

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

FORMS

I. PLAYING AREA AND EQUIPMENT:

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

A. NAME

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

B. FLOOR SPECIFICATIONS

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

C. RING SPECIFICATIONS

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

D. TOURNAMENT EQUIPMENT

NBL ONLY

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

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

A. SCOREKEEPERS / TIMEKEEPERS

(For recommended Scorekeepers see SECTION 2)

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

B. COMMISSIONER

NBL ONLY

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

NBL ONLY

C. COORDINATORS

- () 1. **SELECTION** - The promoter should select one Ring Coordinator for every two (2) to four (4) rings and a Head Coordinator to over see all of the Ring Coordinators.
- () **CONFERENCE PROMOTERS** - The Ring Coordinators must include all of the NBL tournament promoters in that conference during that year.
- () 2. **DUTIES** - Each Coordinator must ensure that their assigned rings run as quickly, efficiently, safely and fairly as possible. Coordinators should not judge or arbitrate.
- () **PROMOTER ATTENDANCE** - The NBL conference promoters' responsibilities include attending each of their conference tournaments.

NBL ONLY

NBL ONLY

D. CHIEF REFEREE (For recommended Chief Referees see SECTION 2)

- () 1. **AMOUNT** - One (1) Chief Referee should be available per every five (5) to ten (10) rings.
- () 2. **AGE** - The Chief Referee must be eighteen (18) years old or older.
- () 3. **DUTIES**
 - To train the Judges to SKIL rules both in the eliminations and in any finals.
 - To select the Judges for each ring based upon the qualifications of the Judges for the division being judged.
 - To watch the performance of the Judges and replace any inefficient or tired Judges.
 - To rotate the Center Referee if necessary.
- () 4. **LOCATION OF** - The Chief Referee could be at any location that Judges are to be trained, replaced or needed.

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

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

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

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

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

G. JUDGES (for recommended Judges see SECTION 2)

- () 1. **QUALIFICATIONS** - in order of importance.
 - A Judge should be qualified in the field of the division's criteria in any division where style criteria is a factor of a Judge's ability to adequately score.
 - A Judge should not judge a division in which he/she has relatives, affiliates or students, unless the Judge is the only one available who can represent the country which the player is from.
 - The Judges chosen for any given ring must be from as many different areas, states or countries as possible and may be changed upon a protest before play is started if equally qualified Judges from a variety of localities are available.
 - NBL Promoters, Arbitrators and Commissioners cannot referee in any tournament of the national or regional NBL conference that they are a Promoter, Arbitrator or Commissioner of. They can compete in other conferences. (The Yellowstone, Island and Olympus conference tournament promoters will be granted an exception because of the travel distance to other conferences.) A regional NBL promoter can compete in a national conference tournament that is part of his/her regional conference as long as it is not their own tournament, if that promoter is following and competing in the national conference that the national tournament is part of.

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

SG/AM ONLY

- () **AMOUNT** - Must have five (5) Judges for all forms divisions.
 () 3. **AGE** - The age of all Judges must be eighteen (18) years or older.
 () 4. **DUTIES**
 - Scores players at the direction of the Center Referee.
 - To judge an entire division without leaving the ring.
 () 5. **IDENTIFICATION** - Each Judge shall wear appropriate identification as to his/her official status.

01-6a or (SG/NC)

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

01-6b

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

H. NBL SALESMAN

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

I. PHOTO-JOURNALIST

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

III. PLAYER UNIFORM AND EQUIPMENT:

A. UNIFORM

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

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

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

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

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

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

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

NBL ONLY

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

B. PROPS

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

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

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

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

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

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

C. PLAYER COMMUNICATION EQUIPMENT

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

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

IV. RATINGS:

A. LEAGUE PRECEDURES

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

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

B. DISQUALIFICATION

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

C. RATINGS ERRORS

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

D. PLAYER DIVISIONAL ENTRY

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

E. STATISTICAL VIOLATIONS

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

V. PLAYER DIVISIONAL CRITERIA:

A. REGISTRATION

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

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

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

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

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

SG ONLY

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

AM ONLY

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

SG/AM ONLY

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

SG/AM ONLY

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

SG/AM ONLY

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

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

B. AGE

- () 1. **AGE DEFINITION** - Age shall be interpreted as the exact age of the player on the first day of the tournament's competition unless the league in which the tournament is sanctioned requires that the player compete at a certain age for the entire league season.
- () 2. **AGE CATEGORIES** - A player must compete in his/her appropriate age category and divisional age breakdown according to their age as defined above. No player can compete in a younger or and older age division than the division's listed age groupings.
- JUNIOR - A junior player shall be 17 years of age or younger
 - ADULT - An adult player shall be 18 years of age or older
 - SENIOR - A senior player shall be 35 years of age or older

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

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

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

proof.

