

UNAA Rules for the 2019-2020

Area Qualifiers will be held by all UNAA (Ultimate Ninja Athlete Association) qualified gyms at dates of their choosing based upon scheduling availability with UNAA. Each Area qualifier will advance the TOP 50% of each class.

Regionals will advance the TOP 3 or TOP 20% from each class to World Finals. UNAA requires that all gyms who are accepted into the UNAA abide by our rules.

Participant Information

All participating athletes must join the UNAA (Ultimate Ninja Athlete Association) Membership Fee is \$25.00 (US Dollars) per SEASON (Season runs August 1 to July 31.) Registration available online at www.ultimateninja.net and is good for one season. Each season concludes after UNAA Finals. All athletes who are not UNAA registered Cannot qualify for Regionals or Worlds.

Ninja Gym Competition Format

In order to be considered for an Area Qualifying gym, each gym must have a minimum of at least 7 of the following obstacles: Please note that this list can be updated at any time.

Quintuple Steps, Salmon Ladder, Double Salmon Ladder, Lache Bars, Rope Climb, Rolling Log, Cliff Hanger, Unstable Bridge, Warped Wall, Rock Wall, Floating Doors, Rope Swing, Jumping Bars, Pipe Slider, Peg Board, Balance Tank, Cargo Net, Devil Steps, Ring Toss, Jumping Spider, Swing ladder, Body Prop, Rumbling Dice, Spider Flip, Door Knob Grasper, Flying Bar, Spider Climb, Grip Junction, Invisible Ladder, Pole Graspers, Balance beam, Slack Line, Silk Sliders, Balance steps, Wing Nuts, Flying Squirrel, Ring Hop, Spinning log, Balance bars.

Gyms are expected to have a waiver, insurance and an acceptable level of safe and padded fall areas.

Each Area Qualifying gym may create their own course using between 7 and 15 obstacles total. All gyms will be using Ninja Master Scoring system. www.ninjamasterapp.com

Competition format

NEW RULES

The UNAA has a NEW point system for scoring.

There will be a maximum of 3 Fails per course. After 3 Fails, the athletes run is over. They may finish the course but will not receive a score for the remaining obstacles. Their time will end with last Obstacle Completed. Each Obstacle will be worth 1 point for full completion. For more difficult obstacles, each obstacle can be worth 2 points and have a halfway point, which must be clearly marked with a tape mark or other. Completion of halfway is worth 1 point.

Score is then determined by points gained, and time of full run. Points are the highest priority when determining final score with time being second priority. Most points, with fastest time wins. We no longer will offer a RETRY. Finish or fail an obstacle and move on to the next.

Some examples of halfway mark: worth 1 point.

Salmon ladder- 3 rungs out of 6 rungs

Peg Board- Peg in the 10th hole out of 20 holes

20 ft Rope Climb- hand goes past 10ft mark

It is up to the discretion of the gym to determine 2-point obstacles. This is to create boundaries of Fair Play as required by FISO, which is the World obstacle federation to meet the requirements of the International Olympic Committee.

This deters athletes that want to Skip the difficult obstacles but will reward those that at least TRY to get one point.

If athlete times out before completing last obstacle, time is reverted to last obstacle completed.

ALL athletes must begin at the starting point of each obstacle (i.e. trampoline; box; platform; starting line) before moving on to next obstacle.

This NEW Point system was designed to encourage athletes to Try the obstacles instead of skipping to get a faster time, as to stay within the boundaries of fair play.

ALL TWO POINT OBSTACLES MUST BE CLEARLY MARKED FOR THE HALFWAY POINT WITH TAPE OR SOME CLEAR INDICATOR. ONLY OBSTACLES WITH A CLEAR HALFWAY POINT MAY BE CHOSEN AS A TWO POINT OBSTACLE.

FULL COURSE RUN WILL USE TOTAL TIME FOR THE RUN. IF ATHLETE FAILS LAST 3 OBSTACLES ON COURSE, RUN ENDS AND TOTAL RUN TIME IS RECORDED, NOT LAST OBSTACLE COMPLETED.

What is a Fail?

If it is a 1-point obstacle, and they do NOT complete the obstacle, it is a FAIL.

If it is a 2-point obstacle, and they do NOT get to the Halfway Mark, it is a FAIL, but if they get to or surpass the halfway mark and fall before completing obstacle it is NOT a fail. It is awarded as a 1-point completion. Complete obstacle, 2 points.

TEAMS

Teams are tag team throughout the course. Two per team. Tag must be a clear tag hand to hand. Team may choose which obstacles on the course to do and where to tag at. Minimum 3 obstacles per person.

Adult Qualifying Rules: Areas

Top 50% of each class will advance to Regionals.

Adult Qualifying Rules: Regionals

Top 3 athletes or Top 20% from each class will advance from Regionals. 20% will NOT be rounded up. 20 athletes = 4, 25 = 5, 30 = 6, etc.

In the Event of a TIE , all athletes in a qualifying position will move on and those that move into a qualifying position because of the TIE will also move on.

Gyms at their discretion may set their own maximum time for the entire course.

Participants must sign up online for the \$25 (US Dollars) UNAA membership. They may also sign up at the event if the Area Qualifying gym has internet access.

https://ninjamasterapp.com/app/leagues/UNAA/sign_in

Participants may go to as many Area Qualifiers as they choose, as well as attending any Regional they wish. Once qualified, you may still compete, but your time will not bump another participant.

All participating athletes must bring their receipts to the competition to verify membership to the UNAA. The UNAA membership list will be updated online each week.

Participating Athletes (All Classes)

Participants must be UNAA members prior to their Area Qualifier, or they cannot qualify to move on.

You must be 6 or older to compete in UNAA. Age is determined on how old they are on August 1, 2019 for ALL age groups.

