

Nunchaku-do Kumite regulations

Version October 2017



Article 1. Match area

1. The match area needs to be even and free of any obstacles.
2. The match floor is a square with a minimal area of 8x8 meters and a maximal area of 10x10 meters. (measured along the outer edges)

3. A line parallel to the edges must be drawn one meter from the edges of the match area. This serves to contain the competitors within the boundaries of the match area.
4. Two parallel lines, each 0.5 meters in length and perpendicular to the referee line are drawn 1.5 meters from the center of the match floor. These lines indicate the competitors' starting positions.
5. One straight line, 0.5 meters in length is drawn 2 meters from one of the edges of the match area. This line indicates the referee's position.
6. The assistant-referees are situated on either side of the referee, each on a different corner on the edge near the scoreboard.
7. The **secretary** and timekeeper sit opposite the referee. (for the full setup of the match area and officials, see appendix 2)

Met opmerkingen [MD1]: Wat doet deze persoon precies? Houdt deze alleen score bij of wordt er echt een verslag van de wedstrijd geschreven?

Article 2. Official attire and nunchakus

1. The competitors and their coaches wear official uniforms, as described in appendix 1. The head-referee has the right to refuse entry to the competition to any coach and/or competitor who does not adhere to these rules.
2. On the match floor only the use of the official safety nunchakus is permitted. See appendix 1. The referee has the right and responsibility to test/inspect the nunchakus before the match.

Article 3. Passport control

1. For individual competitions, the competitors are required to hand in their (valid) SNN (or other WNA recognized instance) passport to the competition organizer at the measuring.
2. For team competitions the coach, the official representative of a team, must hand in the SNN (or other WNA recognized instance) passports of all team members (including coach) and reserves to the competition organizer at the measuring.
3. To participate in competitions a minimum of YELLOW gradation (5thKyu) is required to be signed off in the passport by a recognized SNN/WNN teacher.

Article 4. Competition organization

1. There are two types of competition:
 - Individual (with length-classes)
 - **Teams** (with length-classes, following either model A or B (see **article 2**), en/of and/or model C following the Golden Score model (see appendix 6))
2. In team competitions following model A, each team consists of the following:
 - 1 competitor in the class: -1.55 meters
 - 1 competitor in the class: - 1.65 meters
 - 1 competitor in the class: - 1.75 meters
 - 1 competitor in the class: - 1.85 meters
 - 1 competitor in the class: above 1.85 meters

Met opmerkingen [MD2]: In Nederlandse versie mist hier het opsommingsstreepje

Met opmerkingen [MD3]: Appendix?

Or: model B

A team consists of two (2) competitors from the class -1.65 meters and three (3) competitors from the class above (+) 1.65 meters.

Or: model C

The Golden Score is a team competition match in which each fight revolves around the winning point, the so-called 'Golden Score'. This model is explained in appendix 6.

Met opmerkingen [MD4]: In nederlands staat hier 'wedstrijd'

Which model team competition is used is mentioned on the convocation for the event.

3. The competitors of a team are all members of the same gym and are enrolled as such in the SNN or WNA administration.
4. Before each round the team leader/coach has to hand in a form with the names and setup of the team at the jury table. This setup with names (excluding reserves) is checked by the referee.
5. A team is disqualified when a competitor of team leader/coach changes the team order without written deliberation. The use of a substitute (reserve) is viewed as a change in the team setup.
6. The winning team is the one with the most individual wins.
7. In the case when two teams have the same number of wins, the winner will be the team, whose team members have the highest combined number of points (total of ippons and wazaris). This includes both matches won and matches lost.
8. In the case when a team match is won due to a Chui, even though the score is tied, the match counts as a win. The point score of this match remains the same.
9. In the case when two teams have the same number of wins as well as the same points, a deciding match will be held. The length class, or team position of this match is decided with a drawing by lot. If this deciding match ends in a tie, the decision will be made using "Hantei". The drawing of lots must take place with the head-referee in attendance.
10. In a match, a participating team may only join when the team consists of more than half of the prescribed number of people.
11. A competitor may not be replaced by another during a match.
12. If a competitor is not present, their opponent is viewed as the winner and will be granted 3 Ippons (6 points).
13. Individual competitors and teams are expected to be present before the opening ceremony, so they are not left out of participation in the tournament.
14. In case individual competitors of teams who take part:
 - Miss a match without due cause, or without notifying the competition management ahead of time:
 - Or stop the match and leave:

Met opmerkingen [MD5]: So far 1 uur.

The referee committee (i.c. the SJC) will take disciplinary action after getting advice from the head-referee.

15. A. every participating team can possess a maximum of two (2) reserves
B. a reserve-competitor can only be used in the team where he/she is signed up
C. a reserve-competitor needs to conform to the regulations concerning height
16. A competitor can represent only one (1) height class in both individual, as well as team matches.
17. A. a competitor can, in both individual as well as team matches, take part in one height class above their own
Ex. 1: person with a height of 1.73 meters can participate in the class -1.85 meters.

Met opmerkingen [MD6]: In de nederlandse versie mist er een punt na deze zin.

Ex. 2: person with a height of 1.73 meters cannot participate in the class +1.85 meters.

B. in an "All categories" or 'open class' tournament, competitors can join all classes, unless the organization has other restrictions (like age) in place.

18. Both men and women can be put against one another in individual, as well as team matches.

Article 5. The referee team

1. The referee team for each match consists of a referee and two assistant-referees.
2. The head-referee of the tournament appoints a "field head" for each tatami. This person is responsible for the organizational course of on and around the field. The "field head" has additional authority, including the power to interrupt the match for a deliberation with the referees, in which he immediately stops the match time.
3. To ease the course of the matches, several timekeepers, announcers and secretaries are appointed.

