

Universal Rules:

Below are a set of universal rules that apply to all our tournaments. Please also see each individual tournament ruleset for rules that overwrite the universal rules.

What Counts As Scoring

Valid Thrusts should demonstrate some form of flex outside of synthetic.

Valid Cuts are expected to have sufficient rotation and will only score if the edge of the weapon makes contact. Cuts that do not have at least a 45 degree arc will not score. Cuts done with only the last inch of the sword will not score either, fighters should aim to cut as close to the center of percussion as possible.

Draw cuts may score, but if they do not displace the structure of the other fighter, they may not score.

Any pommel strikes must be done to the face of the mask for the sake of protection.

Excessive force/unsafe calls will deny any points for the fencer that they are called against and depending on the case may face ejection from the event.

Poor sportsmanship calls may result in warnings, point deductions, and ejection from the event depending on severity

Out of Bounds calls will be made if any fighter steps ON OR OVER the fencing line and score a point for a ring out.

Target Areas

Head: This includes the mask and bib (or throat area if the bib is integrated into the jacket) Hitting the back of the head may incur a penalty to the fighter who dealt them

Arms and legs: From the shoulder (where a hem on a shirt would be) to fingers

Hand Hits: are permitted

Foot hits: are not permitted

Blocking with the arm : If you move your arm in the way of a strike that would have been a better scoring hit, the better scoring hit will still be counted.

Doubles : Same tempo action, 3 doubles in a bout will result in a loss for both participants.

There will be a maximum of 15 scoring exchanges in any match. Though doubles do not provide score, they count as a scoring exchange.

Equipment

Protective Equipment Requirements

No Exposed Skin

Mask with back of the head protection required and must be in decent shape

Gorget or Rigid trachea protection is required

Groin protection is required for those with external sexual organs and still suggested otherwise

Hard protection for both the knee and elbows are required and expected to cover the three points

Gloves : Must be heavy gloves (SPES Heavy, Infinity, ProGauntlet, ect.) if the Sword does not have some form of complex hilt that actively protects the hand

Gambesons : Heavy gambesons or Light/medium gambesons with rigid plates required

Protective Equipment Recommendations

Plastrons recommended for those with breasts, but not required. Still recommended otherwise.

Weapon Equipment Requirements

All swords must be made of steel and have a reasonable amount of flex.

Longsword Specific Rules

Match End

Point limit of 9 is reached, or time limit of 90 seconds is reached. If time is called in the middle of an exchange, that exchange will be permitted to be finished. The Marshal may call hold for 10 seconds of inaction.

Point Scoring

Head: 3, 2 for pommel, 4 for dagger thrust

Torso: 3

arms/legs: 2

Disarm: 4

Ring Out: 1

Afterblow: -2

All scoring points are expected to be done with both hands on the weapon with the exception of pommel and dagger hits.

Sword Grabs: Allowed, but if a hit or disarm is not scored in two seconds, it will award the other fighter points for a hand hit. Be aware that depending on the nature of the sword grab, it may be scored as a hand hit instead.

Disarms: Will award the fighter 4 points for a disarm of the sword, if the sword is simply dropped as part of the action, it will not be scored as a disarm.

Grappling: allowed for the purposes of disarms, daggers, and pommels. Takedowns are not allowed and will be deemed excessive force and may result in a yellow or red card.

Daggers: Must start sheathed, or tucked in belt/boot/ect.

Equipment

Longsword

Longswords and Feders are both allowed.

No blade longer than 40"

Overall length no longer than 54"

Siderings are allowed, but an enclosed cage is not allowed in order to allow for disarms

Any rolled tip must be capped or taped.

Any non-spatulated tip must be capped

A reasonable amount of flex will be expected

Any and all burrs will need to be removed before the start of the tournament.

Longsword Offhand

A dagger is allowed to start in or from a fighter's belt or boot, but if it is dropped, a point will be awarded to the opponent. If at any point your dagger is removed from your person, you will not be allowed use of your dagger for the rest of your match. If you have another method of bringing a dagger into the fight, it will be approved on a case by case basis, but it is not allowed to start from the hand.

Dagger: No blades longer than 20", and the blade must have a reasonable amount of flex.

Daggers are expected to resemble rondels, but cases may be made for other daggers that are considered companion daggers to a longsword. Coldsteel rubber daggers are allowed.