

World Nunchaku Association



www.nunchaku.org

Kumite Rulebook Version 1.2

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Article 1. COMPETITION AREA

1. The contest area must be level and free from obstacles.
2. The contest area must be a square with a minimum of 7 x 7 meters and a maximum of 10 x 10 meters (measured on the perimeter)
3. One (1) parallel line must be drawn within one (1) meter of the outside border line inside the contest area. The purpose of this line is to keep the contestants within the contest area.
4. Two (2) parallel lines must be drawn, each 1 meter in length and at 90 degrees to the referees line and at a distance of 1.5 meters from the center of the contest area. This indicates the starting position of the contestants.
5. One (1) parallel line of 1.5 meters in length must be drawn at a distance of two (2) meters from the center on one side of the contest area. This indicates the place of the referee.
6. The assistant-referees are seated or standing on each side of the referee, each on the corner of the contest area on the scoreboard side.
7. The score and timekeeper must be seated across of the referee.
(for set-up contest-area and officials, see appendix 3)

Article 2. OFFICIAL CLOTHING AND NUNCHAKUS

1. The contestants and their coaches must wear the official uniforms as noted in appendix 1. The senior referee can discharge any coach and/or contestant who do not comply with the rules.
2. During the contest only the OFFICIAL SAFETY NUNCHAKU is permitted. See appendix 1. The referee has the right and duty to inspect the nunchakus *before* a contest.

Article 3. PASSPORT CONTROL

1. With individual contests, the contestants must hand in their valid World Nunchaku Association (WNA) passport to the competition organizers at the height measuring.
2. With team competitions, the coach or representative of the team, must hand in the valid WNA passport of all the team members and the reserves to the competition organizers at the height measuring.
3. For participation in competitions, a **minimum** of a **YELLOW** graduation must be signed for by an acknowledged WNA instructor in the WNA passport.

Article 4. COMPETITION ORGANIZATION

1. There are two types of competitions:
 - Individual (with height categories)
 - Teams (with height categories according to model **A** or **B**, see nr. 2)
 2. With team competitions, (according to **Model A**) each team must be formed in the following way:
 - 1 contestant in the category: minus – 1.55 meter
 - 1 contestant in the category: minus – 1.65 meter
 - 1 contestant in the category: minus – 1.75 meter
 - 1 contestant in the category: minus – 1.85 meter
 - 1 contestant in the category: above + 1.85 meter
- Or: **B-Model.**
A team consists of two (2) contestants from the category minus – 1.65 meter and three (3) contestants from the category above + 1.65 meter.
In the convocation is stated which team line-up is being used.
3. All the contestants are members of the same Martial Art school.
 4. Before each round, the team leader/ coach must present a team form to the jury with the names and line-up position of the team members. The team form with the names (reserves excluded) will be located at the edge of the competition area. The line-up position can be changed for each round. (See appendix 5 and 6)
 5. A team will be disqualified when a contestant or team coach changes the team line-up without written consultation. The use of a reserve contestant will be seen as a change of the team line-up.
 6. The winning team is the team with the most individual scores.
 7. When both teams have the same amount of scores, the winner will then be the team contestant with the most scored points (total of Ippons and Waza-aris). Both the contests which have been won or lost are taken into consideration.
 8. When in a team competition a contestant has won a contest, after an even score, through a Chui, then this will be added as a won contest. The point score of this contest will be the same.
 9. When two teams have scored the same amount of scores and points, a ballot will take place to determine which length category shall be played to determine the competition. When this decisive contest ends indecisive then the result will be determined by "Hantei". The ballot must take place in the presence of a senior referee.
 10. In a team competition, a team may only compete if the team is composed of more than half the number of contestants as is laid down in the regulations.
 11. A contestant may not be replaced by another contestant during a competition.
 12. If a contestant is not present, the opponent will be considered the winner and honored with three (3) Ippons (6 points).
 13. Individual contestants and teams must be present before the opening ceremony, if not they can be excluded from taking part in the tournament.