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

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

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

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

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

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

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

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

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

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

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

C. RANK

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

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

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

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

SG/AM ONLY

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

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

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

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

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

D. GENDER

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

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

E. DIVISIONS / EVENTS

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

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

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

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

() **PLAYER DIVISIONAL ENTRY**

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

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

NBL ONLY

Note: All revisions since 8/99 SKITA are underlined

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

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

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

02-2a or
(SG/NC)

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

NBL ONLY

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

AM ONLY

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

02-2b

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

GENERAL FORMS CRITERIA

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

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

CREATIVE - Made-up forms and altered traditional forms only (no music). Gymnastics may be utilized but cannot monopolize the form.

MUSICAL - Creative forms choreographed to music. The performance must have music played throughout at least 75% of the form.

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

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

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

CHINESE - Forms with traditional Chinese techniques only.

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

JAPANESE - Forms with traditional Japanese techniques only.

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

KENPO - Forms with traditional Kenpo or Kajukukenpo techniques only.

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

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

POLYNESIAN - Forms with traditional Polynesian techniques only.

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

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

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

SKIL ONLY

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

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

F. PLAYER'S HEALTH

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

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

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

G. HANDICAPABLE DIVISIONS

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

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

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

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

H. TWO-MAN SETS/GROUPS

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

VI. SEQUENCE OF PLAY:

A. ORDER OF PERFORMANCE

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

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

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

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

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

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

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

B. LATE PLAYERS / DESIGNATES AND CHANGING ORDER / BYES

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

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

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

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

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

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

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

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

VII. RULES OF PLAY

A. PERFORMANCE

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

B. BOUNDARIES

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

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

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

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

C. SCORING

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

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

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

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

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

SG/AM ONLY

SG ONLY

- () 6. **THE WINNING SCORE** - The player with the highest score will be declared the winner.
THE WINNING SCORE - The top two scoring players of each division will advance to the Grand Finale to determine the NBL World Champion (See VII FINALS, D-1).
- () 7. **SCORING PLACEMENT / ERROR** - If the scores or sequential placement of winners is protested before the performance of the first player of the next division and if any error is found to be correct, then the scores or placement shall be corrected and all players shall be given the proper ratings points. Players must exchange awards to coincide with the proper scores.
- () 8. **ADMITTED JUDGING ERROR** - A Judge that has admittedly given an incorrect score has until the start of the next division to change his/her score.
- () 9. **LEAVING RING BEFORE SCORING** - A player must be available and willing to receive his/her scores without leaving the ring before their scores are completely announced.
- () **PENALTY** - A player leaving the ring or turning his/her back before receiving his/her score will be disqualified. (Unless it is one of the first three (3) plays that will be called back up for scoring.)

NBL ONLY

- () 10. **WINNER DECIDED IN FINALS** - At all NBL National and International conference tournaments the top two scoring players of the following divisions; men's musical forms (N/FC-13), men's Japanese/ Okinawan forms (N/FT-25), men's Korean forms N/FT-27), junior and men's contemporary weapons (N/WC-38) will advance to the (evening) finals to compete again against each other to determine the divisional winner.

D. TIES

- () 1. **FIRST TIME** - A first round tie for any of the top four (4) places must be broken by having all tying players compete again, with the same or a different form. The order of performance shall be by luck of the draw. Ties for eighth place must be broken by adding in the high and low scores. If the scores are still tied, the players must compete again.
- () 2. **SECOND TIME** - [between two (2) or more tied competitors] - Second time ties between two players will be broken by having each of the Judges point to his/her choice at one call. The players are required not to be turned with their backs to the Judges when the Judges point. The odd amount of Judges [either five (5) or three (3)] will result in a majority vote for one player. For three (3) tied players this same method will choose a winner (example: three (3) Judges vote for one player, one (1) Judge for the second player and one (1) other Judge for the third player) or it will eliminate one player so that a second vote by the Judges will choose a winner from the remaining two (2) players (example: two (2) Judges vote for one player, two (2) vote for the second player and one (1) Judge for the third player. Now just two (2) players are left for the Judges to decide between in a second vote). This same continued method can be used for more than three (3) tied players.
- () All first time ties in the top eight (8) places must be broken by a run-off. Second ties must be broken by Judges pointing. Duel titles are not allowed.
- () 3. **SHARING A WIN** - Players are not allowed to share a tied position nor shall an Arbitrator assign a duel win for any placement. Only one person (or team) can hold any position in first through eighth place.