Article 6. The match time

1. The normal match time is two (2) effective minutes. This can be extended to three or five minutes, in accordance with the regulations of the tournament. The tournament organization can also extend the match time to two and a half (2.5) or three continuous minutes. The referee at all times has the authority, no matter the circumstances, to stop the match time.
2. If there is no decision after an individual match, the match can enter overtime. The duration of the overtime is announced by the head-referee at the start of the tournament.
3. If again there is no decision, the match will go into a 'golden score' in which a score or penalty is decisive for the outcome. There is no time limit for 'golden score'.
4. The match duration of effective match time starts with the beginning "Hajimé", and is paused with the stop sign "Yame".
5. The timekeeper gives an "end of match time" signal using a gong, buzzer or so called "throwing bag".
6. Only the referee decides the end of the match.

Met opmerkingen [MD7]: 45 minuten

Met opmerkingen [MD8]: Met zo veel of tot zo veel?

Met opmerkingen [MD9]: Deze komma hoort niet in het Nederlands

Article 7. Scoring

1. The result of a match is decided by:
 - A score of 6 points by one of the competitors (waza-ari = 1 point, ippon = 2 points) (6 points is the highest attainable score)
 - Or by receiving a victory by decision (hantei)
 - Or by way of a "Hansoku-make" decision against the opponent
 - Or by concession of an opponentOne (1) ippon = two (2) Waza-ari
2. A Waza-ari is awarded for a technically almost perfectly executed score.
3. An ippon is awarded for a technically perfectly executed score. The initiation as well as the completion of the performed technique must be executed perfectly on a technical level. A direct perfect score after a 100% block will exclusively be awarded an Ippon.

Met opmerkingen [MD10]: Waar hoort dit te staan?

4. A victory against an opponent who has been penalized with "Hansoku-make" is valued at '6-0'
5. An attack may be placed in the following area: the entire body with exception of the throat, neck and groin.
6. An effective score performed at the same time as the end-signal (give by the referee) is valid. An effective score performed after "Yame" by the referee is invalid and is subject to penalty.
7. No attack, no matter how well-executed is valid when both competitors are out of bounds. However, if either one of the competitors is outside the match area and his opponent within the bounds of the match area performs an effective technique without the referee calling "Yame", the score is valid.
8. If a competitor turns his back on his opponent without the match being interrupted by the referee, and the opponent makes a score, the score will be awarded with an 'Ippon'.
9. If a competitor entirely loses his balance and, consciously or not, falls to the floor, and the opponent makes a score, the score will be awarded with an 'Ippon'.

Met opmerkingen [MD11]: Twijfel tussen groin en crotch

Article 8. Score

1. A valid score must be executed in such a way that a clear and direct hit can be ascertained, while within reason not leading to injury.
2. In case an attack is performed in which a competitor hits 'through' the opponent upon impact, no score will be awarded.
3. A score must at all times be executed with control and aim.
4. A score is only valid if the attacker has visual contact with the place of contact where the score is aimed.
5. The fact that 'Nunchaku-do' is a semi-contact sport in which the safety of the competitor is maintained through the measure of contact needs to be taken into account.

Article 9. Scoring – Attempts

1. An attempt at scoring is only allowed if it is preceded by at least two (2) overtaking techniques. The time between the last technique and the score attempt is at most one second. In case the pause between the required (minimum) 2 scores exceeds the one second, the score attempt is declared invalid.
Please note; overtaking techniques are techniques in which the nunchaku transitions from hand to hand. Every exchange of the nunchaku is seen as an overtaking, given that the nunchaku always has contact with at least one hand.
2. Gripping (1st fragment), as well as sideways gripping, are a valid overtaking.
3. An exception is made in the following situation:
When a competitor blocks an attack by the opponent 100%, it is allowed to immediately mount a counter-attack. (without the required two overtakings.)
The attack after a minimum of two consecutively executed overtakings must be executed from a controlled hand-position. This means that the hand has a full grip on the nunchaku before the attack. Touching the nunchaku in a hand without gripping it is not counted as a controlled hand-position.

Article 10. Blocking and disarming

1. An attack may only be blocked by the nunchaku.
 - In case one of the competitors disarms the opponent using their nunchaku an ippon is awarded to him/her. In case both nunchakus are entangled and there is no direct disarmament of either competitor, the referee will interrupt the match by saying

- “Yame”. The nunchakus will then need to be disentangled and the match will resume without a score being awarded
- A disarmament must always be executed controlled and in one fluid movement.
 - During a disarmament a competitor can never turn their back on their opponent.
2. In the case when a competitor loses control of their nunchaku and it then makes contact with the floor, the referee will immediately interrupt the match. The opponent will then be awarded an Ippon.

Article 11. Criteria for decision

1. In absence of the “6 points” or a defeat due to a “Hansoku-make” the result of the match is determined based on the following;
 - a. On the basis of the scored Ippon(s) and Waza-ari(s)
 - b. By way of a ‘golden score’
 - c. The attitude, fighting-spirit and the technical handling of the nunchaku (hantei)
 - d. The number of well-executed attacks (hantei)
 - e. Technical prevalence of the competitor (hantei)
 - f. Awarded penalties
 - g. In the case when at the end of the match time the scores are tied but one of the competitors has a ‘chui’, the opponent wins
 - h. In the case when at the end of the match time the scores are tied but one of the competitors has a ‘Keikoku-1’ and/or a ‘Keikoku-2’ on the scoreboard, the match will remain undecided (a ‘keikoku-penalty’ is immediately settled)
2. When a referee decides using “Hantei” (in case ‘golden score’ is not used), the decision must be based on the regulations.
The result of a match can be decided in the following ways:
 - a. If at the end of a match neither competitor has scored, the winner is decided by Hantei
 - b. If at the end of a match both competitors have an equal amount of scores, the winner is decided by Hantei
3. One (1) Ippon = two (2) Waza-ari
Keikoku one (1) = one (1) Waza-ari for the opponent.
Keikoku two (2) = Ippon for the opponent

