

REGULATIONS FOR NUNCHAKU FIGHTS

1. Age groups, height categories, duration of the fight

1.1. Age groups and height restrictions:

№	Groups of athletes	Age of athletes	Height of athletes
1	young men	12 - 13 y.o.	to 156 sm
	young woman		over 156 sm
2	young men	14 - 15 y.o.	to 169 sm
	young woman		over 169 sm
3	junior (male)	16 - 17 y.o.	to 175 sm
	junior (female)		over 175 sm

1.2. The fight consists of one round. One round is 2 minutes.

1.3. In case of draw additional time is declared to the first action that continues at least 1 minute.

2. Equipment, means of protection

2.1. During the fight athletes are obliged to use soft, sport nunchaku of standard format.

2.2. Length of nunchaku:

- young men and young woman 12 - 13 y.o. – 32 sm length;
- young men and young woman 14 - 15 y.o. – 34 sm length;
- juniors (male and female) 16 - 17 y.o. – 36 sm length.

Means of protection	Helmet-masc	Handlining with obligatory protection of joints	Female jockstrap	Male jockstrap	Female protection of breast	Shinguards	Foot spotecion
Groups of disciplines							
nunchaku 12–13 y.o.							
young men	+	+		+		+	+
young women	+	+	+		+	+	+
nunchaku 14-15 y.o.							
young men	+	+		+		+	+
young women	+	+	+		+	+	+
nunchaku 16-17 y.o.							
junior (male)	+	+		+		+	+
junior (female)	+	+	+		+	+	+

2.3. All means of protection are worn under karate-gi.

2.4. Athletes using AKFR standard means of protection are allowed to compete.

2.5. Athlete in AKFR non-standard means of protection is given 1 minute to change it.

3. Referees, start, stop and finish of the fight

3.1. Judging panel consists of referee and 4 touch judges, secretary judge, judge timekeeper, judge informant and judge at the participant. At the local competitions number of judges can be reduced to 2.

3.2. Before the start of the fight referee is obliged to check up compliance with the requirements of nunchaku regulations and athletes' means of protection.

3.3. Referee and touch judges take their places, participants greet each other with a bow.

3.4. Referee starts the fight with a command "FIGHT".

3.5. Referee stops the fight with a command "STOP!" and asks the participants to go back to square one if:

- action is done;
- prohibited action is done;
- mutual block of nunchaku or its loss;
- one of the athletes prohibited wear standard;
- time of the fight is over.

3.6. Referee shows and tells the judges panel's decision from the square one. Then restarts the fight and announces the winner.

3.7. If even during the additional time the score is equal the winner is determined by the judges decision.

3.8. When the time of the fight is over judge timekeeper throws a little red pillow to the tatami.

4. Kill zones and prohibited kill zones

4.1. Kicks to hip, abdomen, breast, forearm, shoulder and head are allowed.

4.2. Kicks to ankle, knee, groin, back, elbow joint, neck and throat are prohibited.

5. Allowed actions

5.1. Kicks with nunchaku and legs.

5.2. Nunchaky kicks are allowed from guard and jump.

5.3. Leg kicks are allowed from guard and jump:

- direct leg kick to breast, abdomen and head;
- reverse direct kick to breast, abdomen and head;
- knee kick to hip, breast, abdomen and head;
- leg side kick to hip, breast, abdomen and head;
- leg reverse round kick to breast, abdomen and head;
- leg kick to the head.

5.4. Double kicks are allowed: with nunchaku and leg, with leg and nunchaku.

5.5. Before the fight 2 overtakings of nunchaku before the leg kick, 3 overtakings of nunchaku from hand to hand before the nunchaku kick are obligatory.

