



Officials Briefing & Quick Reference Guide

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BLACK BELT & UNDER BELT DIVISIONS - NASKA RULES

POINT SPARRING

PTS POINT VALUES

1

Hand technique
to a legal target

2

Kick
to a legal target

3

Jump spinning kick
to the head

OOB OUT OF BOUNDS

- One foot completely out = a point to the opponent.
- No warning is given for going out of bounds.
- An in-bounds fighter can still **score** on an out-of-bounds opponent until the center calls "**STOP.**"
- No penalty if a competitor is **forced or kicked out** of bounds.

PEN PENALTIES & WARNINGS



BLACK BELT · NASKA

NO warning.
Penalty points are issued immediately.



UNDER BELT · NASKA

One (1) warning may be given before
penalty points.

Verify the event policy with the promoter.

3 PENALTY POINTS = **DISQUALIFICATION**

- **Penalty points** are given for: excessive or illegal contact, illegal techniques, unsportsmanlike conduct, late hits, and missing / failed equipment.

SEED SEEDING

- **NASKA Black Belt divisions are seeded.**
- Before a Black Belt division starts, the **referee must confirm the seeds with the scorekeeper** to be sure they are set correctly.



CCH COACH'S CHAIR RULE

- The coach must **stay seated** in the chair while the match is in progress.
- Leaving the chair during the match = a **penalty point to the opponent**.
- **3 chair violations in one round = the coach and competitor are disqualified.**

GEAR REQUIRED EQUIPMENT

- **Every competitor:** headgear, hand & foot pads, shin guards, mouthpiece, and groin cup (men).
- **17 & under:** also a chest guard and face shield (no metal-cage face shields).
- **All ranks:** soft elbow pads and shin guards are required.
- Gear is **checked every match** — missing or failed gear can bring a penalty.

F&W FORMS & WEAPONS — SCORING

RELATIVE RANKING

- Watch **every** competitor and score **only after the last** performance.
- Keep hash marks so you can rank the whole division.
- Officials **DO NOT** talk to each other or compare scores unless help is needed.

SCORES & LIMITS

- **Example: 9.99 = 1st, 9.98 = 2nd, 9.97 = 3rd, 9.96 = 4th.** Each judge's top four scores must be distinct.
- **Max Deviation:** with 3 officials, MatAction adjusts scores to within **.02** of the middle score.
- **4-minute limit** — going over is a disqualification.

DIV FORMS & WEAPONS — STYLES

TRADITIONAL

Classic martial-arts technique.
No flips, spins over 360°, splits, or gymnastic moves. **Forward roll is OK.**

CREATIVE

Contemporary — spins, spinning / jump / flying kicks, butterfly & illusion kicks, kip-ups.
No airborne spins over 360° or inversions past horizontal.

EXTREME

Must include an inverted move or a spin greater than 360°. At least half the form must be martial-arts technique.

STAFF NOTES - RING COORDINATORS

BLACK BELT RINGS / QUESTIONS

Contact your Black Belt Ring Coordinator.

Rule disputes: request the event rules arbitrator.

UNDER BELT RINGS / QUESTIONS

Contact your Under Belt Ring Coordinator.

Rule disputes: request the event rules arbitrator.



Ring Operations

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CENTER REFEREE AND JUDGING TEAM

Use these procedures alongside the existing briefing. Resolve division-specific questions before competition begins.

PREP

Prepare the judging team

- **Hold a brief rules review before each division.** Repeat it when a judge is substituted, especially with a new or less-experienced official.
- Confirm that side judges understand ranking and score adjustment. Clarify assignments; before each match, corner judges verify any coach credentials required by the event.
- Resolve questions about ratings, rankings and seeds **before the shuffle**. The center referee owns this check; coaches, parents and scorekeepers do not replace that responsibility.

RING

Keep the ring ready

- **Inspect the mats and maintain a clear perimeter.** Correct gaps or unsafe areas; keep bags, music equipment, chairs and spectators away from the active ring. Continue checking throughout the division.
- **Keep sparring judges moving.** Use clear hand signals to position judges so that two of three officials can see the fighters' open side.
- **Short and tall divisions:** the center lines competitors up by height and looks for a true size break. The groups need not be equal; safety determines the split. Confirm whether the event offers the split for the assigned division.

F&W

Manage forms and weapons

- **Brief the timekeeper.** Time each performance and clearly announce the **15-second warning** before the limit expires.
- **Regulate music volume.** The center approves the level so competitors can hear their own music without disrupting neighboring rings. Check the music arrangement before the division.