14. If individual contestants of teams competing:
 - Are absent from a contest without valid reason, or without informing the tournament officials;
 - Or stop the contest and leave; the referee commission will then take disciplinary action, after consulting the senior referee.
15. a) Each participating team is allowed a maximum of two (2) reserves.
b) A reserve contestant may only participate in a team where he or she is registered
c) A reserve contestant may only be slotted in if his height category is in accordance with the rules.
16. A contestant is allowed to compete in only one (1) height category as an individual as well as a team member.
17. A contestant may participate as an individual as well as a team member in a “higher” height category.

Example 1: A person with a height of 1.73 meter may participate in the category (minus) – 1.85 meter.

Example 2: A person with a height of 1.73 meter may not participate in the category (above) + 1.85 meter.

Exception: In an “All categories” tournament, contestants from all height categories may enter as long as the organizers have no restrictions, such as age.

18. Men and women may compete against each other as individuals as well as in a team.

Article 5. THE TEAM OF REFEREES

1. For each contest the team of referees consists of one referee and two assistant-referees.
2. The referee team chooses a so called: “Strategy Chief” from one of its members. This person is responsible for organizing the course of the competition on and around the contest area. The Strategy Chief does not have any additional authority.
3. Several timekeepers, announcers and score keepers are appointed to ensure that the contests runs smoothly.

Article 6. CONTEST DURATION

1. In principle the normal contest duration is two (2) effective minutes. This can be extended to three (3) or five (5) minutes depending on the tournament rules. Also the competition organizers have the option to make a contest a continuous 2.5 minutes. This can also be extended depending on the rules of the tournament.
2. If no result is obtained at the end of an individual contest, extra time can be added. The extra length of time will be announced at the beginning of the tournament by the senior referee.
3. If there is still no result then the referee will make the final decision after consulting the assistant referees.
4. Only on recommendation of the senior referee can a second extra time period take place. The senior referee can decide to call “sudden death”.
5. The effective contest duration starts with the sign “Hajime” and is stopped with the sign “Yame”.
6. The timekeeper signals that time is finished either by a bell, zoomer or a so called: “time-bag”.
7. Only the referee determines when it’s the end of the match.

Article 7. SCORING

1. The result of a contest are set by:
 - The scoring of 6 points by one of the contestants. (waza-ari = 1 point, Ippon = 2 points)
 - Or by obtaining a decision win
 - Or by “Hansoku-make”, decision against a contestant.
 - Or by a contestant giving up.
2. 1 Ippon = 2 Waza-ari
3. A Waza-ari is given for an almost perfect, technically well executed attack.
4. An Ippon is given when a technically perfect attack is made and scored. Both the beginning and the end of the attack that reach target must be performed technically perfect. A direct score after an attack has been blocked for a full 100% is in principle marked with an Ippon.
5. A win against an opponent that has been penalized with a “ Hansoku-make” will be merited with 6-0
6. An attack may be placed in the following zones;
 - from the knee to the head, excluding the throat, neck and crouch (the knee therefore is also an excluded zone)
7. An effective technique attack applied and reaches its target at the same time, as the end of the time signal, is valid. An effective technique attack performed after “Yame”, has been called by the referee is invalid and can lead to a reprimand.
8. No attack, however technically perfect is valid if both contestants find themselves outside the contest area. However an attack is valid if only one of the contestants is outside the contest area and the opponent who performs the attack which reaches its goal is still inside the lines without the referee indicating “Yame”.

Article 8. TOUCHE

1. A valid attack attempt has to be executed in such a way that the score must be seen to be hit, but this must not lead to an injury.

Article 9. SCORING ATTEMPTS

1. An attempt to score is only allowed if the contestant has made at least two hand change-over techniques before the attempt. The time between the last technique and the scoring attempt is a maximum of 1 second.
Please note: under change over techniques one means that the nunchaku must change fluently from hand to hand.
Exception: Gripping (1st fragment). A grip is nevertheless only valid as a change-over between two techniques.
2. Exceptions are made for the following situations:
 - a) If a contestant blocks an attack from the opponent for a full 100% then a direct counter attack is allowed (without the required two (2) techniques)
 - b) By placing a technically well executed (underhand) Tzuki.

Article 10 BLOCKING AND DISARMING

1. An attack may only be blocked by the nunchaku.
2. a) If a contestant can disarm the other contestant by using their nunchaku, an Ippon will be awarded. If both the contestant's nunchakus get entangled and there is no direct disarmament of either one of the contestants, then the referee will stop the contest by "Yame". The nunchakus then must be separated and the contest is resumed without either contestant scoring.
b) A disarmament must be executed at all times in a controlled manner.
3. If a contestant loses control of the nunchaku and the nunchaku then touches the floor the referee will immediately stop the contest. The opponent will subsequently be awarded an Ippon.

