World Ninja League

The Premier Obstacle League

Official Rulebook

Season X (June 2024 - June 2025)
Version 1
Updated 8/21/24

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Introduction

The World Ninja League is the world's Premier Obstacle League. Our network makes up the top ninja training organizations around the globe. This document covers our rules, standards and policies for regulating World Ninja League Season X Competitions.

The World Ninja League (WNL) is the ultimate authority on the rules, policies and procedures in this rulebook. The WNL reserves the right to modify, amend, change, interpret and enforce the rules, policies and procedures at WNL-sanctioned events as we see fit.

Mission Statement

Our mission is to develop the competitive aspect of ninja by creating fair and consistent rules for hosting competitions at all ages and skill levels.

Our Core Values

Integrity: We maintain the highest standards of professional and ethical behavior. We respect the athletes and organizations we serve and value transparency and honesty in our communications, relationships, and actions.

Quality: We maintain the highest possible standard when it comes to organization selection. We only choose the best organizations in the world to represent the ninja community through our organization.

Community: We strive to put the interests of the community first in an effort to grow ninja as a sport. We hope to unite the community together under a single unified rule set and expand the reach of the community in the process.

Commitment: We are committed to delivering the support athletes, parents and organizations need to have a quality experience when it comes to the sport of ninja.

Fairness and Equality: We pride ourselves on creating and enforcing rules to assure competitions are fair and equal for all participants.

Hosting Organizations

General

1. Everything in this document is considered to be a part of the WNL Rulebook
   a. All World Ninja League participants must adhere to the rules and guidelines outlined in this rule book and found in the code of conduct. Participants include but are not limited: Athletes, Coaches, Spectators, Hosting Organizations, Partner Organizations.
   b. It is the responsibility of the hosting organization to know and enforce these rules
   c. Failure to adhere to any of the rules in this document will result in either a fine, a strike, or both for the hosting organization as outlined in the Rule Violations section.
   d. The World Ninja League may modify or change the rules and policies throughout a season.
      i. Major updates to the rulebook will be posted here:
         1. https://worldninjaleague.org/news/
      ii. Minor changes or updates may not be posted to the site.
2. Facility Organization and party are used interchangeably throughout this document and all refer to any entity hosting a sanctioned event under the WNL.

Approved Organizations

1. Organizations must be approved by the WNL to host events
   a. New organizations will submit an application online via the following link: https://worldninjaleague.org/become-a-facility/
      i. The application will help the WNL understand the following aspects of the applicant's organization:
         1. Safety
         2. Structure
         3. Event history
         4. Obstacle variety
         5. Overall professionalism
   b. Existing organizations will need to re-submit an application to WNL ONLY for any of the following reasons:
      i. Location change
      ii. If the facility receives more than the maximum number of allowed strikes within a WNL Season as laid out in the Rule Violations section.
   c. Franchise owners may submit a **Franchise Application**
      i. The **Franchise Application** will be a modified version of the regular facility application designed to evaluate all existing and future organizations within a franchise.
         1. WNL will use the **Franchise Application** to review and accept/reject all existing and future franchise organizations.

a. If a **Franchise Application** is rejected, franchises may reapply at any time.
b. The rejection of a **Franchise Application** does not affect the WNL status of the franchise's organizations already accepted into the league

2. We expect all of our hosting organizations, partners and all of their representatives to conduct business in a professional manner at all times. Failing to adhere to our high standard of excellence may result in fines/penalties or removal/exclusion from our network.
    a. Public criticism of **referees** or public comments evaluating the refereeing of any sanctioned event is not in the best interest of the sport. Hosting Organizations and individuals acting on behalf of any affiliated organization are prohibited from publicly commenting on the refereeing while acting in an official capacity other than comments sent directly to the WNL.
        i. Any act of public criticism of the refereeing may result in a suspension of coaching privileges, league fines and/or removal from our network.
    b. WNL provides its hosting organizations and partners with access to training material, contact information and other intellectual property. Affiliates may only use these materials for league related matters. Utilizing these resources for any purpose other than their intended use may result in fines, penalties and/or suspension/removal from the league.
    c. Organizations/Partners must pay or have a payment plan setup for any debt or materials owed to athletes, employees, workers or any relevant part of the ninja community.

Exclusivity and Partner Leagues & Networks

1. The World Ninja League is dedicated to the growth of ninja as a sport worldwide. Our organization has partnered with the industry-leading organizations, leagues, facilities and networks to develop the best practices for ninja competitions. The World Ninja League delivers high-quality training resources, tools, and support so our network can deliver the best experiences to the community. Ninja competitions require a high level of expertise in obstacle rules, formats, policies, procedures, and planning in order to provide the best community experiences. The World Ninja League has created both a Partnership Network and Exclusivity Agreement that work to protect our intellectual property, facilities, community, and athletes.
    a. The World Ninja League and all affiliated facilities and organizations enter into an exclusivity agreement. This exclusivity agreement provides protection for the rules, regulations, policies, procedures, planning, and formats central to expertise in ninja competition. This exclusivity agreement fosters the growth of ninja for our community.
        i. Organizations enter the exclusivity agreement with approval into the partnership network of the World Ninja League.
        ii. All organizations are free to work with and host for leagues and organizations present within the partnership network.

iii. Organizations who leave the partnership network, remove affiliation, or violate the exclusivity agreement will be held to the following terms if they seek reentrance to the partnership network :
1. Undergoing the formal facility application process.
2. Pay increased league hosting fee of $3 per athlete for 1 full calendar year upon reinstatement.
   a. Ex. A facility hosts a tier 1 competition where the league fee is typically $12. An organization who has just been reinstated would pay an increased league fee of $15.

b. The World Ninja League has curated an extensive network of the industry-leading organizations, leagues, facilities, and networks to help develop and cultivate the best practices for ninja competitions.The World Ninja League sees that all of our global partners are ones that enhance our organization and community as we believe that they share core values and ideas central to our league. It is strongly encouraged that all organizations within the partnership network collaborate together to produce wonderful events for the community. Below you will find a list of all of the organizations in our network:
   i. https://worldninjaleague.org/our-partners/

Competition Circuits

1. "Competition Circuits" refer to unique obstacle course disciplines where athletes can compete.
   a. Traditional- In the traditional competition circuit, individual athletes will race against the clock and attempt to complete as many obstacles as possible in the fastest time. The traditional competition circuit places athletes against the course and the performance of athletes course runs are compared to determine which athlete performed best on the course.
   b. Head to Head - In the Head to Head competition circuit, athletes will race directly against one another on the same obstacle course. This tournament style competition circuit places an emphasis on athletes progressing through a double elimination bracket. Athletes win and advance through the bracket by going further and faster than their opponent.
2. Each competition circuit will have it's own competitive Tiers.
   a. Currently, Head to Head only has competitions for Tier 1. As the circuit grows it is anticipated that it will include additional competitive tiers.
3. The entirety of the rulebook can be applied to Regular and Head to Head competition circuits except where explicitly defined as different.

Tiers

1. WNL features different "Tiers" of competition for the different skill levels of ninja athletes.
   a. Premier Series - Highest and most competitive level of the sport
   b. Tier 1- Highly competitive but a step below Tier 1.
   c. Tier 2- Intended for athletes looking to work their way into the competitive world of ninja.

2. The entirety of the rulebook can be applied to Premier Series, Tier 1 or Tier 2 except where explicitly defined as different.
3. More information on Tiers can be found throughout the rulebook and specifically in the Athletes, Coaches and Community Section

Booking Standard Competitions

1. All rules in this section apply to Tier 1 and Tier 2 competitions unless it is stated otherwise.
2. Organizations in our network may host standard competitions or apply for special competition sanctions.
   a. All standard WNL competitions are to be single-stage events and must follow the rules and formats outlined in this rulebook.
      i. Other competitive events at the facility relating to ninja will not be permitted on the same dates or surrounding dates as the WNL qualifier
   b. WNL Special Competitions may seek approval for alternative formats and rules for regulating competitions and qualifying athletes.
      i. Contact specialevents@worldninjaleague.org to seek information on scheduling special event qualifiers.
      ii. All approved special competitions are responsible for clearly publishing rules, regulations, standards and qualifying practices for their competitions to the general public.
      iii. All approved special competitions are responsible for tracking athletes and submitting results to the WNL through one of the following approved formats:
         1. NinjaWorks
         2. CSV(Athlete first name, Athlete last name, NinjaWorks ID, Birthdate, email, results, placement)
3. Before scheduling, all organizations will be assigned a Region based on the location of their facility. The region that organizations are assigned to will help determine scheduling.
   a. Regions are assigned by geographic proximity and can be located on our website.
4. All events/competitions must receive a sanction. In order to receive approval:
   a. Organizations must complete the Date Request form in order to schedule standard qualifying events:
      i. The **Date Request Form** must be submitted with the following documents:
         1. Copy of current insurance policy listing "World Ninja League" as an additional insured:
            a. World Ninja League Inc.
               710 Park Avenue
               Hainesport, NJ 08036
         2. Organizations must complete the most current training programs for Event Coordinators, Course Designers, and NinjaWorks Managers. The training program will include a verification code. Organizations are expected to submit this verification when completing the Date Request form. Below is a list of the training

programs, and verification codes you will need to submit:
- a. **Event Coordinator** verification
- b. **Course Designer** verification
- c. **NinjaWorks Management** verification

3. Organization Hosting Head to Head competitions must complete the following training programs in addition to the ones listed above:
   - a. Head to Head Event Coordinator
   - b. Head to Head Course Design
4. Contracts: organizations must complete the contract in the date request form.
5. Location approval (if required)
   - a. If a facility wishes to host an event at a location other than their physical address, the off-site location must be approved by the WNL.

b. **Date Request Forms** will only be considered for approval by the WNL once ALL documents have been received and verified.

c. WNL event dates will be awarded on a first come, first serve basis. Date Request Forms will be **time stamped**
   - i. The WNL reserves the right to overturn a scheduling decision or remove a sanctioned event.

5. WNL will approve schedule requests if the facility's request meets all the listed requirements and is the first facility that requests to host a qualifier on a given date within:
   - a. 75 miles by driving
6. A schedule request will not be approved if there is already an event scheduled in the scheduling radius for a requested date range.
   - a. Exception: If two organizations request the same date and the 2nd facility attempting to schedule is inside of the (75 mile) scheduling radius the second facility's schedule request may be approved if the following conditions are met:
     - i. The facility on the schedule first sends written approval to allow the second facility to host on the same date **and**
     - ii. The 2nd facility chooses to host the age groups opposite of the 1st facility's scheduled waves.
       1. Example: Facility A was scheduled first and plans to host Teens, Young Adults, Adults and Masters on Saturday, Dec 10th then Kids, Mature Kids and Preteens on Sunday, Dec 11th. Facility B can host the same dates if Facility A submits written approval and Facility B agrees to host Kids, Mature Kids and Preteens on Saturday, Dec 10th and Teens, Young Adults, Adults and Masters on Sunday, Dec 11th.
     - iii. Both conditions must be met in order to host.
7. Organizations can schedule a maximum of 2 qualifiers per one weekend(week).
   - a. If organizations schedule a double header, each qualifier must have an individual registration.
   - b. Each qualifier must meet the min and max pricing requirements for the league

Hosting Fees

1. Organizations are responsible for paying a fee per athlete that participates in their event.
   a. The fee applies to all age divisions.
   b. The fee applies to every participating athlete even if the facility has chosen not to charge the athlete a registration fee.
   c. The per athlete fee for each sanctioned event varies based on the Tier of the competition hosted and the number of **full competitions** hosted by the host facility.
      i. **Full Competition** is defined as hosting a standard qualifying event for all **8 divisions** and genders.
         1. Competition # listed on the website or in NinjaWorks may not accurately reflect the total competitions hosted by an organization.
         2. Organizations must host 1 standard qualifying event for each division in order to count as one **full competition**.
         3. Example: A Facility hosts qualifying events for Kids, Mature Kids, Preteens and teens one weekend. This facility will not be considered as hosting 1 **full competition** until the facility hosts a qualifying event for Young Adults, Adults and Masters.
   d. The table below lists the per athlete fee for standard WNL qualifiers:
      i. The discount listed is not applicable to any competition hosted before the nth number is met. Where n= the minimum **full competition** number for the discount to be applied.
      ii. each gym has a separate total number of comps for each Tier)

Number of Tier 1 or Tier 2 **Full Competitions** by gym	Discount	Tier 1 per Athlete Fee	Tier 2 per Athlete Fee
1-4	N/A	$12 USD	$6 USD
5 & 6	25%	$9 USD	$4.50 USD
7-10	50%	$6 USD	$3 USD
11 or more	75%	$3 USD	$1.50 USD

   e. Worlds Prep Competition:
      i. No discounts are applied to All Star Comps & Worlds Prep Competition Fees
      ii. Tier 1: $12 per athlete
      iii. Tier 2: $6 per athlete
   f. Regional Championship & All Star Comps:
      i. No discounts are applied to Regional Championship Fees
      ii. Tier 1: 25% of the registration price per athlete
      iii. Tier 2: 10% of the registration price per athlete

<li style="list-style-type:lower-roman" value="4">Regional Championships and All Star Comps are scheduled at the sole discretion of the World Ninja League. Only select organizations may host this level of competition.

g. Premier Series Competitions:
   i. No discounts are applied to Premier Series Fees
   ii. 20% of the registration price per athlete
   iii. Premier Series Competitions are scheduled at the sole discretion of the World Ninja League. Only selected organizations may host a Premier Series Competition.

h. WNL special event qualifying fees are to be determined by the individual event.

i. WNL may modify the per athlete fee on an individual competition basis if both the WNL and **hosting party** agree to a new fee structure prior to scheduling the competition.

j. Regions that had fewer than 300 distinct athletes competing in league competitions during the prior season will be labeled as Growth Regions for the current season. Growth Regions will be offered different incentives to build the sport in the region. Below are the following incentives:
   i. Growth Regions will receive a 50% discount on the per athlete fee for all competitions they schedule.
   ii. The 50% discount will apply to the per athlete fee and will discount the fee according to the number of competitions an organization hosts.
      1. Example: A hosting organization in a growth region will pay $6 per athlete for their first 4 Tier 1 competitions and will pay $4.50 per athlete for competitions 5 & 6.