Met opmerkingen [MD12]: Haakje ontbreekt in het nederlands

Article 12. Forbidden techniques and actions

1. The following techniques are forbidden:
 - a. Techniques aimed at the neck/throat
 - b. Attack on the groin
 - c. Techniques where the nunchaku is held with both parts in one hand
 - d. A tsuki (thrust attack with the nunchaku)
 - e. A technique in which contact is made with the floor with anything other than the feet. Including a roll.
 - f. A technique in which a full 360 degree turn is made with the body (rotation).
2. The following actions are forbidden:
 - a. Repeatedly disturbing the match
 - b. Repeatedly launching an offense without the required minimum (2) of overtakings.
 - c. Purposefully leaving the match area
 - d. Excessive behavior, e.g. grabbing the opponent, shoving or walking into the opponent.

Met opmerkingen [MD13]: Zelfde twijfel over crotch

Met opmerkingen [MD14]: 1.5 uur

- e. A situation wherein one of the competitors does not take their own or others safety into account
- f. Any rude behavior, e.g. making unwanted remarks
- g. Grabbing the opponent's nunchaku
- h. Blocking an attack by the opponent with the hand, arm or lower leg
- i. Keeping the nunchaku in a resting position for longer than three (3) periods of five (5) seconds (without making overtakings) without launching an offense
- j. Influencing the referee's decision by making remarks
- k. Arguing with the (assistant)referee
- l. Openly showing contempt over the decisions made by the referee team
- m. Executing rolls, or dropping to the floor during a match
- n. Misbehavior by a competitor (individually or as a team), coach or official member of a team will result in immediate exclusion from the tournament for both the competitor and/or team
- o. If a coach verbally or physically shows negative attitude towards the decisions made by the referee team, their competitor will be penalized. Repeated offense may result in the coach or their competitor being disqualified.

Article 13. Technique during the match

1. It is mandatory for competitors to execute at least three (3) or five (5) different techniques (overtakings) during a match, in accordance with the regulations established in advance.
2. During a match, it is only allowed to attack immediately after the starting signal "Hajime" twice (2) with a so-called "lightning strike" (attempt).

Article 14. Penalties

General:

- it is mandatory for the referee to award penalties hierarchically.
- In case a competitor is outside the match area and the referee declares a score, then both this score and the penalty for being "out of bounds" will be awarded.

a. Formal (official) warning

1. If the referee thinks that a competitor is about to do a forbidden technique, he/she will be given a formal personal warning.
2. If the referee thinks that a competitor is about to do a forbidden action, he/she will be given a formal personal warning.
3. If the referee sees that a competitor steps out of the match area, a formal personal warning will then be given to the competitor.
4. A scoring attempt without performing the required two (2) change-over techniques, can lead to a penalty of a formal personal warning.
5. If a competitor does not control their (missed) attack and strikes 'through' their opponent

The formal personal warning is indicated on the scoreboard by a RED DOT and CAN influence the decision when a Hantei decision is made and the referee has no clear winner at the end of the ruling extra time.

b. Chui

The following techniques and actions will in principle be penalized with a Chui

1. Stepping out of the match area for the second (2nd) time.

2. Defending off or blocking an attack from an opponent with a hand, forearm or lower leg.
3. Executing multiple scoring attempts without the required two (2) change-over techniques.
4. Not enough variation in techniques.
5. Excessively hard contact.

Please note; a Chui only influences the result of a match if both players have an equal amount of points.

The Chui is then the deciding factor in who wins the match and will count as a victory for the opponent.

The number of scored wazari's for and against will remain unchanged.

An extension is not necessary.

Met opmerkingen [MD16]: Verlening?

c. Keikoku

'Keikoku-1'= 1 point penalty / keikoku-2= 2 point penalty

A competitor can only be penalized with a maximum of two (2) keikokus. The second (2nd) Keikoku will however be counted as an Ippon penalty (2 points). The third (3rd) Keikoku will be followed by a Hansoku-maké (disqualification).

De volgende technieken en handelingen worden in principe bestraft met een Keikoku:

1. Stepping out of the match area for the third time.
2. Blocking an attack attempt with the hand, forearm or lower leg multiple times.
3. Making several attack attempts without the two (2) required overtakings.
4. Grabbing hold of the opponent's nunchaku
5. Regularly exceeding the "5 second rest period"
6. Behavior from a competitor that is in any way disruptive to the match progression, like emotional outbursts and unwanted remarks
7. Behavior from a competitor/coach that is in any way disruptive to the match progression
8. Inadequate material that disrupts the progression of the match
9. Repeatedly not performing enough variation in the techniques
10. Excessively hard contact

Met opmerkingen [MD17]: Wat is het verschil?

d. Hansoku-maké

To award a hansoku-maké, the referee must first consult the assistant referees.

A competitor may be penalized with a hansoku-maké when a third keikoku penalty is awarded, or for the following actions noted her below:

1. When a competitor's actions damage the integrity and honor of the sport Nunchaku-do.
2. Excessively hard contact.
3. When a competitor does not comply with the referees orders.
4. When a competitor gets so excited that he/she endangers the progression of the match..
5. If a competitor's actions are considered to be dangerous to the opponent.
6. If actions from one of the competitors are considered to be breaking the rules of the competition.
7. If an action(s) of a competitor is/are considered malicious or if they knowingly break the rules using forbidden actions and techniques.
8. If a competitor has not been able to show the correct attacking spirit or defensive attitude.
This includes: crying, vomiting and mental instability.

9. When a male competitor does not wear a crotch protector (cup).
10. If a competitor does not have the correct equipment and reserve equipment not directly available.
(This reserve equipment must be within arm length of the match area (coach-area)).