All athletes for the 2019-20 Season 5 shall compete in their appropriate class. Any athlete in the Age group classes may move up to the next age group if they so choose. Once they have moved up to that class, they must remain in that class for the duration of the year. Each course is age appropriate and if an athlete competes up – no accommodations will be made for height adjustments.

Athletes may compete in more than one class. Example: 40+ may compete in Pro or Amateur also, but must PAY for two classes, but only run the course once, using that score for both. Any youth Age group may also compete in an Amateur or Pro Class but must PAY for two classes. If 50% or more of the course is different for their age group, they will run both courses.

Although athletes may compete in multiple classes, if they qualify in both classes for UNAA World Finals, they must CHOOSE which class to compete in at Finals.

CLASS LIST

9 and Under Boys

9 and Under Girls

11 and Under Boys

11 and Under Girls

13 and Under Boys

13 and Under Girls

15 and Under Boys

15 and Under Girls

(16+ now go to Adult classes)

Amateur Men

Amateur Women

Pro Men

Pro Women

Over 40 Men (limited to only competitors 40 and over)

Over 40 Women (limited to only competitors 40 and over)

TEAMS – 2 people per team

13 and Under Team- Age 13 and under, any gender, NO PROs

Amateur Team – any age, any gender, NO PROs

PRO- any age, any gender

Any Adult (15 or older) may compete in Pro Class or Amateur class but MUST compete in PRO if athlete in the last THREE years has been to Las Vegas on ANW, been in the Top 10 Pro class at UNAA Finals, NNL Finals, Rockford Ninja Finals or WolfPack Ninja Tour Finals. If you meet any ONE of these requirements you are considered PRO.

Amateur to Pro – If you were an Amateur in UNAA and made Top 5 at the UNAA World Finals, you must now compete as a PRO.

If any qualified PRO athlete violates these rules and is “competing down” into the Amateur classes, they will be disqualified from the competition and required to forfeit all earnings.

Judges

All UNAA gyms will have at least 3 judges on hand for each athletes’ run. One Judge (Head Judge) will have one reliable timer and focus on the athlete’s full completion of each obstacle. The other two Judges will be responsible for keeping time with one using Ninja Master. Head Judges can pause the runs for emergencies, course malfunctions, or equipment malfunctions only.

UNAA gyms will have obstacles marked clearly with a marking device to determine the start and finish of each obstacle and halfway mark, to ensure competitors full knowledge of the course, and will also provide a walk-through of each course.

Athletes will need to CLEAR the end-marker, this decision resides with the Head Judge at each qualifier. UNAA gyms will be responsible for having enough staff on hand to judge if one of the judges is competing.

World Finals will be judged by designated personal of the UNAA.

Note for UNAA Head Judges. A head judges’ purpose is primarily two tasks, one ensuring athletes complete the obstacle in a fair manner. Two, the head judge is there to determine if an athlete “clears” the end marker. A head judge may make a call at any time utilizing the “ask it or risk it rule”. The “ask it or risk it” rule means the responsibility of asking if something is legal is on the athlete or risk being called for it. Judges also do not have to allow a loophole once it is found. Judges reserve the right to make any call they deem necessary in order to complete the obstacle as it was intended.

General Course Rules:

Courses must contain at least 3 upper body, 3 lower body obstacles and one balance obstacle.

Both Regionals and Areas qualifiers will be ONE course compiled of 7-15 obstacles.

COURSE DESIGNERS are not allowed to compete in their own competitions.

Courses are not to be revealed until the day of competition. Only 7-9 and 10-13 get separate courses.

Max times can be set. This will be determined at the beginning of the competition.

Inadvertent collisions with safety material or other obstructions within the course can be forgiven, however this decision remains with the Head Judge

Supporting Structure of obstacles may not be used at any time. This is defined by the Head Judge. Some examples of support structure are, chains supporting grips, material holding obstacle together, Eyebolts holding grips to chains, or anything else that would be considered NOT part of an obstacle.

“Topping” is not allowed. Topping is using the flat surface above a grip in order to bypass the intended use of the grip. Some grips are exceptions to this rule (cannonball). This is determined by the Head Judge.

Performance Enhancement Items

The UNAA allows general climbing chalk and general athletic tape to assist competitors. Gloves and sticky finger products are NOT allowed. Competitors will be allowed to wear chalk bags on the course. However, each chalk bag will be considered part of your persons. Gyms may also provide chalk.

FAQ

Q: If there is a Tie for a qualifying position, does the next person move up?

A: In the Case of a Tie both competitors qualify and the next person in line may be moved up also. (accept at World Finals)

Q: If there are 13 competitors in a class at an Area Qualifier and 3 are employees, how is that handled?

A: If there are 13 competitors, 6 qualify. But if 3 of those 6 are employees, then you may move up 3 more since employees cannot take the place of another competitor, therefore 9 would qualify.

Q: If the Top 3 in an Area Qualifier are not UNAA members, do 3 more move into that slot?

A: If there are 12 in a class, 6 would Qualify. If Top 3 are not UNAA members, then only 3 would qualify, because competitors must beat more than 50% to qualify of Total competitors regardless of UNAA membership.

Q: If a competitor is an Employee, does he have to run 1st in the class or 1st for the day?

A: Employees Must run 1st in the day, so that ANY competitor not from the gym can see how an employee will run the course.

Q: How many qualify if someone that places in the top has already qualified at another competition?

A: If an athlete places in a Qualifying position but has already qualified, then the next person in line moves up to that position. If there are 12 in class, 6 qualify. If one of those 6 has Already qualified, then 7th place moves up into qualifying position.

The UNAA reserves the right to change these rules at any time in order to keep the sport safe and fair. Email questions to ultimateninjaathlete@gmail.com