2. WNL organizations may request approval to create and sell WNL merchandise.
   a. The WNL logo can be available for organizations to use on merchandise
   b. Any approval can be revoked with limited notice if the WNL finds a design inappropriate or unacceptable. The WNL is not responsible for any costs associated when usage of the logo is revoked.

3. Spectators are encouraged for all events.
   a. Spectator fees (if any) are determined by the facility hosting the event.
   b. All spectator fees go directly to the facility unless stated otherwise.

4. Each WNL facility will receive 5 free entries to use at WNL standard qualifying events each season.
   a. The free entries may only be utilized after a facility has scheduled an event.
   b. The free entry may be shared with anyone.
   c. Facilities are only allowed to use 1 free entry per competition.
   d. It is the responsibility of the hosting facility to document the free entries on the CDC.
      i. Utilizing more than the 5 free entries will result in a fine and strike to the facility that used more than their 5 allotted entries and will require reimbursement of the entry fee to the hosting facility.
      ii. If the hosting facility fails to report a free entry, the hosting facility will also receive a strike.

Event Pricing & Schedules

Premier Series		
Event	**Dates (Subject to change)**	**Price Range**
Premier Series Qualifier	July 1 - Nov 1	$80-$135
Premier Series Finals	Nov 15 - 17	$135-$230

Tier 1		
Event	**Dates (Subject to change)**	**Price Range**
Standard Qualifiers	Aug 30 - April 20	$40-$80
Special Event Qualifiers	_	$110-$230
All Star Comp	Jan 18 - 20	$80-$110
Regional Championships	April 26 - May 31	$80-$115
Worlds Prep Comp	June 8 - 16	$80-$110
World Championships	June 20 - 23 (Tentative)	$130-$230

Tier 2		
Event	**Dates (Subject to change)**	**Price Range**
Standard Qualifiers	Aug 30 - Feb 2	$25-$65
Special Event Qualifiers	_	$110-$230
All Star Comp	Nov 29 - Dec 1	$50-$100
Regional Championships	Feb 14 - March 2	$50-$100
Worlds Prep Comp	March 8 - 23	$80-$110
World Championships	TBD	$130-$230

Head to Head		
Event	**Dates (Subject to change)**	**Price Range**
Standard Qualifiers	Aug 30 - Feb 2	$40-$80

Special Event Qualifiers	_	$110-$230
Regional Championships	Dec 27 - 29, Feb 14 - 23	$80-$115
World Championships	March 14 - 16 (Tenative)	$130-$230

Event

Registration

1. Organizations will be responsible for collecting athlete payment and registration information for any WNL sanctioned events.
   a. Registration responsibilities will include:
      i. Collecting/processing payment
         1. WNL events must follow the pricing tables found in the Admin Rules under the Event Pricing Section.
            a. The total price for registration for the event must remain under the maximum price listed with all taxes and fees included.
      ii. Capturing each athlete's NinjaWorks ID as part of registration
      iii. Creating and submitting an athlete list per guidelines
2. Organizations will be required to determine the type of qualifier(s) they will host when scheduling. See more on qualifier formats in the Qualifier Format section of the Qualifier Rules.
   a. Once the facility indicates the type of qualifier, they will need WNL approval to change the qualifier type.
      i. Approval requests may or may not be accepted.
      ii. Approval requests are simply written requests sent to the WNLwave
3. Wave Caps
   a. Each wave of athletes will be capped at a maximum of 50 athletes per wave.
      i. Organizations can open an additional wave of 50 athletes for the same age division at a different time if the original wave reaches 50 athletes.
      ii. If your state has COVID-19 restrictions, we expect wave caps to adhere to any local ordinances the government has provided for safe gatherings.
4. Organizations may run multiple age divisions within a single wave.
   a. However, athlete's results must still be sorted by each age division and gender division within the WNL Qualifier.
      i. All organizations utilizing the required NinjaWorks software will automatically have results sorted.
   b. Exceptions: Organizations hosting Head to Head must host one division (age/gender) per wave.
      i. Example: A Head to Head competition hosting an Elite division would need one wave for Elite Male and a separate wave for Elite Female.
5. When providing wave start times for a schedule request and on community marketing materials, the time that is listed by the organization must be the time that all athletes from that wave are required to be there.
   a. Example: Course Walkthrough, Warm-up, Opening Ceremony.
   b. The time at which check-in starts for each wave is determined by the organization.
      i. Organizations must state in their registration and communications to athletes how far in advance check-in time will start for each wave.

Run Order

1. Organizations hosting standard and regional competitions will be required to create an athlete list and submit that list to the WNL no later than 3pm EST on the day before the start of their event.
    a. When submitting the athlete list, organizations can request athletes be added earlier or later in run order for scheduling reasons.
    b. Athletes that register after the run order has been submitted must be placed at the beginning of their wave.
    c. If an athlete arrives late, organizations have the option to add them into the run order where they see fit.
    d. Run order must be in the following sample format:
        i. A single CSV or spreadsheet, listing athletes in the desired run order, with the following columns:
            1. NinjaWorks Athlete ID
            2. Athlete's First Name
            3. Athlete's Last Name
            4. Athlete's Division/Gender (ex. Kids Male)
2. Run Orders at Standard Competitions will be randomized by the World Ninja League after the run order has been submitted to us.
3. Brackets at Head to Head Competitions will be determined by an athlete's Head to Head power score:
    a. The higher the power score, the lower the seed.
    b. Example: The highest power score will have the number 1 seed and race the lowest power score from the last seed.
    c. In the event, the number of athletes competing isn't the same as the number of athletes needed for a full round of a double-elimination bracket:
        i. The highest-seeded athletes will not need to compete in the first round if there is no opponent for them to race against based on their seed.
        ii. The highest-seeded athletes who in their first bracket match will be racing against an athlete who has already run the course will be allowed to run a **practice run**.
            1. Practice runs will not be recorded in NinjaWorks and cannot be considered as a best course run for an athlete.
            2. Practice runs will be run before the start of the bracket
            3. In competitions where two or more athletes receive a practice run, they will run all practice runs in pairs until all practice runs have been run.
                a. Two athletes running at the same time during a practice run will not be considered in any official capacity for competition scoring.
                b. The athlete with the highest power score will run the course alone if there is an odd number of athletes needing a practice run.

      d. ==In the event two or more athletes have the same power score, seeding will then be randomized.==

4. Run orders at Regional Competitions will be determined by the total season points earned from each of an athlete's best 12 competitions.
   a. Athletes will be sorted from lowest to highest by total season points from their best 12 competitions.
      i. Tier 1 - In the event of a tie between two or more athletes, the athlete with the higher power score will be placed later in the run order.
      ii. Tier 2 - In the event of a tie between two or more athletes, the athletes whose total season points were earned through less competitions will be placed later in the run order.
         1. In the event of a further tie, athletes will be randomized.
   b. Regional Championships that run two or more events at the same time from the same division must alternate the run so the lowest ranked athlete would fill the lowest available run order position:
      1. Example: A regional championship is running a flow and a full course for the same age division at the same time. The lowest ranked athlete would be placed first in the run order on one of the courses (Flow), the second lowest ranked athlete would be placed first on the other run order (Full).
   c. Regional Championships have the option to:
      i. Run all athletes in the run order through the first event before running all athletes through the second event in the same order.
      ii. Run a sub portion of the athletes in the run order through both events before running the next subportion.
5. Championship Run Orders
   a. Run Orders for athlete's **Flow Course** run at Tier 2 Championships or Stage 1 run at Tier 1 Championships will be determined by each athlete's best overall placement between the following:
      i. Regular Season Regional Standings - only top 12 competitions
      ii. Regional Championship Competition Placement
      iii. Special Event Qualifier Competition Placement - Tier 1 only
         1. If qualified through a special event
   b. Additionally, the run order will have a secondary sort determined by the three result categories listed above. Here is how the secondary sort will function:
      i. Special Event Qualifier Competition - First in the run order
      ii. Regional Championship Competition - After Special Event Qualified athletes with the same best overall placement but before Regular Season Standings athletes
      iii. Regular Season Standings - Last in the run order
   c. In the event two or more athletes are tied for **best overall placement** and the **secondary sort did not break the tie**, the athlete with the higher power score will be placed later in the run order.
      i. Tier 2 athletes do not receive power scores. Therefore, Tier 2 ties for best overall placement will be randomized.
   d. Athlete's that register after the run order has been uploaded will be placed at the beginning of their wave.

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e. If the competition features a multi-event format, run orders for later events may be determined by the athlete's performance from the previous event:
    i. See Multi-Event Competitions
f. Athletes who miss their competition run time may be added into the run order but are not guaranteed to be added.

Staff

1. Facility staff, owners, or event staff may be eligible to compete in the competitions hosted by their facility.
    a. Anyone involved with the integral running of a competition may not participate as an athlete in the facility's event.
        i. Integral positions refer to positions that provide the individual with decision-making power over the competition results or prior knowledge of the obstacles in the competition.
        ii. Examples of positions that are deemed integral and not allowed to compete: **event coordinator**, **course designer**, **referee**, NinjaWorks manager, and any individual with course knowledge before the course is shared with the athletes participating.
            1. Exceptions:
                a. Individual staffing integral roles can participate if the following conditions are met:
                    i. They had no knowledge of the course design before the other athletes participating.
                    ii. They do not hold an integral role in any competitive waves for their competitive division.
                        1. Example: The course ref for the Mature Kids division can later compete in the Elite division if they are not reffing the elite division and they were not involved in the course design process and they hold no other positions during any of the elite waves are deemed considered integral to the competition.
    b. Any individual not involved in the integral running of the competition can participate in the facility's event if they have no course knowledge before the other individuals participating
        i. Examples of positions that are eligible to compete: registration, line manager, livestream, commentators, facility upkeep staff, photographer, merchandise/food sales staff, facility staff, coach, course resetter.
    c. Due to the current size and limitations of our community, larger competitions with significant athlete numbers may request different restrictions on staff participation.
2. If the facility has a specified coach for their "ninja team" the coach is allowed to coach their athletes ONLY if they do not have knowledge of the course prior to the event and are only working the event in a capacity not related to the course.

     a. Examples of positions that are not allowed to coach: **event coordinator**, **course designer**, **referee**, timer, course resetter, spotter, anyone with course knowledge prior to the event.

     b. Examples of positions that could be eligible to coach: registration, livestream commentators, facility upkeep staff, photographer, merchandise/food sales staff.

     c. Facility coaches may instruct in an early wave then assist with the running of the event for a later wave once all of their coaching is done for the event.

3. Athletes not employed by the facility may compete and then assist with a later wave after their competition has ended.

4. Staff of the hosting facility should refrain from excessive cheering for any particular athletes running the course.

     a. This includes giving course advice to any athletes on the course.

          i. The **referee** (when asked by the athlete on the course) may clarify rules or course direction for the athlete.

     b. **Referees**, coaches, and spotters are not permitted to physically assist the athlete in any way while they are on the course.

          i. Example: If an athlete is unable to reach an obstacle, the **referee** is NOT permitted to help the athlete up to the obstacle.

     c. **Referees**, coaches and spotters are permitted to spot an athlete for safety reasons.

5. Monitoring Warm Up Area

     a. If a warm up area is available for youth athletes, a facility staff member must be present to monitor the athletes and activities in this area at all times.

6. No one should be on any equipment or obstacle(s) within the course while an athlete is on the course.

7. Timing and Line Manager roles will be handled by the facility staff.

Opening Ceremony

1. Events hosted in the United States are required to play the National Anthem at the start of all events.

     a. This should occur prior to the first athlete running the course (regardless of which age division starts off an event).

     b. If an event spans multiple days, the National Anthem is only required before the start of the first day and does not have to be played before the start of the second day.

     c. All organizations must have a physical American flag for the playing of the National Anthem.