With a hansoku-maké, the senior referee must be informed by the referee team concerned. The senior referee shall then decide if the competitor is to be disqualified from the rest of the tournament. It was mentioned earlier that penalty points are given in hierarchical order, therefore it is possible that a competitor may be disqualified for an action that may be considered a light offense qualified as for example chui.

Article 15. Injuries and accidents during a match

1. During the competition a qualified doctor or First Aide must be present.
2. Only a doctor or First Aide who has been appointed by the organization can enter the match area.
3. If a competitor sustains one or more injuries during a match which were not inflicted by the opponent and these injuries do not allow him/her to continue the match, and he/she requests to top the match, then he/she loses the match. The score will then be decided as '6-0' in favor of their opponent.
4. If both competitors are injured at the same time and cannot continue the match, the match will remain undecided.
5. When a competitor is injured and the doctor or First Aide declares him unfit to continue the match, then the competitor may not continue. If the competitor goes against this advice and wants to continue, he/she will be disqualified.
6. An injured competitor who wins a match because their opponent is disqualified may not continue the competition without positive advice from a doctor or First Aide. If a competitor is injured a second time and wins the match due to their opponent being disqualified, they will be excluded from further competition.
7. If a competitor is injured, the referee will immediately stop the match and help the injured competitor. At the same time the doctor or First Aide will be called for.
8. If a competitor, after consulting the referee and the doctor, is found to be incapable of continuing the match due to the injury or any other reason, then the referee will stop the match and withdraw the contestant. The blame for the injury will be deciding for the outcome of the match.
9. If a competitor is groggy and laying on the floor and unable to stand up within 10 seconds, then he/she will be judged as medically unconscious. For health protection reasons, the competitor will be taken from the tournament and will undergo medical examination.
10. In case an accident happens caused by an external situation ('force majeure'), the match will, after consulting the head-referee, be cancelled or delayed. In cases of 'force majeure' the head-referee will make the final decision in conjunction with the competition organization.

Article 16. Illness and referee intervention

1. In case a competitor becomes unwell during a match and is not capable of continuing it, the match will be lost through intervention by the referee. The outcome will be 6-0.
2. Onder ziekte wordt onder andere verstaan: 'braken', 'flauw vallen' en andere symptomen, aan de scheidsrechter ter beoordeling

3. Illness is understood to mean: 'vomiting', 'fainting' and other symptoms, to be determined at the discretion of the referee.

Article 17. Objections and other incidents

1. Nobody can protest personally against the referee and assistant referees decisions.
2. If the referee and/or assistant referee make a decision that is contra to the above rules, then the only persons who can protest are:
 - For the teams, the coach or another official representative registered with the SNN/WNA (passport)
 - For the individual competitor, the person whose name is officially noted as the contestants manager/ trainer, registered with the SNN/WNA (passport)
3. The protest, where upon the objection is based, must be in writing and handed in directly after the competition.
4. The protest must be submitted to a representative of the referee commission. They will again look into the facts leading to the disputed decision. When all the available facts have been taken into consideration, a report and a decision will be made.

Article 18. The authority and responsibilities of the head-referee, referee and assistant-referees

1. The head referee

The authorities and duties of the head-referee are composed in the following way:

- a. To guarantee that the correct preparations have been made before each competition in consultation with the tournament organization, regarding the following:
 - Checking the several match floors (tatamis)
 - The provisions of all materials and necessary facilities
 - The match process and its supervision
 - Assigning and instructing referees
 - Appointing "field heads"
 - Taking safety precautions
 - Appointing referees and assistant-referees ahead of time
- b. In the case that one of the members of a referee team is not available due to an accident or for any other reason, the head-referee will then appoint a replacement. The compiled referee team may not be changed without the permission of the head-referee.
- c. Preceding the tournament, the head-referee will check the WNA passports of the involved coaches. He will also inform the coaches of the latest instructions concerning the tournament schedule and the referee policy.

2. The Field head

The field head is appointed by the head-referee in advance of the tournament. His authorities and duties are composed in the following way:

- a. The assignment of the referee team on his field (tatami) during the progression of the tournament.
- b. Overseeing the execution of the regulations by the referees
- c. Correcting and adjusting severe errors on the part of the referee or other members of the referee team during a match or directly after.

- d. The field head has the ability to directly stop a match when pointing out a grave error. He will directly stop the match and will have a short and concise discussion with the referee team.
- e. The field head will also supervise the coaches' behavior and can reprimand them during and after the match.
- f. The field head can assemble the referee team after a match to discuss a situation from the match in a short and concise manner.
- g. The field head ultimately answers to the head-referee on radical decisions made by him or the referee team.

3. The referee

The referee has the authority to lead the competition. The authority of the referee includes:

- a. Awarding an Ippon and Waza-ari
- b. Actively and adequately awarding a score in accordance with the majority principle.
- c. Actively checking the required variation in techniques of the fighters
- d. Checking the '2 overtakings' in a '1-2 situation'
- e. Supervising the points on the scoreboard
- f. Explaining, when necessary, the reasons for a decision when he notices that a participant is on the verge of, or has performed a forbidden action and /or technique.
- g. Awarding penalties and giving warnings (before and/or during a match). E.g. for the execution of a forbidden technique.
- h. Attaining the opinion of the assistant-referees
- i. Announcing overtime or a 'golden score'.
- j. Judging the participants' outfit and materials before the match
- k. The authority of the referee is not limited to the match floor, but extends to the surrounding area
- l. Only the referee has the authority to delay or end the match. It is only allowed to end a match for referee-related reasons or out of safety concerns.
- m. The referee gives all the orders and does the announcements. The assistant-referee is only allowed to talk if it is imperative he gets the referee's attention immediately or if he is called upon by the referee for consultation.
- n. Referee and assistant-referee are not allowed to talk to the audience during the match
- o. If a referee notices a gesture by the assistant-referee, he can stop the match for a consultation. This should be done in a quick and concise manner.
- p. The referee is allowed to overrule the 'majority principle' only in special cases.
- q. In case a referee wants to overrule the assistant-referees more than once, he needs to stop the match to explain to his assistant-referees.

