

Mixed Weapon Tournament Rules

Davenriche European Martial Artes School

Weapons Allowed

Fighters can use an arming sword, dagger, longsword, rapier, or sidesword as a primary weapon. And they can use a dagger, cloak, or shield as a secondary weapon (or no secondary weapon at all).

Before the tournament begins they will choose up to three (3) combinations of weapons from the list below:

Arming Sword	Longsword + (sheathed) Dagger*
Arming Sword + Cloak	Rapier
Arming Sword + Dagger	Rapier + Cloak
Arming Sword + Shield	Rapier + Dagger
Dagger	Rapier + Shield
Dagger + Cloak	Sidesword
Dagger + Dagger	Sidesword + Cloak
Dagger + Shield	Sidesword + Dagger
Longsword	Sidesword + Shield

**Longswords may not be wielded one-handed outside of close play. The dagger begins the match sheathed. It may only be drawn & used as part of close play.*

A fighter can choose fewer than 3 weapon combinations if they wish.

Once a fighter has chosen their weapon combinations, they will only be allowed to use those weapon combinations for the duration of the tournament. They will not be allowed to mix-and-match.

Example: a fighter chooses: Longsword, Rapier + Dagger, and Rapier + Shield. The fighter must choose from those combinations during the tournament. The fighter could not opt to fight with Dagger + Shield or Longsword + Dagger.

Switching Weapons

Each fighter ranks their weapon combinations at the start of the tournament (i.e. 1st, 2nd, 3rd). At the start of each round, they will fight with those weapon combinations in that order, automatically switching after each match.

Once the fighter has used all three weapon combinations, they will start over. When a new round starts, they will start over from their 1st choice.

Example: the fighter from above ranks his weapons like so:

1st: Rapier + Dagger

2nd: Rapier + Shield

3rd: Longsword

In the first match, the fighter uses Rapier + Dagger. Then for the second match, the fighter must switch to Rapier + Shield. In the third match, the fighter switches to Longsword. If there was a fourth match, the fighter would start from the top, using Rapier + Dagger.

If a fighter has only two weapon combinations, then they will alternate between those weapons every match.

Weapon Descriptions

All bladed weapons must have steel blades. No synthetic or wooden weapons are allowed.

Arming Sword: any single handed sword, with or without quillons, is in this category.

Dagger: rondels, daggers with quillons, and main gauche style daggers are in this category.

Cloak: any sturdy cloth no longer than 60" and able to be wielded in one hand can be used as a cloak.

Longsword: blunted longswords and hand-and-a-half swords are in this category. *Feders are not allowed.* The sword must be an appropriate length (reaching approximately to the fighter's armpit), neither too long or too short.

Rapier: Any single handed thrust-and-cut sword with a basket hilt is in this category.

Shield: Bucklers, targes, and shields is in this category. A shield can be no larger than 24" in length at its longest point. Shields cannot have any pointed ridges or boss.

Sidesword: Any cut-and-thrust sword with a basket hilt is in this category. This includes dussacks.

If a fighter wishes to fight with a weapon that is close to these categories (e.g. a khopesh), please inquire with tournament staff. If the weapon can be safely included we will allow it.

For safety reasons, the follow weapons can't be allowed: axes, maces, spears, zweihander/montantes, polearms.

Read Me!

Many parts of these rules are similar to the Longsword tournament rules we have used in the past. However, several sections have small changes that have a large impact on the tournament.

Please pay special attention to the following sections:

- Points Limit: the points needed to win depend on the weapons you are using.
- Points Scoring: shield bashes and cuts with rapier or daggers are scored differently.
- Disarms are not allowed in this event.
- Off Limit's Techniques & Targets: throwing weapons (other than cloaks) are not allowed.
- Protective Gear: chest, forearm, and shin protection are mandatory.
- Weapons: Feders are not allowed for this tournament.

Match Format

A match will have two officials: one Marshal and one judge. The Marshal oversees the match and is the arbiter on safety and sportsmanship. Fighters are to follow the directions of the Marshal, who has final word on all matters regarding the match.