2. Organizations outside of the United States will be evaluated to determine if playing the host country's National Anthem is appropriate.

Livestream

1. Livestream rules only apply to Tier 1 Full, Flow, and Challenge competitions.

2. Organizations are required to livestream all age groups in their competition.

3. The competition must be livestreamed through the WNL's Facebook page.

a. Organizations will be granted access prior to their competition.
b. Organizations may request to send the livestream elsewhere. However, they must receive approval from the WNL in order to send the livestream anywhere else.

Redemption Time (Open Gym) Policy

1. The term redemption time and open gym can be used interchangeably throughout this section.
2. Redemption Time: may be added for an age division following the event for that same age division.
3. Redemption Time and/or Open Gym specifically linked to the WNL event or competition may not be held prior to the event for an age division that has not yet competed.
4. Open Gym, held prior to the event, may not be connected/marketed with or included in the event registration price.
   a. An open gym, held prior to the event, is permissible if it is not connected and/or marketed with the event and has a separate admission fee.
5. Organizations are required to indicate if they will host a redemption time for athletes at the time of booking their competition.
   a. Organizations may add redemption time later. However, they may not take away redemption time if they indicated they will host a redemption time.

Competition

General

1. Rules found in this section are applicable to all levels of Competitions.

Formats

1. WNL recognizes 5 official formats for competitions. Below are the names of each format and a simple description of the format. The description is meant to describe the format and is not intended as a set of rules to govern the format:
   a. **Skills**: Athletes rotate between multiple obstacle stations. Each station features an obstacle series or skill. The athlete's performance on each skill is considered when ranking athletes.
   b. **Flow Course:** Athletes attempt multiple obstacle series in a course. The athlete that makes it the furthest through the course without failing an obstacle will be ranked the highest.
   c. **Full Course:** Athletes attempt every obstacle series in a course within a given time limit. Athletes will be ranked by their performance on each obstacle series in the course.
   d. **Challenge Course:** Athletes are given multiple opportunities to complete obstacles on a course but can only progress to the next obstacle by completing all of the obstacles before it. Athletes are ranked by the furthest obstacle completion in the fastest time.
   e. **Head to Head:** Athletes will race against each other on multiple obstacle series. Athletes with the best performance will move to face the next challenger.
2. Organizations must determine the format(s) of the competition when scheduling their competition.
   a. The format(s) must be publicly available to athletes registering to compete.
3. Special Event Qualifiers rules and format will be determined on an individual basis. Their rules, regulations and qualifying methods may differ from the rules outlined in this rulebook.

Rules Walkthrough

1. Rules walk-through may be a video or in person.
2. In person rules must be recorded.
3. The rules walk-through for a single competition wave may be no longer than 35 mins including athlete questions.
4. Obstacles must be demonstrated for the athletes.
   a. If there are multiple waves in an age division, all obstacles must be demonstrated the same way during rules for each wave.
5. In the event a **hosting party** needs to make a rule change from a video or in person walkthrough, they must make a public announcement regarding the change.
6. All athletes are responsible for knowing the competition rules and verifying any questions prior to competing.

7. If an athlete, parent, or coach touches any part of the course, the **referee** may choose to disqualify that parent's or coach's athlete(s) if they feel they have gained an unfair advantage by touching any part of the course.
    a. Including: testing the texture of an obstacle, and standing or jumping on **platforms**.
8. Coaches may request a height check during a rules walk through.
    a. Height checks may be accepted or denied by the hosting organization.
    b. Height checks are to be performed using athletes from the ages of the specific age division.
        i. An athlete who is competing up a division may not request a height check.
    c. Height checks can be performed by the athlete a hosting organization selects, and may step onto the platform in question.
    d. Height checks may only be conducted on starting platforms.
    e. Athletes performing a height check are only allowed to touch the starting platform and are not allowed to touch any obstacles that are nearby.

Starting & Stopping an Athlete's Run

1. This section applies to All Qualifier Formats
2. Starting Signal
    a. All Qualifiers must utilize a starting noise or visual signal to indicate when it is time for the athlete to start.
    b. Starting noises or visuals must be consistent throughout all waves.
        i. Example: If a **referee** starts athletes with a "3,2,1 GO!", they must continue to say "3,2,1 GO!" throughout that wave.
3. False Starts at the Start of a run
    a. If an athlete starts prior to when the **referee** counts them in, the **referee** will stop the athlete immediately and the athlete will return to the startline and be counted in again.
    b. If the athlete false starts again, the athlete will be given one more opportunity to start again.
    c. If the athlete false starts on their third attempt they will be disqualified.
4. Buzzer
    a. The end of the course must have some form of a buzzer
        i. Athletes clear the final obstacle and stop their time by making contact with the buzzer.
            1. If the buzzer is positioned on a landing **platform**:
                a. The ref must specify if the athlete will be disqualified by stepping off the landing **platform** before engaging the buzzer.
                    i. If the ref does not specify, it is assumed that the athlete can touch and go the finish **platform**.
                b. Engaging the buzzer will overrule the **3 Step Obstacle Completion Process**

          i.   The athlete's time will stop when the athlete engages the buzzer.

    2. If the buzzer is positioned on a hanging obstacle:

        a. The athlete's time will stop when the athlete touches the buzzer with ANY part of their body or part of an obstacle that is allowed for that obstacle series.

    3. It is the athletes responsibility to engage the buzzer.

        a. No time adjustments will be made in the event the buzzer does not register before the time limit expires.

    ii.   Examples of acceptable forms of a buzzer: hitting a buzzer, knocking over a cone, hitting a designated slap spot, ringing a bell, hitting a gong

  b. Buzzers can only be used at the end of a course to signal the end of the athlete's run or for specific Skills.

  c. Only Course Qualifiers Require a buzzer at the end. Skills buzzer rules will vary based on the Skill Type and Category.

Incident Handling

1. This section applies to all Qualifier Formats.
2. Injury Stops
   a. In the event an athlete is injured while running the course/skill and they need to step off of the course/skill, their course/skill run will be over.
   b. The athlete will not be given the opportunity to rerun or to get back on the course after they have stepped off from their initial run.
   c. All injuries (including course induced injuries & on site injuries) must be reported to the WNL by the **Event Coordinator** via the [Incident Report Form](#).
3. Obstacle Breaks or Course Malfunctions
   a. In the event an obstacle breaks or malfunctions and directly impacts the athlete, the athlete will be allowed a rerun from the start of the course.
      i. Examples of Malfunctions:
         1. Course not being reset
         2. Spectators in the way of an athlete
         3. Obstacle breaking or not functioning properly
         4. Timer malfunctions
         5. Auditory Interference
   b. If an obstacle breaks or malfunctions the **referee** must immediately stop the athlete's run on the course.
      i. In the event that an obstacle malfunction, break or reset does not directly interact with the athlete, the athlete will NOT be awarded a rerun.
         1. Example: The athlete is on obstacle one and the resetter failed to reset obstacle twenty. Before the Athlete is aware the obstacle is not reset, the obstacle is set in its proper spot. If the athlete never interacted with the obstacle or was aware there was an issue further in the course, the athlete will not be awarded a rerun.
   c. Any obstacle breaks or course malfunctions could result in a strike as described in the Rules Violation section.
   d. The rerun will take place later in the run order to ensure fair rest.

              i. The athlete will determine when they are adequately rested within a reasonable amount of time.
                   1. Organizations will be able to determine if an athlete's requested rest time is unreasonable.

    e. In the event of a rerun, the better of the two runs will be the official scored run for the athlete.

    f. Any obstacle breaks or malfunctions resulting in a rerun must be reported to the WNL by the **Event Coordinator** via the **CDC sheet**.
              i. This includes when obstacles were not reset properly.

Certified Coaches

1. This section applies to all Competition Formats.
2. Only a **Certified Coach** is allowed on the competition floor.
    a. Exception: Any staff required to be on the course for the running of the event. This includes but is not limited to:
              i. Ref
              ii. Course Resetters
              iii. Livestream, Photographer, Videographer
3. In an effort to prevent overcrowding and increase the comfort of all participants, competitions may limit the number of coaches per athlete allowed on the competition floor and Warm Up area. These restrictions are determined by the individual organization hosting the competition. Below are restrictions set for various World Ninja League Hosted competitions:
    a. World Ninja League Championship: One Certified Coach per athlete
4. See full details on certified coaches in the community section.

Video Review

1. Hosting parties may use video to review close call situations.
2. Hosting parties must make an attempt to notify the coach or athlete if their run is placed under review.
3. Video Reviews will be placed into a queue and reviewed on a first come first serve basis.
4. Video reviews must be submitted no later than 15 mins after the end of the wave the athlete is competing in.
    a. Exception: For Head to Head Competitions, video reviews must be submitted no more then 2 mins following the conclusion of a match.
              i. For Head to Head Competitions, video reviews that are accepted must be conducted before the start of the next round.
                   1. If the match that is being reviewed is the last match of the round, the competition must be paused until the review is conducted.
5. When a video review is submitted the **hosting party** will review the video in its entirety.
    a. Example: If a review is placed for obstacle 5, the video review team will watch the video to review obstacle 5 along with all other obstacles the athlete attempted.
    b. This will help eliminate the need for multiple reviews to be submitted for one athlete.
6. Hosting Parties will only accept one video review per athlete per course/skill.

7. The following qualified individuals may submit a video review if they are in attendance at the competition for which the review is taking place:
   a. WNL Certified Coach
      i. An WNL Certified Coach can submit a review for their athlete or other athletes competing.
   b. Athletes in any of the following divisions can submit video reviews to dispute the official on skills or course results regarding only themselves.
      i. Adult
      ii. Masters
      iii. Elite
   c. Current Course **Referee**
      i. Current course **referees** can submit a review for any athlete.
   d. If you do not fall into one of these categories, you cannot submit a video review.
8. Video reviews must be submitted via the official WNL Video Review Request Form. A video will not be reviewed if the proper documentation is not submitted.
   a. Ask a **hosting party** where to find the official document.
   b. The current course ref or administrative member of the hosting organization does not need to submit the official paper work to conduct a review.
9. Hosting parties can use any video to complete the review. This includes but is not limited to livestream footage, official GoPro footage or spectator video.
10. Once completed, all reviews are final. Once a video has been reviewed and a verdict has been delivered the video will not be reviewed again.
11. Hosting parties reserve the right to reject video reviews given any of the following conditions:
    a. The video review has not been submitted prior to the end of the wave the athlete is competing in.
    b. There is already a video review request in for that athlete on that course or skill.
    c. The review was not submitted by a qualified individual.
    d. There is no video to review. The equipment did not capture the result in dispute and no additional video was submitted.
    e. The video review would not have a direct impact on the podium, season points or qualifying spots.
    f. Any video reviews that have not made it to the front of the hosting organizations' queue 2 hours after the end of the wave.
    g. The video review was not submitted via the Official WNL Video Review Request Form.
    h. The video review request has already been reviewed and an outcome has been determined.

Formats

Courses

1. This section applies to Full, Flow, & Challenge Courses. Specific subsections indicate differences between the different qualifier rule sets.
2. All courses must be between 10 and 20 obstacles

a. The obstacles must test the following variety of skills:
   i. Lower body coordination & strength
   ii. Upper body coordination & strength
b. <mark>Exception: For Head to Head Flow and Challenge, All courses must be between 6 and 20 obstacles.</mark>

3. Athletes must complete the obstacles in the course in the order given.
4. Courses may not be practiced by athletes prior to the competition.
5. Adjustments to the course for each division (age/gender) may be made at the **course designer's** discretion. If adjustments are made, they must be made for all athletes in that particular age/gender division.
   a. Example: Kids Male Division may have one course while the Kids Female Division may have their own adjustments.
6. The **referee** must clarify what is in play for each obstacle while explaining the rules of the course.
   a. Anything not in play is automatically considered **out of bounds.**
   b. An athlete is deemed to have failed a skill if they come in contact with anything considered **out of bounds**.
7. Only one athlete may be running the course at a time.
   a. This rule is intended to prevent athletes from catching up to an athlete on the same course.
   b. This rule does not apply to trusses that feature multiple courses/lanes on the same truss assuming the trusses do not have any shared obstacles.
   c. <mark>Exception: Head to Head competitions may have two or more athletes on the course at the same time.</mark>
8. Organizations may establish a time limit on their course.
   a. Athletes in all divisions will be allowed to complete as many obstacles as possible within this time limit.
      i. Athletes may not retry an obstacle they failed except for formats where explicitly stated.
         1. Known exceptions - challenge skills.
   b. How athletes are scored on the obstacles will vary based on Full Course, Flow Course, or Challenge Course rules. See full details in the next bullet.
9. Full, Flow, and Challenge Course Qualifiers will feature different systems for scoring and ranking athletes.
   a. **Flow Course**: Athletes will receive one point for each obstacle they clear until they fail or become disqualified by touching something **out of bounds** or breaking a rule.
      i. After athletes are disqualified they may continue to run the course. However, only their obstacles and time prior to disqualification will be used for scoring.
      ii. Athletes will receive a time to their last completed obstacle.
      iii. All Athletes will be ranked by the most obstacles completed before disqualification in the fastest or least amount of time.
   b. **Full Course**: Athletes will receive a rank based on who completed the most difficult obstacles the fastest.
      i. Athletes will receive difficulty points from 0 to 11 on each obstacle in the course.