4. The assistant-referee

- a. ahead of every match, two assistant-referees are appointed
- b. The assistant-referee's places are on the corners of the mat, opposite the referee
- c. The assistant-referee on the right of the referee is responsible for the participant in the 'black position'. The assistant-referee on the left of the referee is responsible for the participant in the 'yellow position'.
- d. The assistant-referee has two control tasks:
 - The required two (2) overtakings before a strike(attempt)
 - Checking the required variation in techniques
- e. The assistant-referee is not authorized to stop a match and can only give his/her opinion by using a gesture/flag signal
- f. The assistant-referee must be called upon by the referee in case a decision must be made (Hantei)
- g. The assistant-referee has to make their opinion known by signaling with the flag with an extended arm.

- h. In summary the tasks of the assistant-referee are:
 - Assisting the referee
 - Giving his/her opinion via flag signals
 - Giving his/her opinion via discrete gestures
 - Using his/her vote for a decision, when called upon by the referee
- i. de assistent-scheidsrechter zal nauwkeurig de handelingen van de deelnemers bekijken. hij/zij zal door gebaren/ vlagsignalen zijn/haar mening duidelijk maken aan de scheidsrechter in de volgende gevallen:
- j. the assistant-referee will diligently watch the actions of the participants. Through gestures/flag signals their opinion can be made clear to the referee in the following cases:
 - when a score (Ippon or Waza-ari) is observed
 - When an injury or illness is noticed, before the referee has seen it
 - When one or both participants are outside the match area
 - When it is crucial to have the referee's attention
- k. When a referee and assistant-referee disagree on a situation, the referee has the final decision

5. Referee, field head and assistant-referees must always keep the following in mind:

- a. They need to be absolutely impartial
- b. They must adhere to the regulations
- c. They must behave worthy and composed at all times
- d. They have an exemplary function before, during and after the match. The referee and assistant-referees have a profound effect on the course of the matches. It is therefore necessary that the referees serve as an example of skill, clarity and decent behavior
- e. Referees and assistant-referees must have full attention and concentration in every aspect of the match they lead, follow and watch. They must make fair decisions for every move of the participants.
- f. The appointed members of the referee team cannot participate themselves or act as coach in matches during the tournament. Barring dispensation given by the refereecommittee
- g. All consultations of the referee, field head and assistant-referees must be kept as short as possible.

Article 19. Begin, onderbreking en einde van de wedstrijd

1. The referee and the assistant referee go to their positions, the contestants bow to greet each other with the nunchaku open in front of the chest. As soon as this has taken place, the referee will start the match with HAJIME.
2. The referee stops the match with YAME, when he sees a techniques that according to him, has scored He then asks the contestants to return to their starting positions.
3. The referee and assistant-referees point at the participant who scored, directly after the score takes place. The majority ('majority principle') then decides the score.
4. The referee and the assistant referee return to their positions. The referee will point his hand to the successful contestant, announces the score, an Ippon or Waza-ari, depending on the way the technique was done. After this the match will continue by way of HAJIME.
5. When a contestant has scored 6 points during a match, the referee will call YAME-SOREMADE and ask the contestants to return to their starting positions, while he himself returns to his own position. He then announces the winner by the raising of his hand on the side where the winner is. After this the match had ended.

6. After the match time has expired and the scores are the same (undecided), the referee will call YAME-SOREMADE and return to his position. The referee will ask the assistant referees to come to him, and they will make ready for 1 minute of extra time (in the case of an individual match).
7. If there is still no difference in the score after the extra time, the referee will consult the assistant referees so that a final decision can be made.
8. When the referee is confronted with the following situations as stated below, he will call YAME. A match restarted by HAJIME.
 - a) If one or both contestants should find themselves out of the match area. The referee will allow both contestants to return to their starting positions and a restart of the match will immediately follow.
 - b) If the referee instructs the contestant to fix their uniform and/or equipment.
 - c) If the referee notices that a contestant is about to perform a forbidden technique or action.
 - d) If the referee notices that a contestant has performed a forbidden technique or action. He will possibly consult the assistant referees to determine if rules have been broken.
 - e) If the referee is of the opinion that one or both contestants are unable to continue the match, due to injury or for any other reason. After consulting the competition doctor, the referee will either stop or restart the contest.
 - f) If the nunchakus of both contestants get entangled.
 - g) If one or both contestants fall and no direct effective technique follows
 - h) If the nunchaku is dropped by either one of the competitors
9. the referee must take all the necessary precautions to prevent risks.

Article 20. Disciplinary measures

1. If a situation should occur during a tournament and/ or competition that may have a negative influence on the Nunchaku sport, then the head-referee shall draw up a report, possibly containing advice, and send this to the referee committee of the Stichting Nunchaku Nederland (SNN) and/or the World Nunchaku Association (WNA).
2. The referee committee must draw up a report to inform the board of the Stichting Nunchaku Nederland (SNN) and/or the World Nunchaku Association (WNA) on persons who have been misbehaving during a match and/or tournament.
3. Penalty measures can only be imposed by the board of the Stichting Nunchaku Nederland (SNN) and/or the board of the World Nunchaku Association (WNA).

Article 21. Extreme Situations

If situations should occur where none of the above rules provide for, or if there is any doubt concerning the application of any single article from this rule book, then during the match, the head-referee, in conjunction with the referees will consult to find a resolution. The referee committee will then consider the dilemma and make a final agreement on the situation.

