

Nunchaku-do Kumite regulations

Version 2024



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. One straight line, 0.5 meters in length is drawn 2 meters from the centre of the match floor towards one side. This line indicates the referee's position.
5. Two parallel lines, each 0.5 meters in length and perpendicular to the referee line are drawn 1.5 meters from the centre of the match floor. These lines indicate the competitors' starting positions.
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 handlers of the scoreboard sit opposite of the referee. (for the full setup of the match area and officials, see appendix 2)

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 have a valid SNN/WNA membership. The competition's organization will check with the administration of the SNN/WNA if the membership is active of all the participants prior to the tournament.
2. For team competitions, the coach, the official representative of a team, must hand in the SNN (or other WNA recognized instance) details of all team members (including the coach) and reserves to the competition organizer when registering for the tournament. The competition's organization will check with the administration of the SNN/WNA if the membership is active of all the participants prior to the tournament. Coach cards are not exchangeable with other clubs.
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 competitions:
Individual (with length-classes)
Dutch Open Teams Championships (NK Teams) (with length-classes)
2. For the NK Teams competitions, we refer to the NK Teams regulations.

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 on and around the field. The “field head” has additional authority, including the power to interrupt the match for deliberation with the referees, in which he immediately stops the match time.
3. To ease the course of the matches, several announcers and score board handlers 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, following 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 “Hajime”, 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.

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 (or 7 when ending with an ippon) 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 the concession of an opponentOne (1) ippon = two (2) Waza-ari
2. A Waza-ari is awarded for a technically almost perfectly executed score, no matter how soft.
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.
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 (given 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.
8. 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.

9. If either one of the competitors is outside the match area and his opponent within the bounds of the match and both perform an effective technique at the same time without the referee calling “Yame”, then a score will be appointed for the person that is within the match area. This is not an ‘aiuchi’.
10. 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 an ‘Ippon’.
11. 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 an ‘Ippon’.
12. Disarming an opponent, or when the opponent drops the nunchaku, will always be awarded with an ippon.

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 opponent.
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 scoring attempt is at most one second. In case the pause between the required (minimum) 2 scores exceeds the one second, the scoring attempt is declared invalid.
2. 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.
3. Gripping (1st fragment), as well as sideways gripping, are a valid overtaking
4. 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 block-counter.
5. 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 referee will also give a time-stop signal towards the score board handlers. 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. Based on 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.
 - c. The victor can also be decided through sudden death, which means that the first person to score will win the match.
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

Article 12. Forbidden techniques and actions

1. De volgende technieken zijn verboden:
 - 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 or a dive.
 - 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 attack without the required minimum (2) of overtakings.
 - c. Purposefully leaving the match area.

- d. Excessive behaviour, e.g. grabbing the opponent, shoving or walking into the opponent.
- e. A situation wherein one of the competitors does not take their own or others safety into account
- f. Any rude behaviour, 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 attack
- 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, dives or dropping to the floor during a match on purpose
- n. Misbehaviour 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 a negative attitude towards the decisions made by the referee team, their competitor will be penalized. Repeated offenses may result in the coach or their competitor being disqualified.

Article 13. Techniques during the match

1. Competitors must execute at least three (3) or five (5) different techniques (overtakings) during a match, following 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 (Art. 13.1)
5. Excessively hard contact
6. Striking through the opponent (also if the nunchaku didn't hit the opponent)

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 Wazaris for and against will remain unchanged.

An extension is not necessary.

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-make (disqualification).

The following techniques and actions will in principle be penalized with a 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. Behaviour from a competitor/coach that is in any way disruptive to the match progression, like emotional outbursts and unwanted remarks
7. Inadequate material that disrupts the progression of the match
8. Repeatedly not performing enough variation in the techniques
9. Excessively hard contact

d. **Hansoku-make**

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

A competitor may be penalized with a hansoku-make 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 honour of the sport Nunchaku-do
2. Excessively hard contact
3. When a competitor does not comply with the referee's 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 arms length of the match area (coach-area)).

11. 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.
12. The head referee will make a report of the disqualification and will send this to the jury and referee committee.
13. It was mentioned earlier that penalty points are given in hierarchical order, therefore a competitor may be disqualified for an action that may be considered a light offence qualified, for example a 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 that 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 at the moment the match it stopped will remain.
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. A doctor or First Aide can only come to the match area two times per match per participants. If he is being called for the third time the match will be stopped and the score will remain as it was. If it decided that there was ill intent, then that person will be disqualified and it will result in a 6-0 win for the opponent.
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 a medical examination.
10. If 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. Illness is understood to mean: 'vomiting', 'fainting' and other symptoms, to be determined at

3. the discretion of the referee.