1. Athletes will receive difficulty points of 0 for failing to attempt or failing to clear an obstacle.
   a. Attempt is defined as reaching the obstacle series. Athletes who opt to intentionally fail obstacles by proceeding to the next obstacle or complete/fail the previous obstacle but time out before touching the next obstacle series will still be considered with the athletes who have attempted the obstacle.
2. Athletes who clear an obstacle will receive difficulty points of 1+(10 multiplied by the fail percentage of the obstacle they cleared).
   a. Athletes who failed to attempt an obstacle will not be factored into the fail percentage calculation.
   b. The fail percentage will fluctuate as more athletes attempt the course

ii. Athletes will receive a time placement on each individual obstacle in the course based on the time it took athletes to complete it relative to the competition.
1. All athletes who fail an obstacle will receive one placement higher than the slowest athlete that cleared the obstacle.

iii. Athletes will receive an overall difficulty score and a place total.
1. Athletes' overall difficulty score will be the sum of all their difficulty points from each individual obstacle.
2. Athletes' place total will be the sum of all of their time placements from each individual obstacle.

iv. All athletes will be sorted from highest overall difficulty score to lowest overall difficulty score.
1. In the event two athletes are tied for the highest overall difficulty score, the athlete with the lower place total will win the tie.

v. In the event athletes are tied for both highest overall difficulty and place total:
1. And both athletes successfully completed all obstacles in the course, the athlete with the fastest overall time will win the tie.
2. But if one or both of the athletes failed to complete all the obstacles in the course, the result will remain a true tie.

c. **Challenge Course**: Evaluates athletes based on the furthest progress in the least amount of time while allowing athletes the multiple attempts to successfully complete an obstacle.
   i. All Challenge Courses must have a time limit.
   ii. After athletes are disqualified they may continue to run the course. However, only their obstacles and time prior to disqualification will be used for scoring.
   iii. Challenge Courses may have obstacles requiring reset.
   iv. Challenge Courses cannot use linked obstacles.
   v. Athletes must complete the obstacles in the order given to them.
   vi. Athletes may only progress to the next obstacle upon successful completion of the current obstacle.

vii. Athletes will receive one point for each obstacle they clear until they fail or become disqualified by touching something **out of bounds**.

viii. Athletes are allowed to retry **two obstacles** per Challenge Course.
1. However, athletes may only retry a failed obstacle **one time**.
2. The athlete must complete the failed obstacle on their subsequent attempt in order to progress through the course.

ix. In the event an athlete fails to complete an obstacle successfully and the athlete has additional attempts remaining:
1. The athlete cannot progress further in the course until they complete the failed obstacle.
2. The athlete will use one of their retries.
3. Depending on if the competition is Head to Head or not will determine how the timer functions while the obstacle is being reset:
   a. Head to Head: The timer will run while the obstacle is being reset.
   b. Non Head to Head: The timer will pause while the obstacle is being reset.
      i. As soon as the obstacle is reset the ref will start a new countdown before they begin their next attempt at the failed obstacle.
         1. Example: If the obstacle does not require reset the ref will immediately count the athlete back in and restart the timer.
4. Athletes will return to the start **platform** of the failed obstacle then wait for the obstacle to reset.
5. the athlete will be allowed to make their subsequent attempt after the obstacle is reset and the ref indicates for the athlete to "Go".
   a. Subsequent attempts must be started from the start **platform**.
   b. If the athlete successfully clears the obstacle, they can continue to progress through the course.
   c. If the athlete fails to complete the obstacle, their run is over.
6. In the event that an athlete, coach, or anyone associated with the athlete deliberately interferes with the facility staff resetting an obstacle or deliberately tries to cause an obstacle to malfunction so as to delay the countdown before a retry, the **referee** may opt to disqualify the athlete rather than award them a retry.

x. All athletes will be ranked by most obstacle clears in the least amount of time.
1. In the event two or more athletes are tied for number of obstacle clears and time, the athlete with the least amount of missed obstacles will be ranked higher.

10. Organizations may also choose to allocate a rest time limit in between obstacles. The course time limit will continue to count down during this time even if a rest time limit is utilized.

11. All waves of the same age divisions should maintain the same obstacles, matting, and rules. No changes may be made once the wave has begun for a particular age division
    a. **Safety Pad/Matting Exception**: A facility may add or adjust safety pads/mats if it becomes evident that an obstacle was not adequately padded and adjusting the matting could help prevent injury
        i. All adjustments to safety pads or matting after the wave has started must be reported to the WNL by the **Event Coordinator** via the **CDC sheet**
    b. **Unsafe Obstacle Exception**: A facility may modify or swap out an obstacle that presents an immediate safety concern due to breaking or malfunctioning
        i. In the event of an **unsafe obstacle,** any athlete who had already run the course (in that age division) and had failed on or after that obstacle must be awarded a rerun with the new obstacle in place
        ii. All modifications or changes to an **unsafe obstacle** after the wave has started must be reported to the WNL by the **Event Coordinator** via the **CDC sheet**

Skills

1. Under the skills format, the athlete will receive individual skills rankings and an overall ranking.
    a. The individual skills ranking originates from the athlete's performance on each independent skill at the event.
    b. If an athlete does not compete they will receive the lowest possible ranking for that skill, tied with the lowest ranking athlete on the scoreboard.
    c. The overall ranking is a sum of placements from all of the independent skills rankings added together.
        i. The athlete with the lowest sum of placement will be ranked the highest.
        ii. If an athlete does not participate in a skill, their rank is assumed last or tied for last.
        iii. Example: If an athlete is ranked 1 in Climb the Ladder and 2nd in Full Swing, their sum of placements will be 3.
    d. See the Athlete Rules section for more on skills rankings.
2. Skills Qualifiers will offer 4-12 skills.
3. Hosting Organizations may choose any of the following approved skill types:
    a. Flow Skills
    b. Challenge Skills
4. Each skill type will have its own set of general rules that must be followed.
5. Both Skill Types offer the following skill categories:
    a. Timed Skills
        i. Fastest Completion
        ii. Longest Time
    b. Repetition Skills
        i. Highest Repetition Obstacles
        ii. Highest Repetition Movement
6. Each Skill category will have its own set of general rules that must be followed.
7. The following General rules apply across all skill types and categories. They must be followed along with the skill type general rules and skill category general rules.

a. All skills must have a skill type and skill category.
   i. Skills must follow these general rules and the general rules for both the skill type and category.
b. The **referee** must clarify what is in play for each skill while explaining the rules of the skill.
   i. Anything not in play is automatically considered **out of bounds.**
   ii. An athlete is deemed to have failed a skill if they come in contact with anything considered **out of bounds**.
c. Athletes must start all skills on a horizontal start **platform** completely disengaged from any obstacles.
d. The **referee** will signal for the athlete to start by counting down, utilizing beep noises, or visual aids.
   i. Whatever option the **referee** chooses must be consistent throughout a given wave.
      1. Example: If a **referee** starts athletes with a "3,2,1 GO!", they must continue to say "3,2,1 GO!" throughout that wave.
e. If a skill features any of the following they must adhere to their respected rules in the Obstacle section under obstacle completion:
   i. On skill categories that allow finish (landing) **platforms**, athletes must meet the **3 Step Obstacle Completion Process** on an obstacle.
   ii. For skill categories that utilize touch point completion, athletes complete the obstacle series by touching the specific designated obstacle.
   iii. For skill categories with point zones, athletes are marked complete when their body fully passes through the point zone.
      1. Athletes do not need to engage the zone to be marked clear.
f. All skills must be tracked via NinjaWorks and utilize the timer.
8. Each skill type will have its own individual set of general rules for regulating and tracking athletes.

Flow Skills Type

1. All Flow skills will be ranked by the most points accumulated in the best time before an athlete touches something **out of bounds** or is marked as failed.
   a. Best time may be determined by fastest or longest time depending on the skill category.
2. All Flow skills may have a time limit.
3. An athlete's run is over when:
   a. They have touched something **out of bounds**.
   b. They have engaged the buzzer.
   c. The allotted time has expired.

Challenge Skills Type

1. All challenge skills will be ranked by the most points accumulated in the best time.
   a. Best time may be determined by fastest or longest time depending on the skill category.
2. All Challenge skills must have a time limit.
   a. Overall time limit continues to count down during and in between attempts.
3. No challenge skill may require a reset.

a. If any resetting is required for the athlete to retry the obstacle series, the obstacle series cannot be a challenge skill.
  i. This includes any obstacle series that may move, or sway after an athlete leaves the obstacle.
    1. This rule is added to prevent an unfair scenario where the obstacle series conditions are different on different attempts.
4. Once the athlete starts a Challenge Skill, If the athlete comes in contact with something **out of bounds** they will return to the original start **platform** and await a new countdown to begin their next attempt at the full series.
  a. Athletes will retain any points or tracked attempts earned prior to coming in contact with something **out of bounds** or getting disqualified.
    i. Retained scoring will vary based on skill category rules.
    ii. See Individual Skills Rules for more details.
  b. Athletes may earn additional points on subsequent attempts depending on the skill category rules.
    i. See Any individual Skill Category Rule 1 for more information.
5. Athletes taking a subsequent attempt on a challenge skill must return to the original start **platform** and wait for the new countdown series to indicate the athlete can start.
  a. This is crucial to accurately tracking results.
  b. Any attempts made before the new countdown has completed will not be valid and may disqualify the athlete.
6. Challenge Skill Points will only be awarded for full completion of an obstacle series/movement.
  a. Example: A repetition challenge skill has only two touch points and the ref is tracking the most reps between the two touch points. If an athlete makes it half way then touches something **out of bounds** (falls off the obstacle) before reaching the touch point, then restarts and makes it halfway again and falls before reaching the touch point, no points will be awarded since the athlete did not achieve one full completion of the obstacle series. One full completion would have meant reaching the first touch point.
7. Challenge Skills are finished when:
  a. The allotted time expires.
  b. The athlete signals they are finished with the skill.

Timed Skills

Fastest Completion

1. The **referee** will rank athletes by the fastest time or furthest distance in the fastest time through an obstacle or obstacle series.
  a. Refs will stop tracking Fastest Completion Flow Skills when an athlete touches something **out of bounds** or is disqualified.
  b. Refs will continue tracking Fastest Completion Challenge Skill attempts when an athlete fails until the allotted time expires.
    i. Each attempt will be timed and obstacle progress will be tracked independently of other attempts.

ii. Refs will rank athletes by their best attempt (furthest progress in fastest time).

iii. Ties will be broken by lower number of attempts.

2. Fastest Completion skills can only have one athlete on the skill at a time.
3. Once the athlete begins the skill, they will attempt to complete the given obstacle series as fast as possible while staying in bounds.
4. Athletes must complete the given obstacle or obstacle series as fast as possible.
5. The **referee** may utilize landing **platforms**, touch points or point zones to mark progress on an obstacle.
6. All timed skills must end with some form of a buzzer.

Longest Time

1. The **referee** will rank athletes based on who can do the skill for the longest amount of time.
    a. Refs will stop tracking Longest Time Flow Skills when an athlete touches something **out of bounds** or is disqualified.
    b. Refs will continue tracking Longest Time Challenge Skill attempts when an athlete fails until the allotted time expires.
        i. Subsequent attempts will add total time to the athlete's score.
        ii. However, the refs will only add time to the athlete's score while the athlete is not engaged with anything **out of bounds** and is achieving the goal of the timed skill.
2. Timed skills can have as many athletes at the same time as room allows.
3. All skills must have a start **platform**:
    a. Timed skills can have multiple start **platforms** if the host is tracking multiple athletes at a time.
    b. Start **platforms** can vary in height to help all athletes reach the obstacle at a fair distance.
        i. Hosting Organizations are not required to make any height adjustments.
4. Once the athlete begins the skill, they will engage the obstacle as long as possible.
    a. Hosting Organizations can determine which part of the athlete's body can engage the obstacle.
        i. Hands only or feet only
        ii. Or hands and feet

Repetition Skills

Highest Repetition Obstacles

1. The **referee** will rank athletes based on who can do the most repetitions of an obstacle series in the fastest time.
    a. Refs will stop tracking Highest Repetition Obstacles Flow Skills when an athlete touches something **out of bounds** or is disqualified.
    b. Refs will continue tracking Highest Repetition Obstacles Challenge Skill attempts when an athlete fails until the allotted time expires.
        i. Points will only be awarded for full completion of an obstacle as clarified in Challenge Skills.

ii. Refs will add additional points for completed obstacles/obstacle series during additional attempts.
1. This includes those previously completed by the athlete.
2. Highest Repetition Obstacles can only have one athlete on the skill at a time.
3. Highest Repetition Obstacles will be tracked using touch point(s) to send an athlete through the same obstacle/series of obstacles as many times as they can (possibly within the time limit).