The Marshal or any judge can pause the match by calling hold. When hold is called fighters are to halt and return to their starting locations. Fighters are not to launch new attacks after hold is called but should continue to defend themselves against strikes launched before hold is called.

If an official sees a valid strike, they will call hold and raise the flag of the appropriate fighter along with any modifiers (if they have flags). The Marshal will then call for the target hit by the fighter and the judge will indicate with the flags. The Marshal can also call hold and declare a valid strike. If at least one official saw a valid strike, the fighter will be awarded points as below.

If there is disagreement as to the target, but at least two officials report a hit, then the fighter will be awarded the target worth the least amount of points. An official can also declare a strike invalid, negating any points being awarded.

The Marshal and/or judges can also call hold if they see a penalty. Judges will alert the Marshal of the penalty. The Marshal will determine if the fighter committed a penalty

and the appropriate response, such as warning, awarding a point to opponent, disqualification.

A fighter can also call hold for the purposes of self-reporting hits, to seek clarification on the Marshal's instruction, or for any safety reason (such as gear malfunction). Seeking clarification is only to be used so that the fighter better understands the Marshal's instruction, not to dispute a call. When a fighter self-reports a hit, hold will be called and the officials will confirm that the hit is valid. They may choose to overrule the fighter's self-report.

If a fighter calls hold, the fighter ***stays safe and opens distance*** while getting the attention of the Marshal.

Length

Each match will last for 2 minutes or once the maximum score has been reached. Once 2 minutes has been reached the timekeeper will call hold. If the score is tied, the next point scored wins the match.

Points Limit

The points a fighter needs to win depends on the weapon(s) with which they are fighting:

Primary Weapon	Secondary Weapon	Points to win
Dagger	<i>None</i>	4
Dagger	Dagger / Cloak	6
Dagger	Shield	7
Arming Sword Longsword Rapier Sidesword	<i>None</i>	9
Longsword	Dagger (sheathed)	10
Arming Sword Rapier Sidesword	Dagger / Cloak	11
Arming Sword Rapier Sidesword	Shield	12

Points Scoring

Target	Cut / Thrust / Slice	Pommel / Shield Bash	Rapier / Dagger Cut	Afterblow
Head	4	1	1	-2
Torso	3	0	1	
Legs	2	0	1	
Arms	1	0	1	

Valid Strikes

Points will be awarded for cuts, thrusts, slices and pommel strikes that hit and are made safely and with intent. Points will not be awarded for touches with the sword.

- Cuts: For a cut to be considered valid it must travel an arc of 65 degrees. Cuts must be delivered with sound body structure to be considered valid. Strikes with the tip of the sword, incidental contact and flailing type attacks are not valid cuts. SCA style 'wrap strikes' are not valid cuts. A cut with a rapier is worth 1pt regardless of the target.
- Thrusts: Thrusts must be delivered in a committed manner, rather than pokes which make superficial contact. A sword bend is not required if the fighter is in range to deliver a deeper blow.
- Slices: A valid slice must exert sufficient pressure on the target that judging staff can clearly see the effect on the balance and structure of the affected fighter. Please note that this requires a very high degree of commitment, and is not simply sawing a blade back and forth on the body.
- Pommel Strikes / Shield Bash: Pommel strikes and shield bashes are only valid against the mask. Though the pommel or shield does not need to hit hard it must display a structure capable of delivering the whole body's force rather than a lucky strike from an uncontrolled fighter.
- Punches: Punches are valid strikes but do not score and hold will not be called for successful punches.

Afterblows

Afterblows are the result of a fighter striking and then failing to defend him/herself. An afterblow is defined as a fighter making a valid strike and then is hit with a valid strike by the opponent in the next action. If the opponent's strike began before hold was called and it is a valid strike, that will be ruled as an afterblow. An afterblow deducts 2 points from the score of the fighter who hit first, with a minimum score of zero.

Double Hits

Double hits are the result of fighters who are attacking with no attempt to defend themselves. A double hit is defined as two fighters making valid strikes against each other in the same action. If **TWO** double hits have been assigned to both fighters, the match is halted and both fighters are assigned a loss.