APPENDIX – 1 OUTFIT, MATERIALS AND UNIFORM

Article 1. The uniform

1. De hoofdscheidsrechter, veldhoofd, scheidsrechters en assistent-scheidsrechters dienen het officiële tenue te dragen dat is vastgelegd door de scheidsrechterscommissie van de Stichting Nunchaku Nederland en/of World Nunchaku Association . Dit tenue wordt gedragen bij alle wedstrijden.
2. The head-referee, field head, referees and assistant-referees must wear the official uniform that has been set by the referee commission of the Stichting Nunchaku Nederland (SNN) and/or World Nunchaku Association (WNA). This uniform must be worn at every competition.
3. The uniform is as follows:
 - Black pants
 - Plain, black socks
 - White dress shirt with short sleeves, adorned by the WNA logo on the right sleeve
 - Black tie (issued by the referee committee)
 - Plain black plimsolls with white or brown soles (to be used in the competition area).

Article 2. Nunchaku

1. Only the official WNA/SNN recognized black/yellow safety nunchakus are allowed to be used.
2. The “junior” nunchaku with a length of 25 cm. is used in the height category up to 1.65 meters. The equipment must be in its original condition. The cord between the nunchaku parts is a maximum of 15 cm. The color of the cord must be black, yellow or white.
3. Both the “junior” nunchaku and the “senior” nunchaku with a length of 36 cm. may be used in the height category above 1.65 meters. The equipment must be in its original condition. The cord between the nunchaku parts is a maximum of 15 cm. The color of the cord must be black, yellow or white.

4. Reserve equipment: A contestant must have reliable equipment at his disposal during a contest. The contestant is also obliged to have reserve equipment in the near vicinity of the match area (coach position) which he can use if necessary.
5. It is not allowed to adorn the official safety nunchaku with tape, decoration or other matters, without permission from the (head-)referee or field head.

Article 3. Outfit participants

The official outfit for participants is as follows:

- A black nunchaku-gi with short sleeves to the elbow (the v-neck and the end of the sleeves must have a yellow band finish).
- Black (budo) pants.
- An official (SNN/WNA) competition belt with or without belt graduations.
- The participant may not wear metal, or any other objects that could injure the opponent.
- An officially approved SNN/WNA head protector, free of any form of decoration.
- The framework must be either completely black or (non-reflecting) yellow
- The logo of the official WNA visibly on the left side on the chest.
- The use of bandages or stretch band used to protect injuries must be approved of by the referee team, if necessary on the advice of the competition doctor.
- The wearing of non-official attire and use of non-official equipment is prohibited.
- In the kumite section, the men must wear a groin protector
- the women are strongly advised to wear a breast protector, however this is not mandatory

Article 4. Uniform coaches

- a. The coach must wear a tracksuit with the coach insignia issued by the organization.
- b. Taking place in the coach position in 'nunchaku-outfit' is not allowed, unless a close training jacket with coach insignia is worn over top.
- c. Wearing a hat or other headwear is not allowed
- d. The coach must wear hall shoes

APPENDIX – 2 COACHREGULATIONS

Article 1. Conditions

- a. The coach must be registered with the SNN and/or WNA
- b. The coach must have a valid SNN/WNA passport on their person
- c. The coach must be registered with the organization before the matches start

Article 2. Uniform

See appendix 1. Article 4.

Article 3. Coach Position

- a. De coach dient gedurende de wedstrijd plaats te nemen op de coachstoel (coachpositie)
- b. De coach dient bij aanvang van de partij reeds te hebben plaatsgenomen.
Het is niet toegestaan tijdens de wedstrijd alsnog plaats te nemen op de coachstoel
- c. Het verplaatsen van de aangewezen coachpositie is niet toegestaan.
- d. Indien een coach, anders dan in een noodsituatie, de coachpositie verlaat tijdens een wedstrijd, om welke reden dan ook, wordt zijn coachkaart ingetrokken voor de rest van het toernooi.
- e. The coach must take place on the coach chair (coach position) during the match
- f. The coach must be seated when the match commences.
It is not allowed to take place in the coach chair during the match.
- g. Moving the designated coach position is not allowed.
- h. In case a coach, except in case of emergency, leaves the coach position during a match, for any reason whatsoever, his coach card will be revoked for the rest of the tournament

Article 4. Coaching

- a. It is allowed for the coach to give the necessary technical and tactical information to his student, given that it does not interfere with the referees.
- b. All feedback and expressions from the coach must happen in a decent and discreet fashion.
- c. Expressing criticism or displeasure toward the decisions made by the referee-team are under no circumstances allowed and also punishable
- d. Influencing the (assistant)referee’s decisions through spoken word and/or gestures are not allowed and also punishable.
- e. In case a coach is of the opinion that there is a mistake on the scoreboard, he must stand up and raise his hand. The referee will then interrupt the match at a fitting moment and immediately stop the match time to control the scoreboard. The field head will also interfere in the situation.
- f. In case a coach expresses himself indecently through spoken word and/or gestures toward the referee-team, their participant will be penalized.
- g. In case a coach misbehaves the possibility to coach can be revoked and access to the hall can be barred.
- h. Taking pictures or video footage from the coach position is not allowed.
- i. An ‘appendix-2, article 4 section g measure’ can only be invoked by the head-referee. The head-referee will justify his decision with the field head and thereafter make a report of the incident and consult the referee committee (SJC) of the SNN/WNA.