Highest Repetition Movement

1. Highest Repetition Movement will be tracked by an athlete repeatedly moving their body into two specified positions.
   a. Example: Pull ups: The **referee** will hit the clear button every time the athlete's head goes above the bar after the athlete's arms were fully extended.
   b. The **referee** can not specify a specific way to achieve the desired movement, only what is in play and what is **out of bounds.**
2. The **referee** will rank athletes based on who can do the most repetitions of a movement in the fastest time.
   a. Refs will stop tracking Highest Repetition Movement Traditional Skills when an athlete touches something **out of bounds** or is disqualified.
   b. Refs will continue tracking Highest Repetition Movement Challenge Skill Attempts until the allotted time expires.
      i. Points will only be awarded for full completion of an obstacle as clarified in Challenge Skills.
      ii. Refs will add additional points for completed movements during additional attempts.
3. Highest Repetition Movement skills can have as many athletes at the same time as room allows.
4. All skills must have a start **platform**:
   a. Highest Repetition Skills can have multiple start **platforms** if tracking multiple athletes at a time.
   b. Start **platforms** can vary in height to help all athletes reach the obstacle at a fair distance.
      i. Hosting Organizations are not required to make any height adjustments.

Head to Head

1. Head to Head competitions feature two athletes competing side by side.
2. A single race between athletes is referred to as a match.
3. Head to Head Competitions will consist of multiple rounds of competition depending on the number of athletes registered to compete.
   a. Each round will consist of multiple matches.
   b. The winner of each match will move on to the next round.
4. Athletes will be seeded based on the rules outlined for Head to Head in the Run Order section.
   a. Athletes who arrive after the Head to Head Bracket has been finalized will be disqualified from the competition at the host organizations discretion.
      i. This is done because there is no way to retroactively change the bracket once matches have started.

5. All Head to Head Competitions will be a double elimination bracket system where athletes must win in order to advance to the next round.
    a. The winner of the match will stay in the current bracket and the other athlete will enter the comeback bracket.
        i. If the athlete is unable to win in the comeback bracket, they will be eliminated.
    b. The winner of the Head to Head competition will be the last athlete remaining in the bracket after losing two matches or fewer.
    c. All other athletes will be ranked at the Head to Head competition by the following:
        i. The furthest round into the bracket. Athletes that make it to later rounds of the bracket will be ranked better than athletes who exit the competition in earlier rounds.
        ii. Athletes who exit in the same round will be sorted by their best course performance across the entire competition.
            1. Example: Two athletes exit in the 3rd round. Athlete A's best performance was completing 3 obstacles in 30 seconds during the 2nd round. Athlete B's best performance was completing 4 obstacles in 40 seconds during the first round. Athlete B will receive a better placement than Athlete A.
6. Obstacles must be identical for all lanes.
    a. Same product from the same manufacturer.
    b. Same distances.
    c. Same rigging.
        i. Example 1: If a cannonball is hung from a runner on lane 1, lane 2 may not hang their cannonball from chains.
        ii. Example 2: If lane 1 starts with the lache to the right side of the course, lane 2 must also start with the athlete lacheing to the right side of the course.
7. Organizations may dictate if athletes are able to use obstacles from the opposing athlete's lane.
    a. If the organization does not specify during the rules walkthrough it is assumed that the athletes can use obstacles from their lane or their opponents.
8. Obstacle lanes must be linear.
    a. Having a turn in the obstacle lane may present an advantage to one side.
    b. Exception: Organizations may request to set up non-linear Head to Head races by submitting a detailed plan for how the organization will ensure both obstacle lanes are equal distances.
        i. Requests must be submitted to the Program Director no later than 2 weeks prior to the first wave of a scheduled Head to Head competition.
            1. Email: greg@worldninjaleague.org
        ii. Approved request formats:
            1. Google Drawing or other 2D rendering of the proposed course
            2. Sketch Up or other 3D rendering of the proposed course
            3. Course Images and Description
            4. Course Video
            5. A Detailed write-up of the proposed course
        iii. Example: In track, athletes will start at offset locations to account for the different distances between the inside and outside lanes.

9. Head to Head competitions may use the Flow or Challenge course format for scoring athletes.
    a. The athlete(s) that make it the furthest the fastest will move on to the next round of competition.
    b. All athletes must be allowed to use their full time limit in each of their races to ensure they have a full opportunity to secure their best run.
10. Athletes will have a minimum of 30 seconds in between matches that they compete in.
    a. Any athlete deliberately attempting to delay a match by not being present on the start block may be disqualified at the host organizations discretion.

Competition Levels

General

1. Throughout a season athletes can progress to larger and more intense competitions. The table below highlights the different competition levels athletes can compete at or qualify for during a season.

Competition	Description	Multi-Event	Examples	Qualifies To:
Standard	Competitions held at the local level. Usually consist of athletes that live within a close proximity to the host organization.	No	Head to Head, Tier 1, Tier 2 Standard qualifiers	Regional
Special	Varies but generally larger competitions that pull more athletes from further distances.	Varies	Barbados Ninja Throwdown	Regional/World Championships
Regional	Typically higher level competitions that pull athletes in from a larger geographical area. These events are intended for the higher skilled athletes within a region.	Yes	Head to Head, Tier 1, Tier 2 Regional Championships, Premier Series Qualifiers, All-Star Comps	Championships
Championship	Global level events. Athletes qualify from all over the World to compete in the highest competition level for the respective tier/comp circuit.	Yes	Tier 1, Tier 2 World Championships Premier Series Finals Head to Head World Championships	Lower Tiers Qualify Athletes Up to Higher Tiers

2. Each competition level has different competition types that athletes can compete at.
3. Competition types refer to specific competition structures or templates that are set in place and made available to athletes.
    a. The availability of competition types varies by Tier/Circuit
    b. Competition types that have multiple events will be Tier/Circuit specific.
        i. The specific events at each multi-event competition type will be set by the league in a publicly available multi-event form.

c. Any affiliated organization that follows the scheduling process and completes all of the necessary requirements can host any Competition Types at the Standard level of competition

d. Competition Types above the Standard level of competition will be selected and approved at the sole discretion of the World Ninja League.

4. The *competition types table* shows the current list of competition Types, their level and availability by competition circuit.

Comp Types	Competition Level	Description	Availability by Tier/Circuit
Standard Qualifiers	Standard	Single event competitions that use one format to score athletes.	Tier 1, Tier 2, Head to Head,
Worlds Prep	Standard	Multi-Event competitions intended to replicate the World Championship competitions for that competition circuit.	Tier 1, Tier 2
All-Star	Regional	Multi-Event competitions intended to platform the best athletes from a season.	Tier 1, Tier 2
Regional Championships	Regional	Multi-Event competitions designed to qualify the top athletes in a region to the World Championship.	Tier 1, Tier 2, Head to Head,
Premier Series Qualifiers	Regional	Multi-Event competitions designed to qualify the best athletes in a region to the Premier Series Finals.	Premier Series
World Championships	Championship	Multi-Event competitions designed to determine who the best athletes were in a season for a specific Tier/Circuit.	Tier 1, Tier 2, Head to Head
Premier Series Finals	Championship	Multi-Event competition that crowns the ultimate champion.	

Competition Types Table

Tier 1 World Championships Obstacle Selection

1. The World Ninja League Championships are the ultimate test of the skills and abilities that athletes have honed throughout the year. The obstacle selection process for the Championships is meticulous and attempts to emulate the same challenges athletes face during the qualifiers, regionals, and worldwide competitions.

Multi-Event Competition

1. Competitions containing more than one event are automatically considered a multi-event competition and must adhere to the rules outlined in scoring and advancement procedures listed.
2. Multi-Event Competitions are restricted to specific Competition Levels. Check the Competition Levels table for details.
3. Doubleheaders are not considered multi-event. They are scored individually with individual qualifiers awarded for each competition.
4. Each individual multi-event competition must complete and publish a single page multi-event form that outlines the competition's events, scoring and advancement procedures for the competition.
5. World Ninja League Multi-Event Competitions:
    a. Tier 1 & 2 World Championships
    b. Worlds Prep Competitions
    c. All Star Competitions
    d. Tier 1 & 2 Regional Championships
    e. Premier Series
    f. Premier Series Finals
6. Each event in a multi-event competition must adhere to the rules and regulations listed for the event's listed format type as well as general competition rules outlined in the rulebook.
7. Multi-Event competitions have two event labels:
    a. Open: Every athlete competes in the event.
    b. Closed: Only athlete's meeting the advancement procedure are eligible.

Scoring

1. Competitions that feature multiple events may choose to acknowledge winners from each individual event and/or use one of the following scoring systems:
   a. **Individual:** Athletes are recognized for their individual placement from a single event.
   b. **Course Overall**: An athlete's score is their sum of their placements on each individual course. Athletes are then sorted from lowest to highest.
      i. Ties are broken by evaluating the best individual placement from each athlete.
         1. The athlete with the best individual placement will win the tie.
            a. Athlete A gets 1st in the first event and 4th in the second event, whereas Athlete B gets 2nd in the first event and 3rd in the second event. Even though Athlete A and B are tied for points, Athlete A will win because they had the best individual placement with getting 1st in the first event
         2. If athletes are tied for both sum of placements and best overall placement:
            a. Each athletes next best placement will be compared and the athlete with the better placement will win the tie
               i. This process will repeat until the tie is broken
               ii. If athletes are tied for all placements the result will end in a true tie.
                  1. Exception: Competitions can specify a single event that break any ties for all placements by identifying the tie breaker event on the competitions multi-event form.
                  2. The athlete with the better placement in the identified tie breaker event will win the tie.
   c. **Skills Overall**: Athletes will be scored by the lowest Sum of Placements from the athlete's placement from each individual Skill in the competition.
      i. Ties are broken by evaluating the best individual placement from each athlete.
         1. The athlete with the best individual placement will win the tie.
         2. If athletes are tied for both sum of placements and best overall placement:
            a. Each athletes next best placement will be compared and the athlete with the better placement will win the tie
               i. This process will repeat until the tie is broken
               ii. If athletes are tied for all placements the result will end in a true tie.
                  1. Exception: Competitions can specify a single event that break any ties for all placements by identifying the tie breaker event on the competitions multi-event form.
                  2. The athlete with the better placement in the identified tie breaker event will win the tie.
   d. **Strongest Ninja**: Athletes will be scored by the lowest sum of placements across all events in the competition (Course/Skills).

       i.   Ties are broken by evaluating the best individual placement from each athlete.
- 1. The athlete with the best individual placement will win the tie.
- 2. If athletes are tied for both sum of placements and best overall placement:
    - a. Each athletes next best placement will be compared and the athlete with the better placement will win the tie
        - i. This process will repeat until the tie is broken
        - ii. If athletes are tied for all placements the result will end in a true tie.
            - 1. Exception: Competitions can specify a single event that break any ties for all placements by identifying the tie breaker event on the competitions multi-event form.
            - 2. The athlete with the better placement in the identified tie breaker event will win the tie.

- e. **Champion:** Furthest progress through all Flow Courses in the competition without being eliminated.
    - **i.** In the event two or more athletes tie for furthest progress, the athletes with the fastest times to the furthest obstacle on the latest Flow Course will receive the better placements.
- f. **Gauntlet:** Athletes compete in a Head to Head race on a Flow Course. Each race eliminates athlete(s) based on criteria set by the Tournament. The winner is determined by the last remaining athlete that is not eliminated.
    - **i.** 2nd Place is awarded to the Ninja that is the runner up in the Championship Race
    - ii. 3rd Place is determined by a race between the two athletes who did not advance from the semi-final race.

2. Multi-Event competition scoring must be specified in the Multi-event form.

Advancement Procedures

1. Competitions that feature multiple events may choose to set advancement procedures for later "Closed" events using scoring from earlier open or closed events from the same competition.
2. A single competition may have multiple advancement procedures or no advancement procedures.
3. Advancement procedures may evaluate athletes from a single event or for multiple events.
4. Advancement procedures may progress athletes to a single event or to multiple events.
5. Advancement procedures must be based on one or more of the following conditions:
    - a. Clear: The athlete must "full clear". (Complete all obstacles in the event) in order to progress to the next event.
    - b. Top X: The athlete must be in the top % or top number of athletes to advance to the next event.
6. Advancement Conditions may be combined by using the following statements:
    - a. AND: The athlete must meet both conditions to advance.
    - b. OR: The athlete must meet one of the conditions to advance.

      c.   IF, THEN: **IF** another criteria is met or not met **THEN** use this advancement procedure.