TEAM

Maintain professional standards

- Wear the required officials' attire. The supplied training calls for dark pants and a NASKA judges' polo; follow the event's confirmed dress instructions.
- Be approachable and helpful while avoiding unnecessary socializing at an active ring. Know the rules and follow the applicable certification procedures.
- Report disputes and incidents promptly through the coordinator and rules arbitrator. Apply decisions consistently and communicate clearly with the ring team.



Point Fighting

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MATCH PROCEDURES AND SPECIAL SITUATIONS

NASKA black belt procedures. Confirm any under-belt or event-specific exceptions with the promoter or rules arbitrator before applying them.

TIME

Know the match format

- **Individual matches:** two minutes, win by one, with a ten-point spread. A tie at time goes to first-point sudden victory.
- **Grand championships:** divisional grands are one two-minute round; overall grands are two two-minute rounds. Both are win by one.
- **Team exception:** earlier bouts use the ten-point spread and may end tied. The final bout runs the full two minutes; the accumulated team score decides the winner. If that total is tied, the same two fighters continue in sudden victory.

GEAR

Separate the two equipment situations

- **Not ready with proper equipment:** the center declares a one-minute period to comply. After that minute, award one penalty point; add one for each further minute. Three penalty points bring disqualification.
- **Adjusting equipment during the fight:** one warning is allowed when the fight must stop for the adjustment. The second occurrence brings a penalty point to the opponent. A quick adjustment while points are being called is allowed if it does not delay the match.
- **Specific exception:** this gear-adjustment warning still applies despite the general black belt no-warning rule. Intentional delay can be penalized immediately.

CALL

Center decisions and judge votes

- The center may issue warnings and penalty points without a majority vote. Non-automatic disqualification requires a majority; automatic disqualifications remain automatic.
- Watch for avoidance or delay; illegal targets or techniques; reckless or blind attacks; late or retaliatory strikes; and misconduct by the athlete, coach or team member.
- **Keep the counts separate:** avoidance/out-of-bounds points do not accumulate toward disqualification. Safety and unsportsmanlike penalties do.

SAFE

When a fighter is down

- A downed competitor cannot score or be scored on. Contact by either fighter can be penalized. **Kicking a downed fighter in the head or face requires disqualification by majority vote.**
- Do not use a blanket two-point face-contact rule. Use the exact technique-specific rule; involve the arbitrator for an unclear situation.



Forms and Weapons

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CATEGORY MEANING AND JUDGING PRIORITIES

Use the briefing for score ranges, relative ranking and time limits. This page expands what officials should look for within each category.

CLASSIC

Traditional

- **Evaluate the martial-arts foundation:** technique and its application, balance, speed, power, solid stances and focus. A form may be modified while retaining the traditional character.
- **Additional boundaries:** no more than two same-leg kicks without putting the foot down; weapon releases are limited to simple hand switches. Apply the movement restrictions in the briefing.

C

Creative

- **Contemporary martial arts within controlled body limits.** Judge clean technique, energy, strong basics, difficulty and creative use of the weapon. A traditional form with only a few contemporary additions is not sufficient.
- **Legal examples:** butterfly kicks, illusion kicks, forward rolls and kip-ups. No rotation beyond 360 degrees without a leg touching down, inversion beyond horizontal, or gymnastic movements. Examples excluded by the training sheet: 540s, butterfly twists, cartwheels and moonkicks.
- **Weapons:** spins, throws and releases are allowed. **Body movement** determines Creative versus Extreme, not weapon handling. Judge the mechanics, not the trick's name.

X

Extreme

- **Evaluate execution as well as difficulty:** martial-arts skill, balance, speed, power and showmanship. The category requires an inverted move or a spin greater than 360 degrees, with at least half the routine drawn from martial arts.
- Movements must serve an offensive or defensive martial-arts purpose or demonstrate exceptional flexibility or agility. The required extreme element is a minimum, not an automatic high score.

M

Musical

- **Judge the routine and the music together.** The 2026 rule requires Creative or Extreme criteria, with more than half the form using high-speed contemporary techniques.
- Techniques must connect to specific musical accents; background music alone is insufficient. Music must play during at least 75% of the routine. Include weapon control and musical synchronization in the evaluation.

RULE

Weapon drops and category rulings

- **Black belt weapon drop:** eliminations = disqualification. Runoffs/finals: first drop = 0.05 deduction per judge; second drop = disqualification. A dropped weapon leaving the ring or hitting anyone = disqualification.
- **Inappropriate category:** follow its downgrade/no-score procedure. Creative no-score decisions require a majority vote; Traditional and Extreme require unanimity.