SG ONLY

VIII. FINALS:

(Including any pre-finals elimination run-offs) (Also Grand Finale of Super Grands)

A. PLAYING AREA

(same as regular play with the following exception. For recommended finals stage set-up, staff and equipment see APPENDIX E)

- () 1. **RING SIZE** - Due to stage limitations, the ring size may be smaller for soft stylists.

B. OFFICIALS

(same as regular play with the following exceptions)

- () 1. **FINALS CHIEF REFEREE** - The finals should have a Chief Referee whose job will be the same as in the eliminations. If no Chief Referee is available then his job will be the responsibility of the finals Arbitrator.
- () 2. **FINALS ARBITRATOR** - The finals must have an Arbitrator. The finals may have more than one available Arbitrator, but only one can be assigned to an individual arbitration as in regular play.
- () 3. **JUDGES** - The finals must have at least five (5) Judges and may have seven (7).

C. PLAYER UNIFORM AND EQUIPMENT

(same as regular play)

D. PLAYER DIVISIONAL CRITERIA

(same as regular play with the following addition and exception)

- () 1. **QUALIFICATION** - Only first place winners (or those vying for a first place) of divisions that include blackbelt players can be in the final grandchampionships against other blackbelt winners. All forms, weapons and self-defense winners qualify for a grandchampionship if grandchampionships are going to be run-off. Breaking cannot be included in a forms grandchampionship and does not have to be run off in any finals. A pre-finals elimination run-off may be held to limit the number of players advancing to a particular grand championship or as

a demonstration in the finals according to the league's specifications. Any pre-finals eliminations are subject to using finals rules however. A winner of a former tournament or reigning champion cannot be seeded into the finals or pre-finals eliminations. The tournament may have under blackbelt grandchampionships but not to replace blackbelt or combined with blackbelt grandchampionships.

NBL ONLY

- () **QUALIFICATION - NBL REGIONAL TOURNAMENTS** - All NBL Regional Conference tournaments must have the following NBL grandchampionships that must be held immediately after or during the end of the eliminations. However, if the tournament elects to run evening finals then it must run them under the same requirements as a National Conference tournament as set forth in APPENDIX F. If the tournament runs evening finals it will not be required to run the regional tournament requirements listed below.

- JUNIOR CONTEMPORARY FORMS (All contemporary forms, weapons and self defense winners)
- JUNIOR TRADITIONAL FORMS (All traditional forms, weapons and self defense winners)
- ADULT CONTEMPORARY FORMS (All contemporary forms, weapons and self defense winners)
- ADULT TRADITIONAL FORMS (All traditional forms, weapons and self defense winners)

NBL ONLY

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

SG ONLY

- () **QUALIFICATION** - The Super Grands World Games does not have a finals. It has a Grand Finale that is a continuation of the eliminations using finals rules, but with some additional or changed rules as outlined in these FINALS section. The first and second place eliminations winners of each division qualify and advance to compete in the Grand Finale for the NBL World Title.

- () 2. **STYLE** - A player may use a different form than he won his/her division with, as long as it is still within the style criteria. If Specific Forms Criteria option 02-2a (APPENDIX - A) was used at the tournament then the criteria need not be read to the players before any pre-finals eliminations, however the criteria will be enforced. Despite the style criteria music may be added to any division except traditional divisions (Chinese, Japanese, Kenpo, Korean, Kung Fu, Okinawan, Polynesian or a division labelled as traditional) for both blackbelts and under blackbelts.

SG ONLY

- () 2. **STYLE** - Same as 2. "STYLE" above except music cannot be added to any division. Since the players are technically still in eliminations play.

E. SEQUENCE OF PLAY

- () 1. **PLAYER AVAILABILITY** - (same as regular play where applicable with the following addition). A player that is required and thus scheduled to compete in the finals should report to the statisticians table immediately after their competition in the division that they won a spot in the finals in order to give biographical information and receive their backstage finals pass. They must report before the eliminations competition ends that day.

- () **PENALTY** - A player that is required and desires to be in the finals and doesn't report to the statisticians table to give required biographical information before the eliminations end will be fined a minimum of \$25 in order to compete in the finals.