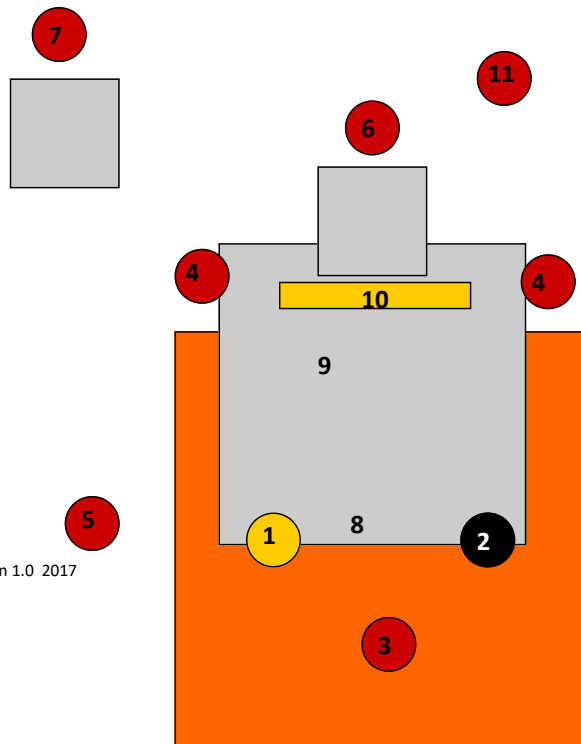
Article 5. Protest

A coach can only submit a written protest with the head-referee of the tournament/event in case he meets the conditions as specified in this appendix under article 1.

APPENDIX – 3 POSITIONS

Match area kumite

- 1. Participant yellow position
- 2. Participant black position
- 3. Referee
- 4. Assistant referee
- 5. Coach
- 6. Timekeeper/Scorekeeper
- 7. EHBO
- 8. Match area
- 9. Warning zone
- 10. Scoreboard
- 11. Head-referee



APPENDIX – 4 TERMS

Hajimé:	Begin
Yamé:	Stop / interrupt the match
Aiuchi:	Simultaneous valid score, no score.
Yamé-Soremadé:	End of the match
Waza-ari:	1 point-score
Ippon:	2 point-score
Hikiwaké:	Undecided
Hantei:	Decision
Chui:	Mild penalty, deciding in case of a tie.
Keikoku:	1 point-penalty
Keikoku-2:	2 point-penalty
Kachi:	Winner
Maké:	Loser
Obi:	Band/belt
Za-zen:	Concentration seated position (knees)
Tsusuku:	Continue

APPENDIX – 5 EXTRA INDICATIONS ASSISTANT-REFEREES

- Indicating participant is out of bounds:
Top of flagstick against the floor.
- Contact harder than allowed
Right fist against left palm. Yellow flag (right hand) points to the body,
Black flag (left hand) points upwards.

- '1-2 situation':

Only point out the one who scores. When the 2 overtakings are interrupted immediately wave away

- Graze orno score:

DO NOT react with flags. Only when asked.

- Too long without (fluid) overtaking:

Rolling motion with the flag

- Waiting too long to attack after the 2 overtakings, or attacking without the 2 overtakings:

Wave away underhanded with the yellow or black flag.

- Getting the attention of the referee:

Tapping motion with the flag sticks above the head

- Attack on block:

Normally don't point out. Only when asked after the fact 2 flags (90 degrees in relation to the under arm upwards) straight ahead.

APPENDIX – 6 EXTRA REGULATIONS GOLDEN SCORE

Art. 1. Categories

- a. There are two match categories:
 - Class up to and including 1.65m (WNA junior nunchaku mandatory)
 - Class above 1.65m

Art. 2. Team composition

- a. A 'Golden Score Team' consists of 3 participants.
- b. The participating gym is allowed to enroll 2 general reserve-participants, for which the choice can be made to place them in the junior and/or senior class. The reserve-participant can be used in one of the enrolled teams and can then no longer be switched out.
- c. The order of the team must be announced ahead of time to the match organization.
- d. The positions in the team layout can no longer be changed, barring the use of a reserve-participant
- e. A team can consist of women, men or a mix of both.
- f. In case a reserve-participant is used, he/she is to maintain that position for the remainder of the tournament
- g. Within the composition of the team, the 1st participant receives an **ORANGE designation**, the 2nd receives a **GREEN designation** and the 3rd receives a **BLUE designation**. These are handed out by the organization on the day of the tournament.

Met opmerkingen [MD18]: Gym?

Met opmerkingen [MD19]:

Art.3. Team manager

- a. For every 2 participating teams from the same gym a manager can enter for free.
- b. The manager makes sure the teams are ready at the mat on time and that the fighters are in the correct (as registered with the match organization) order.
- c. A team manager must be dressed in a tracksuit.
- d. A team manager must have a valid SNN and/or WNA passport.
- e. At the start of the match, the team manager takes place outside of the match area and the adjacent area.
- f. Coaching, apart from coaching by team members, is not allowed.

Art. 4. Tatami / Match field

- a. The match field, or Tatami, must be a square of at least 9 x 9 meters with a maximum of 10 x 10 meters.
- b. On the match field the starting positions of the participants are to be clearly marked.
- c. If possible, a 'warning zone' for the participants should be present. This zone is within a meter of the outer edge of the match area.
- d. The match floor must be free of obstacles and hindrances.

Art. 5. Match rules

Section 1.

The regulations of the WNA and SNN are effective with the following adjustments for the 'Golden Score Tournament'.

- a. The match time consists of 5 minutes of continuous time.
- b. If necessary, the referee can (temporarily) suspend the match with the command 'time-stop).

Section 2. Greeting and match process

- a. The teams take place on the mat in the given order when the referee gives the sign. The nunchaku is in the right hand and the helmet under the left arm. On the referee's command the participants face toward the audience. After the referee's sign the participants greet the

audience and turn back to face the opponents. After yet another sign from the referee the participants greet the opponents and the first fighters take place on the mat for the start of the match.

