

Black Belt Rules

Forms & Weapons

Competitors compete in random order.

Judges will match all competitors before giving out scores.**

Judges will use the “2” point deviation rules before presenting scores. **

There are no introductions before forms.

There are no restarts. If a competitor drops his or her weapon or they forget their form, they cannot restart the form. If they pick up their weapon and finish the form, they receive a “zero” score.

In the traditional weapons division, only non-tapered staffs (Bo) are allowed.

Competitors are responsible for their own music player.

No words or lyrics in the music.

Point Sparring

All matches are one round of 2 minutes.

The winner is determined by who is ahead at the end of the round.

The winner must win by a 2 point margin of victory. If the match ties or one fighter is ahead by only 1 point, the fight resumes until the 2 point margin is achieved.

All fighters are required to wear, helmet, foam dip hand pads, foam dip kick pads, mouth guard, groin protection and shin guards. All equipment will be inspected and should be fitted and in good repair, no tape or rips. No ring star shoes. All pads must have fingers / toes enclosed.

Fighters must wear long pants, belt and uniform top or school t-shirt.

All techniques thrown must display, balance, focus and control and be targeted to legal striking area.

1 point for all hand techniques

1 point for a body kick

2 points for head kick

2 points for a jump kick to the body and 3 points for jump kick to the head.

Fighters are allowed one coach. Any abuse of officials or unsportsmanlike behavior of the coach will result in a penalty point awarded to the other fighter.

**** 2 POINT DEVIATION RULE**

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

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

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

Other than this mandatory adjustment, a judge may not change his score. If no score is more than .02 higher or lower than the middle score, then there is no adjustment. After assuring that any necessary adjustment has been made, the Chief Official then says, "Score", and the scores to the audience, the competitors, and the scorekeeper as usual.

****RELATIVE RANKING RULE**

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

For the Relative Ranking Rule to operate properly, all judges must use the scoring worksheets provided in the ring boxes. As each competitor runs their form, they are given a place number relative to the competitor who has already run. For example, each judge gives the first competitor up a "1" next to his/her name on the worksheet. The next competitor gets a "2" if their form isn't as good; or if their form is better, they get a "1"

and the first competitor get his "1" changed to a "2". The third competitor then gets a number that grades his form relative to the first two, and so on down the division. When all competitors have run, each judge's Worksheet will have all the competitor's names listed in the order they ran, but with numbers next to their names that reflects their place relative to one another.

The Center Judge will then allow up to two minutes for the judges to assign decimal scores to each competitor based on their relative ranking. Each judge decides how high to score his number "1" competitor – usually a 9.99 or 9.98 in the black belt divisions – and assigns that score to the top competitor. The number "2" competitor will be scored one-hundredth lower at 9.98 or 9.97 (or even lower if the judge feels there was a great gap between the number "1" and number "2" competitors). Number "3" will get a score at least one-hundredth lower than number "2", and number "4" will get a score at least one-hundredth lower than number "3". This is done until all the competitors are ranked relatively to each other. None of the top four competitors ever receives the same score, and the top four scores a judge gives are only given once. A judge may give the same score to competitors he/she has ranked as "5" or lower, though it is discouraged unless there are many competitors in the division and giving incrementally lower scores would take the lower-ranked competitors to scores that were undeservedly low. (Judges may prefer to use slash marks rather than numbers to rank each competitor: I, II, III, IIII and so on. By using this method you do not have to mark out or erase as often, you only add slashes.)

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