

# Davenriche European Martial Artes Tournament Rules

## Davenriche European Martial Artes

### Tournament Rules

#### 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

# Davenriche European Martial Artes Tournament Rules

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

All equipment, with the exception of mask and gloves, must be worn when checking out at gear inspection. Mask and gloves must still be brought to gear inspection along with any/all weapons.

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 all fighters

**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

# Davenriche European Martial Artes Tournament Rules

Protective Equipment Recommendations

**Plastrons** are highly recommended

Weapon Equipment Requirements

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