

# Nunchaku Semi-Contact

## 1 FIGHTERS

### A Participation Conditions

- Regional, National and International competitions are open to every style, school or method.
- Every fighter must have a license
- Parental authorization is expected for children

### B Mandatory

- Fighters fight barefoot, have clean cut nails and are not allowed to wear any item that could harm another fighter (watch, necklace...)
- Groin guard and helm with face protection (plastic glass or fence like for example)
- If the fight takes place without mats, the fighters are allowed to wear light fighting shoes (like kung fu shoes)
- Elbow and knee protection are allowed as well as chest protection for women and children

### C Coaches

- Every fighter can have only one coach
- During the fight, the coach can give advices but will not interrupt the fight by any means.

## 2 REFEREES

### A Main Referee

- He gives the commands for the fight as well as penalties or warnings. He can ask for side referees opinion.
- His authority applies on the tatamis as well as in the direct surroundings.
- He checks the material and the mandatory protections.
- He checks if the side referees, the scorers and the “clock” are ready before starting the fight.

### B Side Referees (one on each side of the field)

- They help the main referee by giving mistakes, penalties and/or points if asked to.
- They can move around the tatamis to follow the fight but they will not step on it.
- They keep notes of the penalties given by the main referee.

### C Scorers (two per fighter, one in every corner)

- They count during the fight and add every other point granted by the main referee.
- At the mid time, they give their points to the main referee then switch side **and** device.

**Fights last 3 minutes, after 1'30, scorers and side referee switch sides.**

### 3 "CONTACT" COMBAT REGULATIONS

#### A Basic Rules

- Strikes: they can be "released", meaning the hitting branch must be in motion or "short" with one or both hand but both branches must be held.
- Strength: must be controlled and will be penalized if needed.
- Points: they are granted on the hit, not on the recuperation.
- Between every strike or attempt to strike, the fighters must catch properly the nunchaku (no sliding in the hand)
- It is forbidden to perform two short strikes in a row.

#### B Points

- Strikes on the helm grant 2 points
- Strikes on the body grant 1 point
- Strikes must be clean and controlled, if the strike only slides on the body, the point is **not granted**

#### Extra Points (artistic strikes)

They grant 1 extra point

- A long strike done during a jumped spin (both feet must be in the air)
- A long strike done during a kneed spin (one knee on the ground)
- A long strike done during a front roll (strike must be done in the air)

Fighters cannot perform the same artistic strike three times in a row.

#### C Mistakes

They grant 3 points to the opponent and must be done without purpose

- Double Strike (also striking after waiting too long between manipulations)
- Nunchaku loss
- Nunchaku snatch (on the first attempt)
- Stepping outside the fighting area (with one full foot)
- Physical contact
- Elbow or knee forward
- Blocking with the forearm on purpose
- Three times the same artistic strike in a row

## D Warnings

Any action done on purpose that goes against the respect of the fight.

- Double strike
- Stepping outside the fighting area
- Physical contact
- Any strike done without the nunchaku (punch, kick, elbow, knee)
- Strikes on the neck or between the legs
- Forbidden blocks
- Grabbing the opponent's nunchaku
- Non fighting
- Inactivity: waiting without moving the nunchaku for 5 seconds, fleeing
- Any other disrespectful move, speech or action
- It is forbidden to speak during the fight
- Incorrect behavior from the coach
- Violent strikes: can be penalized like a mistake if done in "the heat of the fight" or as a warning if completely uncontrolled.

## Points

For the same warning

- 1<sup>st</sup> : 3 points
- 2<sup>nd</sup> : 3 points
- 3<sup>rd</sup> : 5 points
- 4<sup>th</sup> : disqualification

Other disqualification possibilities

- Misbehavior from the fighter and/or his coach
- Disrespecting the main referee's instructions
- For a really violent or dangerous strike obviously done on purpose

## Injuries

The main referee can ask at any moment for medical opinion which will decide if the fight can go on or not. If two fighters are injured and/or are declared unable to fight at the same time, the winner is the one who had more points before the interruption.

## 4 FIGHTS

A Beginning of the fight

Fighters who are called take place on each side of the fighting area, if they have identical material, one must wear a different belt, they carry their helm under the left arm; nunchaku is sheathed in the belt.

Main referee commands

- POSITIONS: the fighters wait, facing each other at their starting positions
- BOW: the fighters bow to each other and then bow to the main referee
- READY: the fighters put their helms on, take their nunchaku in hands and wait facing each other
- FIGHT

#### Other commands during the fight

- BREAK: the fight stops but **not** the time, the fighters go back to their starting places
- STOP: the fight **and** the time are stopped, the fighters go back to their starting places

#### B Mid Time

At the mid time, usually 1'30 minute, the main referee gives the STOP command, scorers switch sides and counting devices.

#### C End of the fight

After the final gong/bell or any other noise chosen to end fights.

- STOP: the fight stops and the fighters go back to the READY position (helm on, nunchaku in hands)
- POSITIONS: helm off, nunchaku sheathed in the belt
- BOW: the fighters bow to each other and then bow to the main referee

#### D Overtime

After two rounds, if there is 3 points or less difference, a third round is fought. If after the third round, there is still 3 points or less difference, a fourth round is fought with the "Touche" rules.

First one to 5 points wins