- () 2. **CHOOSING THE ORDER** - The order of performance and/or byes shall be chosen by "luck of the draw" by a designated person. (This may be done by a conference Commissioner at NBL tournaments.) Players and/or coaches will not necessarily be allowed to be present when the selections are made and these selections may be made well in advance of the finals.

NBL ONLY

- () **CHOOSING THE ORDER - NBL NATIONAL TOURNAMENTS** - For grandchampionships (divisional winners competing for an overall title) the order of performance shall be by luck of the draw. This will probably take place at the statistician's table by drawing numbers as the player gives their biographical information. Players and/or coaches are not necessarily allowed to be present when the selections are made. For finals rematches of the top two divisional winners, the player with the highest eliminations score shall compete second.

SG ONLY

- () **GRAND FINALE ORDER OF PERFORMANCE** - Order of performance for each forms division at the Super Grands Grand Finale will be determined by their eliminations placement. The first place eliminations winner will go last and the second place winner will be first up. If both players have a tied score in the eliminations then the player that went closest to the last in the eliminations play will go last in the Grand Finale.

- () 3. **TRANSFERING SLOTS CHOSEN** - a player's slot cannot be used by another player. If a player elects not to use his slot for the division that it was chosen for, then that slot will not have a performance. A player who is up for more than one performance in a grand championship must perform the appropriate form in the slot picked by luck of the draw for that performance. They cannot choose which form they want to use

for the slot picked in the order sequence.

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

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

SG ONLY

- () 1. **SCORING SEQUENCE** - Same as eliminations excepting that all players in an event with four (4) or less players will compete before any scores are given.
- () **SCORING SEQUENCE** - Each of the two (2) players of a world title division in the Grand Finale will be scored immediately following the second player's performance.
- () 2. **SCORING RANGE** - The scoring range will be 9.90 to 10.00 with an average of 9.95.
- () 3. **DETERMINING THE FINAL SCORE** - A player's score will be determined by eliminating the player's highest and lowest score and totalling the remaining scores.
- () 4. **TIES** - First time ties will be broken by having each of the Judges point to his/her choice at one call (see VII-D-2 for procedure with two (2) or more players).

SG ONLY

- () 5. **TIES** - If the Finale players tie then they shall use the same tie breaking method as in eliminations play except they will use the same order of performance for the tie breaking run-off.
- () 6. **BOWING OUT** - Bowing out to an opponent for any reason is allowed without penalty.
- () 7. **MUSIC PLAYING** - The promoter must provide the music playing system and the person to play the music.
- () 8. **MUSIC LOUDNESS** - The volume of the music must remain consistent for all contestants of a finals division. However, a player or coach cannot protest the loudness of the music during or after a finals performance. If a player or coach has a concern about equal finals music volume than they can request and receive monitoring of the sound by the Arbitrator or Chief Referee to keep it constant during the run-off of the finals division.

IX. PROTESTS:

A. HOW TO PROTEST

- () 1. **WHO CAN PROTEST** - A protest can be brought forth by a player or a player's coach. A parent cannot act as a player's coach unless the player is under 18 years of age or unless the parent has purchased a coaches pass from the tournament promoter, if such a pass exists or unless the parent is listed as the players instructor on the player's registration or player's card.
- () 2. **PLAYING AREA** - All player protests regarding the playing area surface must be brought to the attention of the Promoter or any league representative (Commissioner).
- () 3. **RULES ARBITRATOR** - Any protest regarding a rules violation decision by an Arbitrator should be brought to the attention of any league representative (Commissioner) or brought to the attention of the league by writing them. (See FORMAL PROTEST)
- () 4. **FILING A PROTEST** - All player protests regarding rule violations must immediately be brought to the attention of the Center Referee (unless otherwise noted) who must get the Arbitrator without question. If the player can't get the attention of the Center Referee, he/she should ask a Corner Referee or the Scorekeeper to get the Center Referee for him/her. If the Center Referee refuses to process an arbitration, the player can leave the ring without penalty and has five (5) minutes to obtain the Arbitrator who will then make a decision as to whether any infraction has occurred. (If the Arbitrator cannot be found or is not available then the player must ask the announcer to call for him. The player will not be penalized for a timely period to get the Arbitrator if he is not available). Getting the Arbitrator may be done by the player, only after his/her scores, points or penalties pertaining to the arbitration have been awarded, but before the winners have been declared. After the winners are declared the player has no right to an arbitration, excepting for scoring errors where the scores were not allowed to be disclosed previously.

