

National Ninja Throwing League (N.N.T.L.) Rules and Regulations!

First and foremost Safety is the main consideration. Make sure you have a large enough area for spectators and competitors and all safety rules are stringently adhered to. This association is to simply create a fun, ego-free atmosphere of brother and sisterhood of people from all walks of life and all skill levels who share a love of Ninja star and/or spike throwing.

Rules & Regulations

1. NEVER throw at a live target, EVER!
2. Know what is behind your target.
3. Competitors acknowledge they are responsible for their own safety.
4. Players are no less than twelve feet away from the targets upon throwing.
5. Targets deemed illogical, impractical, and/or unsafe will not be approved.
Members can contact N.N.T.L. if there are any questions.
6. Two people will stand at one target at a time. All people not throwing will stand to the side of the throwing area until shuriken have been all thrown and collected.
7. One person per target will throw one shuriken at a time, alternating between the two partners. Players may only throw after the command "Ute," or shoot in English, has been given.
8. People can throw freestyle with any preferred technique as long as it is safely executed.
9. People will not collect their shuriken until the instruction to "*collect*" is given.
10. Once all shuriken from all targets are collected, the next round of players will be asked to enter. People are not allowed to enter the throwing area until the "enter" command is given by the facilitator.
11. When two people are standing at a target, the player not throwing must stand a safe distance behind the player that is throwing. The person throwing must be a minimum of twelve feet from the target.
12. Anyone not throwing must keep all shuriken down at his/her side or in a case.

Rank And Scoring

Testing for ranking may be done at regional and national events. You will be tested for accuracy on a percentage basis. Your results will be posted on our website shortly after the headquarters receives your new rank. There are two main divisions, **Shuriken Star Division** and **Shuriken Spike Division**. Within each division there are two subdivisions:

Open Division – For the practitioner who is either a beginner, or has some skill throwing into foam targets. These Players have earned rank as Beginners or Ronin.

Advanced Division – People ranked as Marksmen, Expert, or Ninja in the Open Division may enter this division.

Ranks Are:

BEGINNER (Hit Targets 20% of throws) - you stick some and bounce some. You don't practice regularly but are always ready to give it a try! It's totally for the fun of it.

RONIN (Hit Targets 40% of throws) - You stick some whenever you throw. You're learning to control your accuracy, distances and style. You try to practice now and then or maybe regularly. Fun is the key but you definitely are known as a shuriken thrower.

MARKSMAN (Hit Targets 60% of throws) - High dedication. You practice semi regularly and usually stick most of the time. You may have a trick shot you are comfortable with. You throw for the fun of it and look to maintain or improve your skill.

EXPERT (Hit Targets 80% of throws) - You throw it, it sticks... when you want, where you want. You are proficient and capable of accurately correcting your own mistakes. You have your own target and have found a favorite knife/axe you like to throw with.

NINJA (Hit Targets 95% of throws) - Any target, any time... the bull's-eye is where you work; it's your comfort zone.

Scoring:

The scoring official determines final scoring and or disputes. He or she has the final say. Period.

1. Players will be ranked according to the percentage number of targets hit from the targets thrown (i.e. if you throw twenty times and make fifteen of them, you would have a 75% Marksman ranking).
2. 1st Place winners in each division earn an additional 300 points, second place winners earn 200 points, third place winners win 100 points, and fourth place wins 75 points at each event.
3. Players who place first through fourth place earn an extra 25 points for attending a Charter School event, 50 points for a Regional Event, and 100 points for a National event.
4. Players can earn an additional 25 points for a “dead shot,” or hitting three different bull’s-eyes in a row.
5. In case of a tie, there will be a shoot off of five stars. The one with the most bull’s-eyes win. If that is a tie, whoever has the most points for the season wins.
6. In a one-hour session, the first half will be for practice purposes. The second half will be the time to record points and number of hits.
7. In case of any disputes or questions, another designated person or thrower will be asked to confirm the scoring. Any thrower touching the shuriken before scoring will have that throw count zero.
8. All throws must be done from behind a designated line twelve feet from the target. Anyone standing over the line after two verbal warnings will get a zero for that throw.
9. Each competitor has a responsibility to maintain an accurate record of his scores and then bring it to the Statistics Officer Holding the roster after each round.

Children's Division Rules:

The rules for the children's divisions are the same as the adult divisions with the following exceptions:

1. Children will use three rubber shuriken instead of the five metal sharpened shuriken required for adults.
2. A child 8-13 years old must stand a minimum of ten feet from the target when throwing shuriken. A child 5-7 years old must stand a minimum of eight feet from the target.
3. A tournament event should last approximately thirty minutes for 5-7 year olds and forty five minutes for 8-13 year olds.

Disqualifications

1. No horseplay, negligent acts, throwing/tossing/catching shuriken, etc. are allowed ever. Any participant engaging in an unsafe handling of shuriken will be disqualified, asked to leave without any refund, and not get ranking for that day.
2. Competitors will be disqualified for conduct that a Range Officer deems to be unsportsmanlike. Examples include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Range Master must be notified as soon as possible.
3. Remember, this is a family oriented sport and the use of profanity will not be permitted at any time. Anyone using profanity will be disqualified.
4. Except when used for medicinal purposes, competitors and officials at matches must not be affected by drugs (including alcohol) of any sort during matches. Any person, who in the opinion of an official is visibly under the influence of any of the items described herein, will be disqualified from the match and may be required to leave the range.