7. Advancement Conditions may be set to 100%. This advancement condition is commonly used to determine an athlete's run order for a closed event.

Run Order Procedures for Closed Events

1. The order in which athletes compete in any "closed event(s)" that the athlete qualifies for may be determined by the athlete's placement from the scoring used for the advancement procedure.
   a. If the run order is being determined by an athlete's placement from a previous event, it must be indicated on the multi event form.

Obstacle

Platforms

1. All obstacles must have a visibly marked start and finish (landing) **platform.**
   a. **Platforms** must be raised horizontal and stable surfaces athletes can stand on.
      i. Tape lines are not acceptable surfaces.
      ii. Slanted **platforms** are acceptable as long as the athlete can comfortably stand on the surface with ease.
   b. Athletes must start obstacles on the designated start **platform**.
      i. If an athlete attempts an obstacle from anywhere besides the designated starting **platform** the result will be an automatic failure of that obstacle.
      ii. In **Full Course competitions** only:
         1. Athletes may opt to automatically fail an obstacle. When choosing to automatically fail an obstacle athletes still must engage the **platform** of the obstacle they are opting to fail.
            a. The ref will fail the athlete when they make forward progress toward the obstacle they are failing and touch down **out of bounds.**
         2. In the event the athlete starts a new obstacle prior by meeting the condition to fail an obstacle listed above, the ref will not track any progress the athlete makes on the course until the athlete returns to the prior obstacle to complete the steps necessary to fail the obstacle.
            a. This is done to ensure that all athletes start and progress on the course is tracked from a standard spot and no athlete has an unfair advantage by skipping an obstacle.
   c. Athletes must have adequate stopping distance for finish (landing) **platforms** that are in close proximity to walls or barriers.
   d. Once an athlete has reached the finish (landing) **platform**, the path they take to the next obstacle may not disqualify them.
      i. If the path to the next obstacle presents a potential safety hazard the proper path may be dictated to them.
         1. Example: The safest path for an athlete to get down off the Warped Wall may be dictated to the athlete.
      ii. However, if the finish (landing) **platform** IS the starting **platform** of the next obstacle, athletes may not leave the finish(landing) **platform**. They must stay on the finish (landing) **platform** to begin the next obstacle.
      iii. If an athlete attempts or touches any obstacle while transitioning between obstacles the result will be an automatic failure.
2. Start and Finish **Platforms** cannot be specified as hands only or feet only.
   a. Start and finish **platforms** are intended to be safe for any part of the participant's body.
3. If an Athlete makes any deliberate or calculated attempt to move a starting or finish **platform** to gain an advantage on an obstacle/obstacle series the ref may fail the athlete.

a. Ref will determine if the movement of the start or finish **platform** was intentional and if the movement should result in a failure.

Completing an Obstacle

1. Three Conditions to clear an obstacle:
   a. Any obstacle, except linked obstacles, are considered complete once all three of these steps have been met (in this order or simultaneously):
      i. The athlete must not be engaged with the obstacle and
         1. The athlete does not need to engage the obstacle.
      ii. The athlete's body must completely pass the **front plane** of the finish (landing) **platform** and
         1. If the athlete falls backward after passing the **front plane**, it will be up to the **referee's** discretion.
      iii. The athlete must physically touch the finish (landing) **platform.**
         1. If the athlete travels beyond the finish (landing) **platform** and does not make contact with it, the athlete will have failed the obstacle.
   b. If an athlete touches anywhere **out of bounds** before all 3 clear conditions are met they will be marked as having failed the obstacle.
   c. Exceptions:
      i. Linked obstacles do not adhere to the three step completion rule. Instead the athlete is marked clear when they touch the touch point with a part of their body that is considered in play for the obstacle.
      ii. Athletes do not need to disengage to be marked as cleared If the course allows an athlete to bring an obstacle component with them to the next obstacle. In this scenario athletes will be marked as cleared when they have met conditions 2 and 3.
      iii. Skipping **platforms**: If an athlete is able to start the **next** obstacle in the course without touching **out of bounds** or meeting all 3 clear conditions, the two sequential obstacles will be treated as a linked obstacle and the athlete will be marked clear when they touch the second obstacle or reach the second finish **platform**.
         1. Exception: If the landing **platform** for the next obstacle is within a close proximity the skipping **platforms** exception will not apply.
            a. Close Proximity is determined by the ref and must be clarified during the rules that the two given obstacles meet the skippable **platform** exclusion criteria and athletes cannot skip that **platform**.
         2. Example: Obstacle 1 is a line of ropes to a **platform**. Obstacle 2 is a rope into a flying bar. The athlete can clear the obstacle by meeting all three clear conditions(disengaging the ropes from obstacle 1, touching the landing **platform** and fully breaking the plane) or they can go straight from obstacle 1 into the rope for obstacle 2. In this scenario the athlete clears when touching the rope for obstacle 2.
2. Touch and go a Finish (Landing) **Platform**

a. If the finish (landing) **platform** is NOT the starting **platform** for the next obstacle, an athlete is free to move forward at their discretion after completing all 3 steps.
- i. Clarification: If an athlete is proceeding through the **platform** they still need to meet the 3 conditions to clear an obstacle before touching **out of bounds.**
    1. The athlete must disengage from the obstacle
    2. The athlete's body must completely pass the **front plane** of the finish (landing) **platform**
        a. If the athlete falls backward after passing the **front plane**, it will be up to the **referee's** discretion
    3. The athlete must physically touch the finish (landing) **platform.**

b. If the finish (landing) **platform** IS the starting **platform** of the next obstacle, athletes may not touch and go the finish (landing) **platform**. They must stay on the finish (landing) **platform** to begin the next obstacle.
- i. If the **platform** is both the finish and start **platform** and the athlete leaves the **platform**, the ref will mark them as having failed the obstacle series that the current start **platform** is intended for.

3. Linking obstacles rule-only applicable to Flow and Skills formats
   a. Obstacles may be linked as long as the start and finish points are determined by hand or foot placement on an obstacle series.
      - i. Athletes complete a linked obstacle by meeting one condition:
          1. The athlete must physically touch the connecting obstacle series with any part of their body that is allowed for the obstacle.
             a. If the athlete touches the designated obstacle series with a part of their body they are not allowed to use on the obstacle, the **referee** will fail the athlete on the obstacle.
             b. Clarification: Linked obstacles are not cleared in the same way as **platforms**. Linked obstacles are cleared when the athlete touches them.
      - ii. In order to have linked obstacles, the linked obstacles must be two completely different obstacles and not the same obstacle repeated twice
      - iii. All linked obstacles must eventually reach a finish (landing) **platform.**
          1. Warped Wall Exception:
             a. The Warped Wall may be completed via **touch point** or by climbing to the finish (landing) **platform** on top.
             b. Showing control is an unacceptable way to clear the obstacle.
      - iv. If an athlete fails to complete an obstacle in a linked obstacle series:
          1. The **referee** will dictate in the course rules how the athlete starts the following obstacle in the linked series.
      - v. Linked obstacles that include an obstacle the athlete brings with them cannot be cleared with the obstacle. The touch point will only be marked as clear when the athlete touches the point with a part of their body that is in play for the obstacle.
4. Obstacles may not have additional rules determining how the obstacle is completed outside of designating the following:

     a. The facility may designate hands only, feet only, or the use of both on each obstacle.
     b. The facility may designate the use of hands on one part of the obstacle and the use of feet on another part of the obstacle.
         i. Example: If obstacle 5 is a cat shimmy, the **Event Coordinator** may designate the use of hands only on the bar and the use of feet only on the wall.
     c. The facility may not force an athlete to use only 1 specific limb during an obstacle.
         i. Example: If Obstacle 6 is a devil step and ring toss combo, the facility may not designate the use of one specific hand only on the devil steps and the other hand only on the ring toss.

5. Point Zones: Only applies to Skills
     a. Point zones are clearly marked locations to indicate progress along an obstacle or series of obstacles.
     b. For point zones, athletes receive a point when their body fully passes through the point zone.
         i. Athletes do not need to engage the zone to be marked clear.
     c. Athletes must naturally pass through point zones while moving to the next touchpoint or **platform**.

6. Buzzers
     a. It is the athletes responsibility to make sure that the buzzer registers. The athlete will not be marked as clear if the buzzer does not register before time expires or the athlete touches something that is **out of bounds.**
     b. Athletes may not throw obstacles, objects or any other items to register a buzzer.

7. Refs Reaction
     a. The ref's reaction time is a part of all points being awarded throughout the competition.
     b. Athletes will not be retroactively awarded points for obstacles or skills points that the athlete completed as time was expiring and the **referee** was unable to award the point within their reaction time.

8. Out of Bounds
     a. Anything that is not specifically permitted by the facility as part of an obstacle is considered **out of bounds**.
         i. If an athlete is **out of bounds** before they complete the **3 Step Obstacle Completion Process** for any given obstacle series they will be disqualified.
     b. The following obstacle supports are considered **out of bounds** (unless specifically permitted by the facility):
         i. Carabiners
         ii. Eyebolts
         iii. Chains
         iv. Straps
         v. Ropes
         vi. Other hardware
         vii. Support structures
         viii. Safety Pads/Matting

9. Incidental Contact Rule
    a. Incidental contact is allowed but may not aid the athlete in completing the obstacle.
    b. It is the **referee's** responsibility to determine if the incidental contact aided in the completion of the obstacle.
10. Resetting Rule
    a. It is up to the facility to determine if athletes may or may not reset on all start **platforms** throughout the course.
        i.   The **referee** must clarify during rules if athletes may reset on ALL start **platforms** or reset on no start **platforms**.
             1. Whatever is decided must be consistent through the entire course for that wave and any waves of the same age division.

Athletes, Coaches and Community

Waivers

1. All participants must fill out a Season X WNL waiver prior to participating in their first WNL Season X event.
   a. Athletes should complete all waivers using their legal first and last name (avoiding nicknames).
      i. Example: Michael Johnson vs. Mike Johnson vs. Mikey Johnson vs. MJ Johnson
   b. The waiver can be located at the bottom right hand corner of www.worldninjaleague.org
   c. Athletes will need to use their NinjaWorks ID when filling out the Season X Waiver.
      i. NinjaWorks ID can be located at www.worldninjaleague.org

Tiers

1. WNL offers three Tiers for athletes to compete and qualify through.
2. Premier Series is the highest and most competitive Tier. This Tier will feature courses designed by the most experienced course designers and feature the most exciting new obstacles.
   a. Premier Series features a short, focused season.
   b. Premier Series strives to bring the sport to the professional level and supports numerous sponsored athletes.
   c. Premier Series culminates in a Finals event with only the best athletes from each corner of the world.
3. Tier 1 is intended for the best and most competitive athletes. This Tier will feature competitions with the most challenging and competitive obstacles.
   a. Tier 1 features an extended season intended to develop the best athletes in the world.
   b. Tier 1 is for athletes who see ninja as their main sport and who want to remain competitive with the best athletes around the globe.
   c. Tier 1 athletes will qualify to the most competitive and prestigious World Championship Event.
4. Tier 2 is intended for athletes who are interested in entering the competitive scene but are not ready to compete with the highest level yet.
   a. Tier 2 athletes feature a traditional sports season with a length of ~4 months.
   b. Tier 2 is for athletes who focus on other sports but are still interested in a competitive ninja season.
   c. Tier 2 athletes will qualify for a competitive World Championship event with other Tier 2 athletes from around the world.

Divisions

1. The athlete's age on January 1, 2025 will determine the division in which the athlete will

participate for the entire season.

    a. Divisions allowed at WNL Tier 1 & Tier 2 qualifiers:
- i. Kids: Ages 6-8
- ii. Mature Kids: Ages 9 & 10
- iii. Preteens: Ages 11 & 12
- iv. Teens: Ages 13 & 14
- v. Young Adults: Ages 15-17
- vi. Adults: 18 & up
- vii. Masters: Age 40 & up
- viii. Elite: 13 & up-Tier 1 only.

    b. Divisions allowed at WNL Premier Series events will follow the same divisions that the athletes qualified for :
1. Kids: Ages 6-8
2. Mature Kids: Ages 9 & 10
3. Preteens: Ages 11 & 12
4. Teens: 13 & 14
5. Amateur: 15+
6. Elite: 13+

    c. Athletes participating in Tier 1 and higher competitions from select divisions may decide to compete up one age division from their current.
- i. This rule applies to the following divisions:
  1. Kids (6 to 8)
  2. Mature Kids (9 & 10)
  3. Preteen (11 & 12)
- ii. Athletes must submit a formal request to the World Ninja League to compete up an age division.
  1. The request must be submitted to info@worldninjaleague.org.
  2. The request will be accepted at the sole discretion of the World Ninja League.

    d. Athletes participating in Tier 1 and higher competitions from select divisions may decide to compete in the division determined by their age or in the Elite division.
- i. This rule applies to the following divisions:
  1. Teen (13 & 14)
  2. Young Adult (15 - 17)
  3. Adult (18 & Up)
  4. Masters (40 & Up)
- ii. Any athlete from the listed divisions can decide to go to the Elite division. No request is necessary.

    e. Athletes competing in Tier 2 and higher competitions from select divisions may decide to compete in their division or the Adult Division.
- i. This rule applies to the following divisions:
  1. Masters (40 & Up)
- ii. Any athlete from the listed division can decide to go to the Adult division. No request is necessary.

    f. Athletes eligible for multiple divisions must remain in the first division they selected for the entire season.
- i. Athletes may request a change by submitting a formal request via email

to the WNL.
 1. The email must state the reason for the request and include the requesting athlete's name, athlete ID and contact information.
 g. All athletes must compete in an eligible division based on their age.
 i. No adjustments or exceptions can be made to these divisions.
2. In the event an athlete competes in the wrong age division or a requests to change their division is approved:
 a. their results will be removed along with any season points earned from that competition.
 b. Any qualifications they earned will be removed
 i. No additional qualification spots will be retroactively awarded.
3. Organizations are not required to host all divisions and may choose which divisions they wish to host.
 a. However, organizations must provide 1 qualifying event to each of our divisions before your facility is recognized for hosting one **full competition**.