Article 11. DECISION CRITERIA

1. In the absence of "6 points" or a defeat as a result of a Hansoku-maké during the contest, a decision will then be made on the basis of the following points:
 - a) If an Ippon or Waza-ari points are scored;
 - b) Posture, attacking manner and the technical handling of the nunchaku;
 - c) The number of well executed attacks;
 - d) Technical superiority of a contestant;
 - e) If penalties have been given.
2. When a referee needs to make a decision by means of a "Hantei", after consulting the assistant referees, this decision must then be made in accordance to the rules. The result of a contest can also be determined by the following:
 - a) If at the end of the contest neither one of the contestants has scored, then a winner is reached through Hantei.
 - b) If at the end of the contest both contestants have scored the same amount of points, then a winner is reached through Hantei.
3. One (1) Ippon = two (2) Waza-ari
Keikoku One (1) = one (1) Waza-ari for the opponent
Keikoku Two (2) = one (1) Ippon for the opponent

Article 12. FORBIDDEN TECHNIQUES AND ACTIONS

1. The following techniques are prohibited:
 - a) techniques whereby contact is made on the neck and/or throat
 - b) attacks to the groin
 - c) techniques where both ends of the nunchaku are held in one hand
 - d) when a tzuki is set in with both ends of the nunchaku
 - e) a tzuki aimed to the head
 - f) techniques whereby contact is made on the knee and lower leg
2. The following actions are prohibited:
 - a) Repeatedly stepping out of the contest area and delaying tactics
 - b) A show of temper, such as holding the opponent or pushing away forcefully
 - c) A situation whereby one or both contestants show disrespect for the safety of themselves and the other person.
 - d) Every disrespectful action, such as showing disagreement and giving unasked for comments.

- e) Grabbing hold of the opponents nunchaku
 - f) Blocking an attack from an opponent by hand or arm.
 - g) Holding the nunchaku longer than 3 periods of 5 seconds in the "Rest" position (= without a change-over technique), without starting an attack.
3. Misbehavior from a contestant, coach or official member of a team shall lead to direct exclusion from the tournament.

Article 13. TECHNIQUES DURING THE CONTEST

1. It is compulsory that a contestant performs at least 5 different hand change-over techniques during the contest.
2. After the referee has given the "Hajimé" it is only allowed to score twice from the starting position in a so called: " Lightning attack".

Article 14. PENALTIES

In general: The referee is compelled to give penalties in ascending order.

A. FORMAL (OFFICIAL) WARNING

1. If the referee thinks that a contestant is about to do a forbidden technique, he/she will be given a formal personal warning.
2. If the referee sees that a contestant steps out of the contest area, a formal personal warning will then be given to the contestant.
3. If the referee thinks that a contestant is about to do a forbidden action, he/she will be given a formal personal warning.
4. A scoring attempt without performing the required two (2) change-over techniques, can lead to a penalty of a formal personal warning.

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 tangible 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 contest 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.

Please note; a Chui is only of influence to the end result of a contest, if both contestants have scored the same amount of points at the end of the official contest time.

The Chui is then the deciding factor and will be counted as 0.5 point for the opponent. Extra time will therefore not be necessary.

With team events a Chui is the deciding factor for winning the contest. Here it will NOT be counted as 0.5 points.

C. KEIKOKU

Keikoku 1 = 1 point penalty

Keikoku 2 = 2 point penalty

A contestant can only be penalized with a maximum of 2 Keikokus. The second (2nd) Keikoku however applies an Ippon penalty (2 points). With a third (3rd) Keikoku penalty Hansoku-maké (disqualification) will follow.

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

1. Stepping out of the contest area for the third time.
2. Averting an attack from an opponent several times with a hand, forearm or lower leg.
3. Making several attacking attempts with scoring opportunity but without the two regulated hand change-overs.
4. Grabbing hold of the opponent's nunchaku.
5. Regularly exceeding the "5 second rest period"
6. Behavior from a contestant in any manor that is disruptive for the continuation of the contest. For example, crying of a contestant without a valid reason.
7. Behavior of a coach in any manor that is disruptive for the continuation of the contest.
8. Repeatedly not performing enough variation in techniques.

