute time limit

Mats will be provided and performance must remain on the Mats  
NO music, breaking, real weapons, dangerous objects or substances allowed

In the Adult Black Belt Division, top competitors will compete in the finals on Saturday night for the ISKA World Title at which time the USE OF MUSIC IS ENCOURAGED

Scoring Criteria: Scoring will be based on:

Realism: Are the attacks authentic and threatening?

Effectiveness: Would the defenses really work under the circumstances presented?

Difficulty: How challenging are the attacks and how sophisticated are the counters?

Please note that higher scores will be awarded to Self Defense competitors who use multiple attack scenarios that are performed in a continuous presentation.

Variety of technique: How many different strategies or principles\* are implemented and are skills demonstrated drawn from a number of different martial arts systems\*\*

\* blocking, avoiding, trapping, off-balancing, jamming, etc.

\*\* karate, judo, kung fu, ju-jitsu etc.

## ISKA Team Synchronized Forms and Weapons World Championships

Professional Martial Arts uniforms, as defined in the UTK Rule Book, are required for all competitors and assistants, no exceptions!

Description: Synchronized team forms competition. Scoring Criteria: Scoring based on difficulty, skill, and synchronization (to each other and music)

Divisions: One open division

Additional Rules:

Two (2) and Three (3) or more competitors per team

Form must be 75% synchronized

Three (3) minute time limit

Music is allowed  
NO props or breaking

## ISKA Team Demonstration World Championships

Professional Martial Arts uniforms are required for all competitors and assistants, no exceptions!

Description: Team demonstration of martial arts skills

Scoring Criteria: Scoring based on overall team performance rather than individual performances. Primary criteria being showmanship, presentation and quality of execution.

Divisions: One open division

Additional Rules:

Minimum two (2) competitors per team with additional cost for team members over seven (7)

Three (3) minute time limit

Music, props, breaking and weapons are allowed

Setup and immediate clean up must be provided by competition Team

NO glass, fire, dangerous props or dangerous weapons allowed

Demonstration must stay within the competition area

## ISKA Team Point Sparring World Championships

Professional Martial Arts uniforms, as are required for all competitors, no exceptions!

Description: NASKA Team point Sparring rules and scoring criteria.

## ISKA Team Continuous Sparring World Championships

Professional Martial Arts uniforms, as are required for all competitors, no exceptions!

Description: ISKA Continuous Sparring and scoring criteria.

Divisions: (Black Belts Only) 18-29 yrs. Men / 3 member teams

## SELECTION OF ISKA WORLD CHAMPIONSHIP FINALISTS

Finalists for the televised portion of the US OPEN ISKA World Championships will be chosen per ISKA seeding policy, which takes into account, among other things: (1) current Open World Tour, ISKA and NASKA ranking; (2) 2016 final ISKA and NASKA ranking; (3) final placement in the ISKA World Championships at the 2016 US Open Night of Champions; and (4) placement during the NASKA eliminations and Grand Championships, and success in head-to-head competition against other top competitors, at the 2017 US Open and other Open World Tour and NASKA World Tour events during the 2017/18 season.