Article 17. Objections and other incidents

1. Nobody can protest personally against the referee and assistant referees decisions during or after the match about decisions made. This applies to the 'two overtakings rule' and the 5 variations.
2. If a coach notices that a given score is not correctly added on the score board, he/she may directly stand up with the hand in the air to draw the attention of the referee. The referee will stop the match and verify if the coach's statement is correct.
3. If a coach thinks that the contact was a lot harder than semi-contact, he/she can notify the field head directly after the match. The field head will then discuss this with the referees on that mat to verify this.
4. Objections regarding the results of a match can be made after the tournament. If the score was incorrectly shows on the score board point 2 applies and this should have been noted directly. Changes will not be made after the match, not even with video material.
5. With nunchaku-do it is not possible to look back at recorded material to check details again which can influence the decision. Showing video material after the match will not result in an adjustment of the outcome of the match.
6. Protesting will not influence the outcome of the match. However, the coach has the right to make his/her dissatisfaction clear to the organization, who will be responsible to make sure that (if the argument of the coach is valid) certain situations will be prevented at future tournaments.

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 can directly stop a match when pointing out a grave error. He will directly stop the match and will have a short discussion with the referee team.
 - e. The field head will also supervise the coaches' behaviour 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 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. Enforcing the safety of the participants on the tatami
- b. Controlling the quality of the nunchakus prior to the match. With male participants it needs to be asked if they are wearing a groin guard. The nunchaku is examined on the following details:
 - The length of the rope
 - If the core of the nunchaku is not sticking out
 - If the foam is properly attached to the nunchaku
- c. Awarding an Ippon and Waza-ari
- d. Actively and adequately awarding a score following the majority principle
- e. Actively checking the required variation in techniques of the fighters
- f. Checking the '2 overtakings' in a '1-2 situation'
- g. Supervising the points on the scoreboard
- h. 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
- i. Awarding penalties and giving warnings (before and/or during a match). E.g. for the execution of a forbidden technique.
- j. Attaining the opinion of the assistant referees
- k. Announcing overtime or a 'golden score'.
- l. Judging the participant's outfit and materials before the match.
- m. The authority of the referee is not limited to the match floor, but extends to the surrounding area.
- n. 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.
- o. 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.
- p. The referee and assistant referee are not allowed to talk to the audience during the match.
- q. If a referee notices a gesture by the assistant referee, he can stop the match for a consultation. This should be done quickly and concisely.
- r. The referee is allowed to overrule the 'majority principle' only in special cases.
- s. 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 signalling 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. 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
 - j. 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 behaviour.
 - 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 a coach in matches during the tournament. Barring dispensation given by the referee committee
 - g. All consultations of the referee, field head and assistant-referees must be kept as short
 - h. as possible

Article 19. Beginning, interruption and the end of the match

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 technique 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, announce 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. Depending on the rules of the tournament there might be an extension or a 'golden score' after this.
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 (hantei) or if the match will be settled by 'golden score'.
8. When the referee is confronted with the following situations as stated below, he will call YAME. A match is 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 or a penalty might be given.
 - 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 thinks 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 provides 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. 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.
2. The uniform is as follows:
 - Black pantaloons
 - 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)
 - White undershirt

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 colour 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 colour 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 border).
- Black (budo)pants
- An official (SNN/WNA) competition belt with or without belt graduations. Traditional knotted belts are not allowed for kumite.
- The participant may not wear metal or any other objects that could injure the opponent (including piercings and jewellery)
- 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 WNA visible on the left side on the chest
- The use of bandages or stretch bands used to protect injuries must be approved of by the referee or first aide
- 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 COACH REGULATIONS

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.
- d. The coach must have the coach card clearly visible.

Article 2. Uniform

See appendix 1. Article 4.

Article 3. Coach Position

- a. The coach must take place on the coach chair (coach position) during the match
- b. The coach must be seated when the match commences. It is not allowed to take place in the coach chair during the match.
- c. Moving the designated coach position is not allowed.
- d. 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 is not allowed and also punishable.
- e. In case a coach thinks 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.