D. HANSOKU-MAKE

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

A contestant 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 contestant's actions damage the integrity and honor of the nunchaku sport.
2. When a contestant does not comply with the referees orders.
3. When a contestant gets so excited that he/she influences the style of the contest.
4. If an action of one of the contestants is considered to be dangerous to the opponent.
5. If actions from one of the contestants are considered to be breaking the rules of the competition.
6. If an action(s) of a contestants is/are considered malicious or if they knowingly break the rules using forbidden actions and techniques.
7. If a contestant has not been able to show the correct attacking spirit or defensive attitude.
8. When a male contestant does not wear a crotch protector (box).

9. If a contestant does not have the correct equipment and reserve equipment not directly available. (This reserve equipment must be within arm length of the contest area (coach-place)).

With a hansoku-maké, the senior referee must be informed by the referee team concerned. The senior referee shall then decide if the contestant is to be disqualified from the rest of the tournament.

It was mentioned earlier that penalty points are given in ascending order, therefore it is possible that a contestant may be disqualified for an action that may be classified under, for example: CHUI !!

Article 15. INJURIES AND ACCIDENTS DURING THE CONTEST

1. During the contest a qualified doctor or a First Aide must be present. Only a qualified doctor or first aide appointed by the WAN are permitted to assist on the contest area.
2. If a contestant sustains one or more injuries during a contest which are not inflicted by the opponent and these (this) injuries (injury) do not allow him/her to continue the contest, and he/she requests to stop the contest, then he/she has lost the contest.
3. When both contestants are injured at the same time and can not continue the contest, the contest will be undecided.
4. When a contestant is injured and the competition doctor or first aide judges that they are unable to continue, then the contestant may not continue. If the contestant goes against this advise and wants to continue, he/she will be disqualified.
5. An injured contestant who wins a contestant because their opponent is disqualified may not continue the contest without the positive advise of a doctor or first aide. If a contestant is injured a second time and wins the contest due to the fact that this opponent is disqualified, then he/she will be excluded form further competition.
6. If a contestant is injured, the referee will immediately stop the contest and help the contestant. At the same time the doctor or first aide will be called for.
7. If a contestant, after consulting the referee and the doctor, is found to be incapable of continuing the contest due to the injury or any other reason, then the referee will stop the contest and withdraw the contestant.
8. If a contestant 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 contestant will be taken form the tournament and undergo a medical examination.

Article 16. 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.
 - For the individual competitor, the person whose name is officially noted as the contestants manager/ trainer.

3. The protest, where upon the objection is based, must be in writing and handed in directly after the contest.
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 17. THE AUTHORITY AND RESPONSIBILITIES OF THE SENIOR REFEREE, REFEREE AND ASSISTANT REFEREES

A. The authorities and duties of the Senior Referee are composed in the following way:

1. To guarantee that the correct preparations have been made before each competition in consultation with the organizing committee, regarding the following:
 - the layout of various contest areas;
 - the provision of and making sure that all equipment and facilities are present and set up;
 - everything concerning the contest events and supervision of them;
 - the referee planning;
 - safety precautions;
2. To allocate and announce before hand, the referees and assistant referees.
3. 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 senior referee will then appoint a replacement. The compiled referee team may not be changed without the permission of the senior referee.
4. Preceding the tournament, the senior referee will check the WNA passports of the involved coaches. He will also inform the coaches of the latest instructions concerning the contest schedule and the referee policy.

B. The Referee

1. The referee will have the authority to lead the contest (which includes announcing the beginning, stopping, postponing and ending the contest)

The authority of the referee includes:

- a) awarding an Ippon and Waza-ari
 - b) supervising the points on the scoreboard
 - c) explain, if necessary, the reason of a decision taken
 - d) enforcing penalties and warnings (before or during the contest) for example: when he/she notices that a contestant is about to perform a forbidden technique or action, or if a contestant already performed the forbidden technique/ action.
 - e) asking the opinion of the assistant referees
 - f) announcement of extra time
 - g) checking the uniforms and equipment of the contestants before the contest
2. The authority of the referee is not only limited to the contest area but also to the surrounding area.
 3. Only the referee has the right to postpone or end a contest. Only by the rules governing the referee is a contest allowed to be stopped.
 4. The referee gives all the orders and makes all the announcements. The assistant referees may only speak when they want to draw the referee's attention, or if the referee has called them to discuss an

issue. Contestants may only speak at the request of the referee. Referee and assistant referees may not talk to the public (audience).