Dress Code

1. All athletes participating will be required to adhere to the dress code of the facility hosting the WNL event.
2. Athletes are required to wear all of the following articles of clothing in order to participate in an WNL event:
 a. Closed-toed shoes
 b. Shirt
 c. Bottoms
3. The facility will be responsible for determining if the athlete is adhering to the dress code of shoes, shirt and bottoms.
 a. The WNL has the authority to overrule the facility's decision if the athlete's apparel is inappropriate or clearly violates the spirit of the intended dress code.
 i. Example: If an athlete attempts to compete in a bathing suit and the facility says, "Well, technically that is a bottom", the WNL may overrule their decision and determine that a bathing suit (while technically a bottom) is inappropriate and violates the spirit of the intended dress code.

WNL Members

1. WNL "Memberships" are available to the general public interested in receiving various perks and incentives from the World Ninja League and its partners.
 a. Membership is **NOT REQUIRED** to compete in the League's competitions. Anyone can compete in the WNL regardless of membership status.
2. Members will be required to pay a monthly membership fee in order to maintain member status.
 a. Member fees can fluctuate at any time without notice.
 b. Visit www.worldninjaleague.org to see the most up to date fee requirements.

3. Members will receive various perks and discounts the general public will not have access to.
    a. Member perks can fluctuate at any time without notice.
    b. Visit www.worldninjaleague.org for a full list of active incentives

Certified Coaches

1. World Ninja League recognizes the following levels of Coaches:
    a. **Floor Certification:** Entry Level Certification includes background checks, abuse prevention training and basic knowledge of competition rules and policies
    b. **Training Certification:** Coaches seeking the training certification must first complete their Floor Certifications. Training Certification includes fundamentals on class management, techniques and obstacle specific conditioning.
2. Coaches must be at least 13 years old at time of certification.
3. All coaches are required to stay updated on all their requirements and remain in good standing with the league in order to access the competition floor and warm up area at league events.
4. Certified Coaches must clear a background check periodically, pass their yearly certification exam, complete yearly abuse prevention training and adhere to all rules and regulations laid out by our code of conduct.
    a. The timeline for coaches to renew their background checks will vary by location due to the large cost difference between US based coaches and Coaches from other countries. Coaches will renew their background checks according to the following schedule:
        i. USA: Every 4 years starting in 2022
        ii. All Other Countries: Every 10 years starting in 2022
    b. Coaches certified before 2022 will start their 4 or 10 year countdown in 2022.
5. Certified Coaches must renew their certifications yearly to remain a certified coach.
6. Training Certification: Details coming soon.

Code of Conduct

1. Community members are defined as the following:
    a. Any Staff/ representatives/ or members connected to any hosting organization.
    b. Athletes
    c. Certified Coaches
    d. Spectators or other event attendees
2. All community members must adhere to the World Ninja League Code of Conduct found at https://worldninjaleague.org/code-of-conduct/ in order to participate at WNL events.
    a. Violations of our Code of Conduct may be reported here: Link
3. All community members are expected to treat our **referees** with respect. Public criticism of **referees** or public comments evaluating the refereeing of any sanctioned event is not in the best interest of the sport. Community members are prohibited from commenting on the refereeing while acting in an official capacity other than directly to the WNL.

a. Any act of public criticism of the refereeing may result in a suspension of coaching privileges and/or league fines.
b. This rule has been added to protect the mental health of our community members. Our refs often sacrifice a lot to provide great experiences for the community. They are highly trained and try their best to make the right call. Our team will address concerns and mistakes seriously but it's important these manners are handled professionally and with everyone's best interest in mind.

Qualifying and Results

Results

1. General Results Tracking
    a. All athlete and competition data must be tracked via the NinjaWorks system.
    b. In the event of poor Wi-Fi connections, a facility may ***REQUEST*** to input the data into NinjaWorks following the competition.
2. The rules that govern Qualifying and Result Tracking apply to both Tier 1 and 2 unless explicitly stated otherwise.
3. All Points, Stats, and Qualifications are specific based on the competition circuits.
    a. Exception: Tier 2 Championship will qualify top athletes for the Tier 1 Championship. See World Ninja League Championship Competition.
4. The following competition circuits will qualify individuals to their Tiers specific high level competitions:
    a. Premier Series
    b. Tier 1 (non Head to Head)
    c. Tier 2 (non Head to Head)
    d. Head to Head
5. Ranking Athletes for WNL's (Recognized Competition Formats) is defined in the Qualifier format section under the specific competition format.
6. Result Tracking at Multi-Event Competitions will be determined by the individual competition's Policy Sheet.
    a. Any qualifying spots or Eligibility will be determined by the "Top Prize & Qualifying" scoring listed on the Multi-Event Policy Sheet.
    b. See Multi-Event Competitions for More information

Qualifying for higher competition Levels

Tier 1 & Tier 2 Individual

Standard Qualifying Competitions

1. Standard Tier 1 qualifying competitions are open to all athletes.
2. Standard Tier 2 qualifying competitions are open to all athletes that have not placed in the top 25% of their Region at the Tier 1 World Championship or the Tier 1 Regular Season Standings; and have a power score of 1,574 or higher.
    a. An athletes eligibility is reset when an athlete enters a new age division. Meaning all athletes who age up into the next age division are eligible for Tier 2 qualifying competitions regardless of their standings and power score from a previous season.
        i. This is done to help athletes transition from being the oldest in an age division to the youngest.
    b. Exception: Athletes who qualified for the Premier Series Finals are not eligible to compete in any level of Tier 2 competitions.
3. Standard qualifying competitions qualify athletes to compete in various Regional Championships.

       a. See All Star & Regional Championship Competitions
4. Athletes can earn Season Points through Standard Qualifying Competitions.
       a. See Season Points.
5. Athlete's Power Score will adjust following each Standard Qualifying Competition. (Tier 1 only)
       a. See Power Rank

All Star & Regional Championship Competition

1. Athletes can Qualify for a Regional Championship through Standard Qualifying Competitions and Special Event Qualifiers.
2. In order to qualify for a Regional Competition from a Standard Competition, an athlete must have completed an **obstacle** or received a point from a **skill**.
3. Athlete's that qualify for the Regional Championship before the All Star Competition will automatically qualify for the All Star Competition.
4. Each of the divisions hosted at a Standard Competitions will have their own male and female Regional Competition qualifiers.
       a. Example: The Kids (ages 6-8) division will have 3 male and 3 female qualifiers.
5. Athletes will be ranked based on the format of the Standard Qualifying Competition.
       a. See more on Standard Qualifying Formats and their scoring in Competition Formats.
6. Athletes in all divisions must finish top 3 for their age division and gender in order to qualify.
       a. Athletes may only qualify at one competition in each region.
       b. Athletes may compete at as many competitions as they want before and after qualifying.
7. In the event an athlete in a qualifying position has already qualified for the Regional Championship, their qualifying spot will move to the next highest placed athlete of the same gender at that event in the same age division so long as they meet the baseline qualifying criteria of the competition's format.
8. In the event an athlete refuses a qualifying spot for any reason, an **event coordinator** may move the qualifying spot to the next eligible athlete attending the event.
       a. This may only be done the day of the event by notifying the WNL.
       b. After the event is finished, all qualifying spots are final and no alternates will be selected.
9. Athletes may qualify and compete in multiple Regional Championship competitions.
10. An Athlete's Power Score will adjust following Regional Championship Competitions.
       a. See Power Rank.

Worlds Prep Competitions

1. Worlds Prep competitions are open to all athletes.
2. Each of the divisions hosted at a Worlds Prep Competition will have their own male and female divisions.
3. Athletes may compete in multiple Worlds Prep Competitions.
4. An Athlete's Power Score will adjust following Worlds Prep Competitions.
       a. See Power Rank.

5. An Athletes Season Points will adjust following Season Points
   a. See Season Points

World Ninja League Championship Competition

1. Athletes can qualify to the current year's Championship through Regional Championship Competitions, Special Event Qualifying Competitions, Season Standings or Premier Series Finals.
   a. <mark>World's qualification spots will be awarded to staff of regional hosting facilities to individuals in roles deemed integral.</mark>
      i. <mark>Staff members must be qualified for regionals in order to get an invite to the World Championship.</mark>
2. Athletes can qualify to the following year's World Ninja League **Tier 1** Championship by placing in the top 3 from their gender/age division in **World Ninja League Premier Series Finals.**
3. Athletes can qualify for the following year's World Ninja League **Tier 1** Championship by placing in the Top 3 from their gender/age division in the **World Ninja League Tier 2 Championship**.
4. <mark>Athletes can qualify to the following year's World Ninja League **Tier 1** Championship by placing in the top 3 from their gender/age division in the **World Ninja League All Star Championship.**</mark>
5. Athletes can qualify for that season's World Championship through a Regional Championship Competition. Below are the Rules for Qualifying through a Regional Championship Competition.
   a. In order to qualify, an athlete must have completed an **obstacle.**
   b. Each of the divisions will have their own male and female qualifiers.
      i. Example: The Kids (ages 6-8) division will have 16 male and 16 female qualifiers.
   c. Athletes will be ranked based on the format of the Regional competition.
      i. See more on eligible competition formats for regionals and their scoring in [Competition Formats](#).
   d. Athletes in all divisions must finish in the top 16 or 35% of the unique athletes that competed in the region in the athlete's respective age division & gender. The total qualifying spots for each region's age division & gender will be whichever number is greater(16 or 35%) without exceeding the total max qualifiers for division & gender per region of 40 in order to qualify.
      i. If an athlete who finishes in a qualifying spot is already qualified via regular season points, the qualifying spot will bump down to the next athlete in line.
      ii. Regional Championship qualifying spots are intended for athletes competing whose home region is the same region as the regional championship. In the event, athletes from a different home region take qualifying spots, additional qualifying spots will be awarded to the next highest-ranked athletes from the home region of the regional championship.
         1. This rule applies when the athlete's home region is different than the region of the regional championship they have competed at.

2. For Example, The Northeast Regional Championship is set to award 40 qualifying spots in the Kids Male division. At the championship 2 athletes from the Midwest region placed in the top 40. Two additional qualifying spots will be awarded to the next eligible Northeast athletes from the Northeast Regional Championship.

Head to Head

Head to Head Standard Qualifying Competitions

1. Standard Head to Head qualifying competitions are open to all athletes.
2. Standard Head to Head qualifying competitions qualify athletes to compete in various Regional Championships.
   a. See Head to Head Regional Championship Competitions.
3. Athletes can earn Season Points through Standard Qualifying Competitions.
   a. See Season Points.
4. Athlete's Power Score will adjust following each Standard Head to Head Qualifying Competition.
   a. See Power Rank.

Head to Head Regional Championship Competitions

1. Athletes can Qualify for Head to Head Regional Championships through Head to Head Qualifying Competitions.
2. To qualify for the Head to Head Regional Championship, an athlete must finish in the top 32 per division for their region in standings before each Head to Head Regional Championship.
   a. If an athlete that competes in the first Head to Head Regional Championship qualified for the Head to Head World Championship, that athlete may still compete in the second Head to Head Regional Championship.
      i. If that athlete once again places high enough to qualify for the Head to Head World Championship, their spot will be given to the next highest athlete that did not qualify.
3. Athletes can earn Season Points through Standard Head to Head Qualifying Competitions.
   a. See Season Points.
4. Athlete's Power Score will adjust following each Standard Head to Head Qualifying Competition.
   a. See Power Rank.

Head to Head World Championship

1. Athletes can qualify for the Head to Head World Championship through a Head to Head Regional Championship Competition.