6. Prohibited actions

The following actions are meant as violation of regulations and lead to warn, comment and disqualification:

- palm edge kick or kick with a fist;
- kicks aimed at prohibited parts of body;
- attack of the opponent, fallen to 3 or more foothold;
- retention of nunchaku with one hand;
- attack with nunchaku fixed between corpus and shoulder – "corner – pick";
- back turn to an opponent except cases when attacking athlete is doing leg roundhouse kick;
- getting out of the ring;
- clinch, throw, undercut, push of an opponent;
- leg clinch of opponent's nunchaku;
- nunchaku "in rest" without technical actions for more than 3 seconds;
- unethical rude attitude to an opponent, other participants, judges, coaches, representatives

and spectators;

- pressure to an opponent after “STOP” command;
- repeating one nunchaku technic 2 consecutive times in series of interceptions;
- 2 consecutive attacks with one leg or nunchaku in series of kicks.

7. Estimation of actions and counting points

7.1. Attacks consisted of allowed actions are estimated.

7.1.1. If one of the opponents blocks attack he/she gets a right to a return attack with nunchaku of leg and double attack without 3 or more preliminary interceptions.

7.2. Nunchaku attacks are blocked only by nunchaku.

7.3. Estimation of actions after blocked attack and kicking to kill zone:

7.3.1. Leg kicks to the body are blocked with forearm or tibia;

7.3.2. Kicks to the head are blocked only by nunchaku.

7.4. Series of interceptions during the fight:

7.4.1. During the fight athletes are obliged to demonstrate at least 4 different full series of nunchaku from hand to hand interceptions.

7.4.2. For failure to comply with point 7.4.1 referee gives 2 points to opponent.

7.4.3. Having done the same series of interceptions twice, athletes are obliged to start another series of interceptions.

7.5. Estimation of actions:

№	Nunchaku attack	Leg attack	Actions of athletes	Points
1.	+		Kicks to hip, abdomen, breast, forearm, shoulder	1 (one) point
2.	+		Kick to the head	2 (two) points
3.	+		Disarmament of the opponent	2 (two) points
4.			Opponent dropped nunchaku	2 (two) points
5.	+	+	Kicks to hip, abdomen, breast, forearm or shoulder	2 (two) points
6.	+	+	Kick to the head	3 (three) points
7.	+	+	Nunchaku series of kicks to head and by leg to hip, abdomen, breast, forearm or shoulder leading to knockdown at least 3 seconds	3 (three) points

7.6. Leg kick with further disarmament is allowed while mutual nunchaku block. If during 3 seconds no athletes disarmed the opponent, referee commands “STOP” and nunchaku frees without points.

7.7. Simultaneous effective actions are not estimated.

7.7.1. While simultaneous actions attack is estimated only.

7.8. Action completed at same time with the fight finish signal is counted and estimated.

8. Decision criteria and determination of the winner

Victory is awarded to the athlete:

- who prematurely got 9 points before the end of the fight (for all ages);
- who got more points in the end of the fight;

- due to judges panel's decision and taking the following criteria into consideration: sanctions, going out of the ring, activity during the fight;
- due to the opponent's disqualification.

9. Sanctions

9.1. Referee declares sanctions in ascending order.

9.2. List of sanctions:

- «KEIKOKU» – warning;
- «CHUI-ITI» – first comment and 1 (one) point in opponent's favor;
- «CHUI-NI» – second comment and 2 (two) points in opponent's favor;
- «CHUI-NI» – second time - «HANSOKU»* - loss.

9.3. Athlete can be immediately punished by «HANSOKU» for the following actions:

- aggressive behavior against opponent, judges and spectators;
- athlete ignores referee's commands;
- athlete's actions are considered as malicious, deliberately breaking the rules;
- athlete have not changed the equipment for the standard one.

9.4. Sanctions for going to tatami:

- «DZEGAI-KEIKOKU» – warning for the first going to tatami;
- «DZEGAI-ITI» – first comment and 1 point in opponent's favor;
- «DZEGAI-NI» – second comment and 2 (two) points in opponent's favor;
- «HANSOKU»* – 4th going to tatami.

10. Injuries and incidents

10.1. If both athletes at the same time got injured and can't continue the fight, the athlete who has more points or no warnings wins. If there is no advantages decision is taken by judges' panel.

10.2. Injured athlete who won after opponent's disqualification for the injury is allowed to continue the fight due to doctor's permission. If he/she is injured again, he/she wins again and opponent is disqualified.

* «HANSOKU» – loss. Opponent wins with the score 9:0.