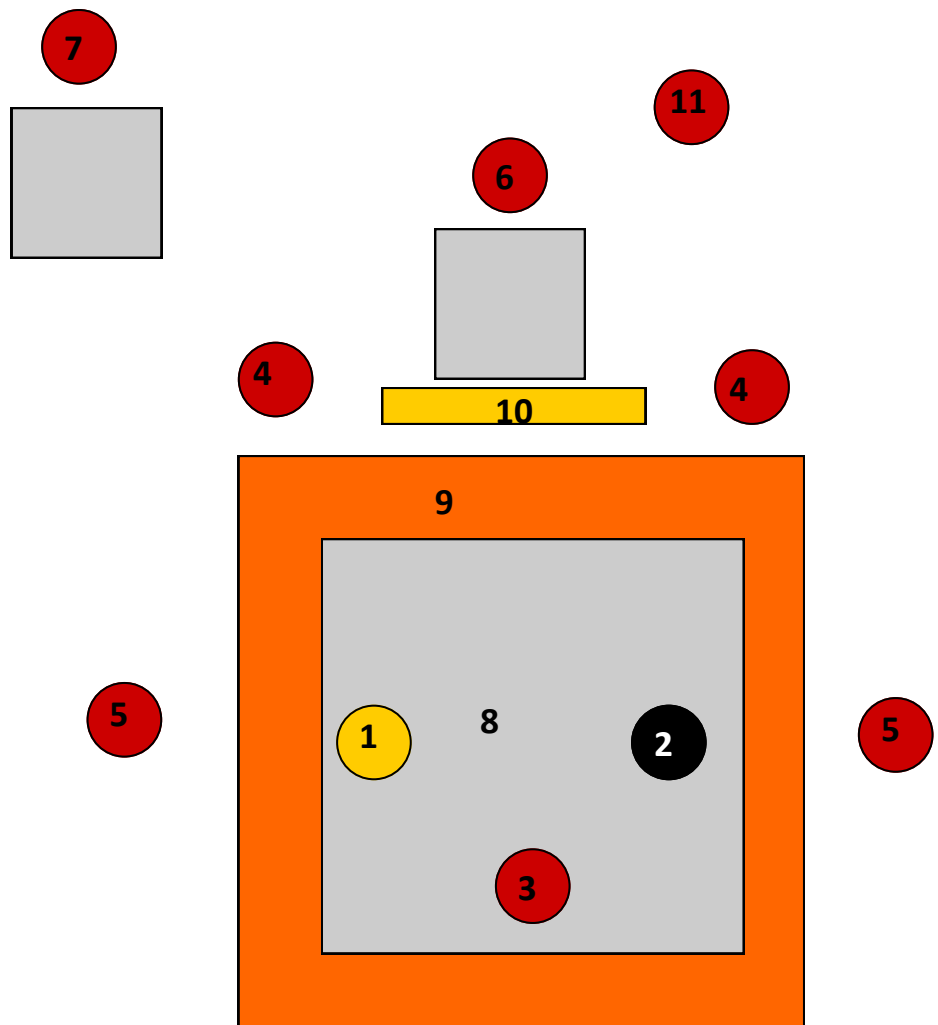
Article 5. Protest

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. Protest must be made in accordance with the rules stated in article 17.

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. First Aide
8. Match area
9. Warning zone
10. Scoreboard
11. Head-referee



APPENDIX – 4 TERMS

Hajime:	Begin
Yame:	Stop / interrupt the match
Aiuchi:	Simultaneous valid score, no score.
Yame-Soremade:	End of the match
Waza-ari:	1 point-score
Ippon:	2 point-score
Hikiwake:	Undecided
Hantei:	Decision
Chui:	Mild penalty, deciding in case of a tie.
Keikoku:	1 point-penalty
Keikoku-2:	2 point-penalty
Kachi:	Winner
Make:	Loser
Obi:	Band/belt
Za-zen:	Concentration seated position (on knees)
Tsuzuku:	Continue

APPENDIX – 5 EXTRA INDICATIONS ASSISTANT-REFEREES

- Indicating participant is out of the tatami:
The top of the flag aims diagonally towards the floor and makes a small 90 degree corner, indicating the edge of the tatami
- Contact harder than allowed:
Cross the flags in front of the chest.
- '1-2 situation':
Only point out the one who scores. When the 2 overtakings are interrupted immediately wave away.
- Graze or no score:
Wave away.
- 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 a block:
Normally don't point out. Only when asked after the fact 2 flags (90 degrees in relation to the underarm upwards) straight ahead.