2. There will be two date ranges to host a Head to Head Regional Championship.
    a. The date ranges will be determined by the World Ninja League
    b. Each Region that hosts a head to Head standard qualifier before the regional date range will be invited to host a regional championship at that time period.
3. Each date range will provide 16 total athletes per age/gender the opportunity to qualify to the Head to Head World Championships.
    a. 16 counts the total number of spots available for a specific division (age/gender) across all regions.
    b. Each time period provides it's own 16 qualifying spots per division (age/gender)
    c. ~32 Athletes per Division will Qualify to the Head to Head World Championships
        i. The calculations for qualifying spots may result in fractions that are rounded up. Therefore there may be cases where more than 32 athletes qualify.
4. Each Head to Head Regional Championship will receive a set number of qualifying spots per division (age/gender) based on the number of athletes from that division who have participated in the region compared to the number of athletes who have participated in the division throughout all regions.
    a. The number of spots will be determined by the following equation:
        i. 16 * (Total Number of Athletes from Region who competed in a Division / Total Number of Athletes across all Regions who competed in a division)
    b. The number of qualifying spots will always round up in the event calculating the number of qualifying spots per division produces a fraction.
    c. Example: The Northeast Elite division had 250 Elite Males compete in the season. There were 1,000 Elite Males who competed across all regions.
        i. The total number of qualifying spots available at the Head to Head Northeast Regional Championships will be equal to:
            1. 4 = 16 (250 / 1,000)

Premier Series

Premier Series Qualifying Competitions

1. Premier Series Qualifying Competitions are invite only. Athletes must be invited to Premier Series by:
    a. Placing in the Top 25% in their division from their home region regular season standings from the previous World Ninja League Tier 1 Season.
    b. Placing in the Top 25% from athletes in their region and division at the World Ninja League Tier 1 Championship.
    c. Invitation from the World Ninja League, Host Facility or a partnered National Governing Body
    d. Qualifying spots will not bump down if an athlete is already qualified.
2. Qualified athletes can compete in any Premier Series qualifying competition(s).

Premier Series Finals

1. Athletes can qualify for the Premier Series Finals through Premier Series Qualifying Events.
2. Athletes must place in the top 4 in their age division and gender.

3. In the event 4 or few athletes register to compete in an age and gender division:
    a. The athletes must reach the qualification point, 4th obstacle, in the challenge course in order to qualify for the Premier Series Finals.
        i.   They must clear the 3rd obstacle.
    b. The qualification point only applies to divisions with 4 or fewer athletes. The qualification point ensures all divisions remain competitive and athletes qualifying for Finals are of an appropriate skill level.
4. Athletes must complete at least one obstacle or skill
5. In the event an athlete has already qualified, the qualification spot will go to the next eligible athlete.

Special Event Competitions

1. The specific rules for Special Event Qualifiers vary from event to event. Events will be listed here as Special Event Qualifiers are added.
    a. **Barbados Ninja Throwdown**
        i.   The top 10 athletes from each country in each division will qualify to the World Ninja League Championship in 2025.
            1. Top athletes are determined by rules set at Barbados Ninja Throwdown.
    b. Canadian Ninja League National Finals
        i.   TBD
    c. NCL Finals
        i.   TBD
2. If an athlete qualifies through a different division than their WNL division due to different age breakdowns, the athlete's qualification will be transferred to their respective WNL division.
3. Events may be declared Special Event Competitions at the WNL's sole discretion and may be added throughout the season. An event may not be retroactively declared a Special Event Competition.

Season Points

1. Athletes will have the opportunity to earn points at each standard qualifier, regional championship or worlds prep competition where they place 10th place or better.
    a. Athlete's must complete at least one obstacle to receive points for a competition.
2. Athletes will receive the following points for placing in the top 10 at a standard qualifying event:
    a. 1st: 10 points
    b. 2nd: 9 points
    c. 3rd: 8 points
    d. 4th: 7 points
    e. 5th: 6 points
    f. 6th: 5 points
    g. 7th: 4 points

  h. 8th: 3 points

  i. 9th: 2 points

  j. 10th: 1 points

3. The 12 competitions where athletes earned the most Points will be totaled together to give the athletes a season points total.

  a. If an athlete does not compete in 12 competitions, their season points will be a total of all of the standard qualifying points they were awarded throughout the season.

  b. The athlete's Season Points from their best 12 competitions will dictate the run order at the Regional Championship.

    i. See Regional Championship run order for details.

  c. Season Points are non-region specific and points from all regions an athlete competes in will be added together.

4. Athlete's will receive a regional ranking by their Season Points from their best 12 competitions in any region compared against all other athletes from their "Home Region's" same age division and gender.

  a. At the end of the season (determined by the last date of the regular season set by the Event Pricing and Schedules section of this rulebook), the top 3 athletes in points for each age division and gender per region will automatically qualify to the current season's championship.

    i. In the event an athlete in one of the top 3 spots is already qualified to the championship, the qualifying spot will go to the next eligible athlete.

    ii. In the event two or more athletes are tied for one of the qualifying spots, all tied athletes will qualify.

    iii. Athletes regional ranking used in the World Championships run order will include season points gained at any competition where athletes are awarded seasons from the respective season.

  b. An athlete's "Home Region" will be defined by the region their current residence is located in.

    i. For more information on regions see our Website

Prizes

1. All WNL Tier 1 & Tier 2 Standard Competitions and Regional Competitions must offer the following prizes:

  a. All divisions must present awards for 1st, 2nd, and 3rd place athletes for each gender and each division.

    i. Trophies, medals, and custom memorabilia are all acceptable awards.

    ii. Printed certificates are not acceptable awards.

    iii. The athlete must be able to immediately receive the award during the awards ceremony.

  b. Tier 1 Elite division must have a cash prize of at least $100 for the top male and top female.

2. The Elite division will have the following prize payouts at the Tier 1 Championship:

  a. $5,000 for the 1st place World Champion male and female

  b. $1,000 for the 2nd place World Champion male and female

      c. $500 for the 3rd place World Champion male and female

Power Rankings

1. All athletes competing in WNL competitions will receive a numerical value that compares their skill level relative to other athletes.
    a. All athletes new to WNL events will start with a power ranking of 1500.
        i. Athletes who competed in previous WNL seasons will have their previous ranking adjusted towards the starting rank of 1500 using the following formula:
            1. Adjusted PR = 1500 + (OldPR - MedianPR) * SquishFactor
        ii. For Head to Head Competitions, athletes will receive their own Power Ranking for those events. Athlete's Power Ranking will automatically adjust after every match an athlete competes in.
            1. Athletes will use a strict ELO equation for each match
    b. Athlete's Power Ranking will automatically adjust after every competition an athlete competes in.
        i. Below are some general guidelines for the formula. The general guidelines are intended to help understand the complex math behind the Power Rankings and are not intended to replace the results of the equations:
            1. All athletes will be mathematically compared to all other athletes in the same division they competed in.
            2. Athlete's Power Ranking will increase if the athlete performs well relative to their expected performance based on their ranking.
            3. Athlete's Power Ranking will decrease if the athlete performs poorly relative to their expected performance based on their ranking.
        ii. The equation used for calculating Power Rankings will include an "Uncertainty Variable". This variable is intended to help boost the points athletes can gain or lose for their first 4 competitions while the system works to find their "true ranking".
            1. The Uncertainty Variable (UV) will start at 3 for all athletes then decrease by 0.75 after each competition until the UV value reaches 1. An Athlete's UV will remain constant at 1 for the remainder of the season.
            2. UV for all athletes is set to 1 automatically for Regional and World Championships.
        iii. Athletes have the potential to increase or decrease their Power Ranking after each competition by the following values multiplied by their uncertainty variable:
            1. Standard Qualifier: +/- 40
            2. All Star Competition: +80/-40
            3. Regional Championship:+80/- 40
            4. Worlds Prep Competition: +80/-40
            5. World Championship:+120/- 70

  iv. Formula used to calculate the athlete's score:
    1. Expected Score:
    2. New Rank:

Titles and Ranks (Tier 1 Exclusive)

1. Athletes will receive a dynamic title and rank based on their Power Ranking.
2. Athletes will be labeled one of seven different titles depending on their Power Ranking.
   a. Grand Champion
   b. Champion
   c. Pro Ninja
   d. Ninja Elite
   e. Gold
   f. Silver
   g. Bronze
3. Each title will have 4 different ranks. Athlete's rank will also be determined by their Power Ranking.
   a. Rank I
   b. Rank II
   c. Rank III
   d. Rank IV
4. All titles and ranks will have a range that defines which Power Rankings are assigned to which Titles and Ranks.
   a. When athletes are moving to a higher Title they must increase their Power Ranking beyond the bottom value for the lowest rank assigned to the title in order to earn the title.
   b. When athletes are moving to a lower Title they must decrease their Power Ranking beyond the normal range before they officially lose their higher Title.
   c. The below Table indicates the minimum value for all Titles and Rank ranges:

Title	Demotion(Power Rank Athletes need to reach below when getting demoted from a higher rank)	Rank I	Rank II	Rank III	Rank IV	Promotion(Power Rank Athletes need to reach above when getting promoted from a higher rank
Grand Champion		1700				
Champion	1619	1632	1649	1666	1683	1710
Pro Ninja	1551	1564	1581	1598	1615	1642
Ninja Elite	1483	1496	1513	1530	1547	1574
Gold	1415	1428	1445	1462	1479	1506
Silver	1347	1360	1377	1394	1411	1438
Bronze		1292	1309	1326	1343	1370

5. Athletes must complete in at least 5 competitions before their title is made available.
    a. Prior to completing 5 competitions their title will be "unranked".
6. Athletes that complete in at least 12 competitions in a season and register to compete in the World Ninja League Championship will receive a badge at that year's Championship with their official Title and Rank from the last competition of their season.

Rule Violations

1. If any organization receives three strikes, their entire organization will be placed under review to determine if they will still be approved to host sanctioned competitions
   a. If reviewed, organizations will need to reapply.
      i. The World Ninja League will review the hosting organization and determine if the hosting organization will be allowed to continue to host competitions.
2. Hosting Organizations may send written appeals of their violations to the WNL.
3. Strikes will reset once per calendar year after the conclusion of the World Ninja League Championships.
4. Hosting Organizations may remove strikes if it is possible to correct the reason for getting the strike.
   a. Example: The organization is missing a waiver. If the facility tracks down the athlete and gets them to properly fill out a waiver the strike will be removed from the organization.
5. Any hosting organization who looses the ability to host sanctioned competitions as a result of rule violation(s) can not host again during the same season in which the rule violation occurred.
   a. In the event the hosting organization is re-approved to host sanctioned competitions after loosing hosting status, the organization must wait a minimum of six months before they are able to host a World Ninja League sanctioned event.

Glossary

3 Step Obstacle Completion Process: An obstacle is considered complete once all three of these steps have been met (in this order or simultaneously): i. The athlete must disengage from the obstacle and ii. The athlete's body must completely pass the **front plane** of the finish (landing) **platform** and i. If the athlete falls backward after passing the **front plane**, it will be up to the **referee's** discretion iii. The athlete must physically touch the finish (landing) **platform**.

CDC sheet: Competition Data Collection Sheet, a form used to collect data from the event.

Course Designer: Person responsible for designing the course for the WNL event.

Event Coordinator: Organizer of the administrative aspects of an event including registration.

Franchise Application: A modified version of the regular facility application designed to evaluate all existing and future organizations within a franchise.

Front plane: An imaginary vertical plane extending from the front edge of the finish (landing) **platform** (the edge that is closest to the starting **platform**) up to the ceiling of the facility.

Full Competition: Once a facility hosts one qualifying event for each of our 8 age divisions we will recognize the facility as hosting 1 **full competition**. This can take place over one weekend or multiple weekends.

Gatekeepers: A committee of board members that are responsible for reviewing facility applications to host WNL events.

Height Check: When the shortest athlete steps up to the starting **platform** to make sure all athletes can reach or jump to the obstacle

Hosting Party: Facility or Organizations that are hosting league sanctioned events.

Platform: Raised horizontal surface that an athlete can stand on. The surface must be stable. A tape line is not an acceptable **platform**.

Referee: Person judging the obstacle completions and fails.

Unsafe Obstacle Exception: An obstacle that is either breaking, malfunctioning or presenting an immediate safety concern for the athletes running the course.

Out of Bounds: Anything not described as in play for the obstacle.

When the ref explains the course, they will dictate what is considered in play for an obstacle series. They will also let you know if you will be using your hands, feet or both to complete that series.

Touching anything outside of what the ref described as in play for the obstacle could result in a DQ since everything else not mentioned is considered out of play. This means mats, rigging equipment, eyebolts, walls or anything in the building not mentioned as part of the obstacle is considered **out of bounds**!

For obstacles the athlete brings with them (moving with obstacles): the only thing considered in play is the obstacle the athlete is moving. This means the athlete can move the in-play obstacle in any manner or any surface as long as they are only engaging the obstacle with properly stated "hands, feet or both".