NBL

- All protests regarding proper rank for the division that a player is competing in must be done before any sequence of play is chosen.
- **ARBITRATORS REPORT AND CHECKLIST** - The Arbitrator is required to follow and fill in the Arbitrator's Report and Checklist (APPENDIX H) for each and every protest at the tournament.
- () 5. **ARBITRATION FEE** - A tournament can require a fee in order for a protest to be heard. The fee cost will be set by the tournament promoter and must be printed in their main tournament brochure. The collection of this fee will be at the discretion of the Arbitrator and if it is to be collected it must be done before the protest is heard. If the protest is being brought by a junior (17-), then the junior may pay any required arbitration fee him/herself or may get his/her tournament guardian (person signing for the care of the junior as indicated on the back of their players card) to pay the fee. This must be done before the protest is processed. All fees paid to the Arbitrator will be returned if the person filing the Arbitration wins his case. (See APPENDIX H).

NBL

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

SG/AM ONLY

- **ARBITRATION FEE** - Same as above except the fee is required to be collected and the fee will be \$30 cash with all funds retained going to SKITA. (See APPENDIX H).
- () 6. **SUPPORTING VIOLATION WITH RULEBOOK AND VIDEO** - It is the player's responsibility to know this rulebook and it's penalties. The player that is protesting will be given two (2) minutes by the Arbitrator to find evidence in the rulebook to support their call of a violation. If the player cannot find evidence in the rules in the allotted time then their protest shall become null and void unless the Arbitrator further processes the protest on his own. Along with evidence of a rule violation submitted from the rulebook, the player may submit videotape as evidence of a rules violation, but not as evidence to reverse judgmental scoring.
- () 7. **RULES PROCEDURAL ERROR** - Protest of a rules procedural error which is agreed upon as a procedural error by the Arbitrator requires the division to stop using the error. Once the error is caught, it must be corrected with the proper procedure immediately. The division should not be restarted, however the Arbitrator has the authority and option to re-adjust the present situation [match or performance(s)] to make it as fair as possible before continuing or he/she has the option of restarting [the match or performance(s)] if he/she feels it is absolutely necessary. A procedural error that was allowed at a tournament and not discovered or corrected by that tournament Arbitrator does not set a precedent for the same procedural error to be allowed in other divisions or at any future tournaments.
- () 8. **INCORRECT TOURNAMENT BROCHURE** - All SKITA rules take precedence over any listed rules, divisions, and statement in the tournament brochure. Protests regarding incorrect tournament divisions or placement of players into an incorrect division will be handled as follows: League required divisions, written rules and/or standards will take precedence over tournament advertisements (including the tournament brochure). A player competing in or placed into a wrong division will have no protest recourse if they are not aware of the league requirements in advance or, if they do not protest in advance of the starting of the division that they were placed into. If a player competes in one division and then another unadvertised division more to his liking is created, then that player may compete in the newly created division with the understanding that all winnings from the first division may be required to be relinquished after competing in the second division and the second division may be unrated (see V-E-1 PLAYER DIVISIONAL ENTRY.) If the league's written rules do not specifically clarify a dispute than any written clarification in the tournament brochure can be used to clarify a situation.

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- () **SUPER GRANDS BROCHURE** - The Super Grands / Amateur Internationals tournament brochure shall take precedence over the SKITA rules.
- () 9. **JUDGING / REMOVAL OF JUDGES** - A player cannot protest a judgmental call to have it changed. A player may, however, ask the Arbitrator to scrutinize any Judge for possible removal. A player may request to have one or more Judge (including the Center Referee) removed from his division from the onset. This protest should be made before the division starts (starts choosing order of performance). Removal of Judges is at the discretion of the Arbitrator based upon statements by both the player and the Judge and any Chief Referee.
- () **REMOVAL OF JUDGES** - Preselected Referees will not be removed upon a protest by a player or coach.
- () 10. **SCORING PROTEST** - Flip cards and/or scoreboards that the Center Referee is keeping score by, take precedence over tabulation by the Scorekeeper. Scoring error disputes where the scores were not disclosed previously must be questioned immediately following the division and within five (5) minutes after the awarding the winners (See APPENDIX H - PROCESS OF ARBITRATION).

SG/AM ONLY

- () 11. **PROTEST MADE TO TOURNAMENT PROMOTER** - Protests and arbitrations cannot be brought to the tournament promoter by a player or coach.
- () **PENALTY** - Any player or coach asking a tournament promoter to arbitrate or make decisions regarding rules of play will disqualify the player from that division and disqualify the arbitration and subject the offender to a fine (See APPENDIX J).

B. FORMAL PROTEST

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

Note: All revisions since 8/99 SKITA are underlined