5. When the referee's attention is drawn by the assistant referee, the referee can interrupt the contest and take time to speak to the assistant referee.

C. The Assistant Referee

1. Two assistant referees are appointed before each contest.
2. The assistant referees are seated in the corners of the contest area across of the referee
3. The assistant referee on the right side of the referee has to focus his attention on the first contestant called to the contest area (yellow position). The assistant referee on the left side of the referee has to focus his attention on the second contestant called to the contest area (black position).
4. The assistant referee has the following controlling tasks:
 - a) checking the required (2) change-over techniques before a score or attempt;
 - b) checking the required variation of techniques;
5. The assistant referee does not have the authority to stop a contest, and can only give their opinion to the referee via gestures/ or flag signal if the referee asks for it.
6. The assistant referees can be asked for their opinion by the referee in case of an end result (Hantei)
7. The assistant referees make their opinion known by holding a flag up with a stretched arm.

The responsibilities of the assistant referee are:

1. To assist the referee
2. To give an opinion when a decision has to be made, via flag signals.
3. To give an opinion via discrete gestures.
4. Using his voting right to make a decision, by request of the referee.

The assistant referee shall watch the actions of the contestant very closely. He shall let his opinion be clearly known to the referee by gestures (flag signals) in the following situations:

- a) when he sees an Ippon or Waza-ari;
- b) when he notices that a competitor is about to do a forbidden action or technique, or if the competitor has already done one;
- c) when he notices that a contestant is ill or injured before the referee has already done so;
- d) when one or both the contestants find themselves outside the contest area;
- e) when it is necessary to draw the referee's attention.

Please note: if the referee and assistant referee disagree on an issue, the referee has the final decision.

D. Referees and assistant referees must always keep the following in mind:

- a) they must be neutral and partial
- b) they must act worthy and calmly at all times
- c) the ability of the referee and the assistant referees to make decisions can have a lasting effect on the contest. For this reason it is necessary that the referee's team has the ability to show quickness and fairness in their actions.
- d) Referees and assistant referees must follow, watch and concentrate to the utmost on every aspect of the contest they judge. They must make a correct decision on every move made by the contestants.

- e) Appointed members of a referee team may not take part as a contestant or coach during the tournament.
- f) All consulting done by the referee and their assistants must be kept to a minimum.

Article 18. BEGINNING, INTERRUPTING AND ENDING OF A CONTEST

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 contest with HAJIME.
2. The referee stops the contest 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 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 contest will continue by way of HAJIME.
4. When a contestant has scored 6 points during a contest, 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 contest had ended.
5. After the contest 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 contest).
6. 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.
7. When the referee is confronted with the following situations as stated below, he will call YAME. A contest restarted by HAJIME.
 - a) If one or both contestants should find themselves out of the contest area. The referee will allow both contestants to return to their starting positions and a restart of the contest 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 contest, 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, the referee must take all the necessary precautions to prevent risks.

Article 19. 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 Referee committee shall draw up a report, possibly containing advice, and send this to the board of the WNA. Penalty measures can only be imposed by the WNA.
2. The referee committee must also draw up a report to inform the WNA board of persons who have been misbehaving during a contest and/or tournament.

Article 20. EXTREME SITUATIONS

1. 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 contest, the senior referee, in conjunction with the referees will consult to find a resolution. The referee commission will then consider the dilemma and make a final agreement on the situation.

APPENDIX 1

Article 1. THE UNIFORM

1. The senior referee, referee, and assistant referee must wear the official WNA costumes that has been set by the Referee commission of the WNA. The costume must be worn at every competition.
2. The costume is as follows:
 - gray pants
 - plain dark blue socks
 - white long sleeved shirt
 - gray tie (issued by the referee commission)
 - black plimsolls to be used in the competition area.

Article 2. NUNCHAKU

1. Only the official WNA 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 contest area (coach place) which he can use if necessary.