- b. Only the first participants greet each other on the referee's command. The following participants only greet when stepping onto the mat and resume the 'Golden Score match' after the 'Hajimé' command by the referee. When leaving the mat all participants must always greet.
- c. The match can only be resumed after it is declared (command 'Hajimé')
- d. A participant may only leave the match floor once the referee has acknowledged a valid score in both speech and gesture..
- e. A following match can only begin in case both participants are stood still on the marked positions.
- f. A participant leaves the field when his opponent scores an 'Ippon' or a 'Waza-Ari'.
- g. A participant leaves the field when he is penalized with a 'Keikoku' which is immediately translated into a 'Waza-Ari' for the opponent.
- h. The waiting fighters remain standing with the cap/helmet on, in the designated area outside of the tatami.

Section 3. Scores and Penalties

- a. In case a participant, in accordance with the regulations, scores a 'Waza-Ari' he wins the match with 1 point.
- b. In case a participant, in accordance with the regulations, scores an 'Ippon' he wins the match with 2 points.
- c. In case a participant is penalized with a 'Keikoku', his opponent wins the match with 'Waza-Ari'. (1 point)
- d. The winning participant stays on the field, the losing participant leaves the match area.
- e. In case a participant wins 3 matches in a row, he too leaves the match area. He (his team) will then receive an extra (bonus) point.
- f. In case a referee gives a penalty to a participant this penalty will, in case of an 'official warning' or 'Chui' remain on the scoreboard.
- g. In case a 'Keikoku' is given, it will immediately be translated into a 'Waza-Ari' for the opponent. The scoreboard will then be emptied again.
- h. In case a participant drops out of a team due to an injury, the match is to be played out, in which the match that the participant drops out of is always decided with IPPON for the opponent. In case the team has no reserves after this match, the team will be withdrawn from the tournament.
- i. In case a participant from a team is penalized with 'hansoku-maké' the entire team is withdrawn from the competition.

Art. 6. Match scores

- a) Scores and penalties are carried out according to the regulations of the WNA/SNN in accordance with Art. 5 section 3 of these regulations.
- b) Indien een deelnemer uit één team 3 wedstrijden achtereenvolgens wint krijgt hij/zij (het team) 1 bonuspunt (waza-ari) extra.
In case a participant from one team wins 3 consecutive matches he/she (the team) receives 1 bonus point (waza-ari) extra.
- c) When a team wins a match, the team is awarded **3 points**.
- d) When a match ends in a draw, and there is no need for a winner, the team is awarded **1 point**.
- e) When a team loses they are awarded **0 points**.

- f) In the case when after the official match time there is a draw, and the match system calls for a decision, the last two fighters who were on the mat will fight for the win (golden score).
- g) In the case when after the official match time there is a draw, but one of the teams has a 'Chui' on the scoreboard, this team loses the match.
- h) In case two or more teams in the match system have the same amount of points, the scored 'waza-ari's', bonus points and 'ippons' are deciding. The team with the highest amount of scored points wins.

Art. 7. Injuriesandwithdrawals

- a. In case a registered team has to deal with a drop-out in the preamble of the tournament, they are justified to place a substitute up to the day of the tournament. The substitute takes the place of the drop-out in the team order.
- b. In case a participant is injured during a match and has to withdraw as a result, the team will receive 2 points (ippon) against them every time it's the (withdrawn) participant's turn.
- c. In case a team has to deal with a withdrawal, the match may be fought out with the remaining two participants, following point b of this article.
- d. In case a team, due to injuries or force majeure cannot be present at the start of the match in full numbers, conforming to the registration, the team is withdrawn.

Art. 8. Disqualification

- a. In case a participant from a team is disqualified, the match is ended. The result of the match is then determined as 10 – 0 for the opponent.
- b. After deliberating with the involved referee team, the head-referee will determine if the disqualification is effectual for the entire tournament for the fighter and/or the team.
- c. After a disqualification the head-referee writes a report and sends it to the board of the WNA and/or SNN within one week.
- d. The WNA and/or SNN determine if further disciplinary measures are needed.

Art. 9. Clothingandconditions

- a. The participants wear the clothing as prescribed by the WNA and SNN.
- b. Only the use of the 'WNA official safety nunchaku' is allowed.
- c. Uitsluitend het gebruik van een door de WNA erkende hoofdbeschermer is toegestaan. Deze dient in originele staat te zijn, zonder versiersels en aanpassingen.
Only the use of a WNA recognized head protector is allowed. This head protector is to be in its original state, free from decorations or adjustments.

Art. 10. Behavioranddecency

- a. In case a participant makes it clear that he/she does not agree with referee, verbally or in gesture, the referee must penalize with 'keikoku'.
- b. In case a participant oversteps the boundaries of respect and decency during the match, he/she is disqualified.
- c. In case a participant tries to influence his/her match, or one of their teammates', in any way using word or gesture, the participant that is on the field at that time is penalized with 'keikoku'. On repeated offense the involved participant is disqualified.
Pay attention to Article 8.A of these regulations.

Art. 11 . Protests

- a. During a match nobody can protest to the referee team.
- b. In case there are doubts about the handling of the referee team, the team manager has the right to file a protest with the field head or head-referee directly after the match.

- c. Bij een protest zal de hoofdscheidsrechter direct de betrokken partijen horen en een beslissing nemen die bindend is.
In case of a protest, the head-referee will listen to all involved parties and make a binding decision.
- d. In case the boundaries of decency are overstepped, no protest will be discussed.
- e. It is not allowed to file a protest at the head-jury table
- f. Video footage is not included in the decision making process for a protest.

Art. 12. Extreme situations

- a. If there are situations in which the above regulations does not suffice, or if there are any doubts on the application of one of the articles from these regulations, the head-referee, in deliberation with the referee team, will discuss to find a solution. The head-referee's solution is binding for the tournament. On account of this situation the head-referee writes a report on and sends this to the referee committee, who will subsequently decide on a definitive solution to the arisen situation.