Article 3. THE CONTESTANTS

The official uniform of the contestants 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 pants.
- An official competition belt with or without belt graduations.
- The contestant may not wear metal, or any other objects that could injure the opponent.
- An officially approved WNA head protector.
- The logo of the official WNA 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 advise 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 box and the women are advised to wear a breast protector.

Article 4. THE COACHES

1. The coach must wear a training suit throughout the tournament. He/ she must also wear an identification badge or tag on his /her suit that is issued by the competition organizers.
2. The rights and obligations of the coach for the duration of the tournament are stated in APPENDIX 2.

APPENDIX 2. KUMITE COACH RULES

Article 1.

- a) During a contest a competitor may only be coached by one person (the coach).
- b) The coach must be in the possession of a coach card issued by the WNA
- c) The coach card must be worn in full view on the left side of the chest.

Article 2.

- a) The coach may only give his instructions in a decent and discrete manner. The coach must never have an adverse effect on the contest.

Article 3.

- a) During the contest the coach must take place at the position allocated by the WNA at the edge of the contest area.
- b) The coach may never enter the contest area.
- c) When the contest has been stopped due to an injury or defective equipment, the coach may only enter the contest area, after the referee has given permission.
- d) Under article 3c, when a contest has been stopped, the contestant may not leave the contest area if the referee has not given permission to do so.

Article 4.

- a) Protests must be in accordance with the rules of the Kumite rule book and must be handed in to a member of the referee commission.

Article 5.

- a) It is not permitted to criticize decisions made by the referee team in public.
- b) When, during or after a contest, a coach openly criticizes a decision that has been made, the referee commission of the WNA shall take disciplinary action.
- c) If a coach should act incorrectly during a contest, the referee may penalize the contestant or even disqualify him.

Article 6.

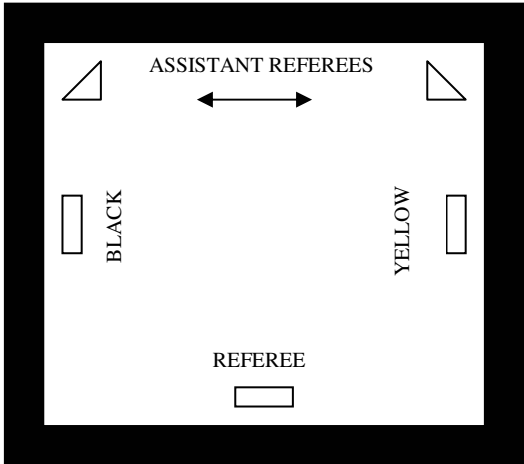
- a) It is not permitted that a member of the referee team, jury member and /or officials who are actively taking part in the tournament, should also be active as a coach.

Article 7.

- a) The contestant loses his right to protest, if a coach, for whatever reason, leaves the coach position during a contest.
- b) The changing of coaches during a competition is not permitted.

APPENDIX 3 CONTEST AREA AND OFFICIALS

Score and Time Keeper



APPENDIX 4 EXPRESSIONS

| | | |
|------------------------|------------------------------|---|
| 1. Hajime | Begin Continue | The referee starts the contest with his right arm straight forward and his hand horizontal. The referee continues the contest after an interruption. |
| 2. Yame | Stop | The referee puts his right arm straight forward and his hand vertical. |
| 3. Hantei | Decision asked | The referee puts his right arm straight up and points to the winner (this can be left (black) or right (yellow)). |
| 4. Ippon | Two point score | The referee points his arm to the successful contestant, stretches his arm up vertically and calls "Ippon". |
| 5. Waza-ari | One point score | The referee points his arm to the successful contestant, then lowers his arm down from the shoulder and calls "Waza-ari" |
| 6. Aiuchi | Technique scored | The referee puts both fists together horizontally at the same time in front of him. |
| 7. Chui | Small penalty (disadvantage) | The referee points to the contestant with a bent arm. |
| 8. Keikoku | One point penalty | The referee points to the contestant with a straight arm. |
| 9. Hansoku-maké | Disqualification | The referee turns to the contestant and crosses both arms. |
| 10. Hikiwake | Undecided | The referee crosses both arms at hip height and brings them diagonally upwards. |
| 11. Score-made | End of contest | The referee claps both hands together. |