Should the Marshal determine that a double hit was without a doubt the direct result of a single individual acting with complete disregard of defense the Marshal can assign the fault of the double strike to the individual in question. The other fighter will be awarded points for a valid strike at the judges' discretion. Should a single fighter earn his second double hit as a result of this, the match is halted and the fighter is assigned a loss.

Hand or Limb Parries

If a fighter moves a hand or limb into the path of a valid strike, it will be scored as a strike to the original target. The fighter may also receive a warning for safety and/or unsportsmanlike conduct.

Zogho Stretto (close play)

Fighters are allowed to engage in zogho stretto for a duration of three beats (approximately 3 seconds). If there is not a valid strike during that time, hold will be called with no points awarded. During zogho stretto is the only time fighters may make one handed strikes with their swords. Fighters can punch but these do not score. Joint locks, takedowns, and kicks are not allowed.

Thrown Cloak

Fighters with a cloak can throw their cloak as part of an exchange. If the cloak entangles either fighter, hold will be called at the end of the exchange. If the cloak falls to the ground and is not a safety hazard to either fighter, the marshal will remove it and the fight will continue. The cloak will be returned to the fighter the next time hold is called.

Declining Points

A fighter who feels that he or she awarded points for a strike that was not valid can choose to decline the points. The fighter alerts the Marshal and indicates that the points are being declined.

Self-Declaring Hits

A fighter may declare a valid strike on him/herself by the opponent. To do so the fighter opens distance, calls hold, and alerts the Marshal. The Marshal has the discretion to award the points to the opponent or not.

Dropped Weapon & Fallen or Defenseless Fighters

If a fighter drops their weapon outside of zogho stretto, trips & falls, or is otherwise defenseless due to non-contact injury or failure of safety equipment, hold will be called immediately. A fighter is expected to withdraw when his/her opponent drops their weapon, falls, or is in some way defenseless. If a fighter continually drops their weapon, falls, or otherwise is defenseless, the Marshal can intervene and end the match.

Forfeiting & Disqualifications

If a fighter is disqualified or has to forfeit due to non-contact injury or equipment malfunction, the opponent is awarded a win. If the winning fighter has less than 5 pts, then his/her score is increased to 5 pts.

If a fighter has to forfeit due to an injury caused by his/her opponent, then the opponent is not awarded a win or any points.

Off Limits Targets & Techniques

The following are off limits for safety reasons:

- Direct targeting of the back of head and spine. Fighters also cannot expose the back of their head to their opponent.
- Direct targeting of the hands and feet. Should the defender move their hand or foot in the path of a strike targeted at a valid target (such as the forearm or leg) it will be scored as a Hand or Limb Parry (see above).
- Kicks are not permitted.
- One handed blows with a Longsword are not permitted except when the other hand is removed as part of a close play technique executed against an opponent.
- Fighters may not throw any of their weapons (exception: Cloak).
- Fighters may not jump, leap, or slide.
- Joint locks and takedowns are not permitted.
- 'Mordschlag' style strikes are not permitted.
- Any strike thrown with a complete lack of control on the part of the attacker. Competitive martial arts fighting involves throwing forceful strikes with full intent to make contact, however each competitor is expected to maintain a respect for their opponent's safety at all times.

Fighters who target off limits areas or perform the above techniques will be progressively warned, penalized and disqualified by the Marshal. Excessive or egregious violations will result in expulsion from the tournament.

Penalties

Fighters who step out of the ring, use excessive force, are unsafe, or otherwise act in an unsportsmanlike manner will be penalized by the Marshal. A fighter who commits a penalty during an otherwise valid strike does not score points that strike, even if the penalty only earns warning.

	Out of Bounds	Excessive Force	Unsafe Conduct	Unsportsmanlike Behavior
1st Offense	Warning	Warning		
2nd Offense	1 Point to opponent*	1 Point to opponent		
3rd Offense		Fighter Loses Match.		

*Penalty for 2nd and each subsequent offense.

Out of Bounds: If a fighter steps out of bounds (through their own action or by the actions of the opponent), hold will be called. The fighter will receive a warning for the first offense and for every offense after that, one point will be awarded to the opponent. A fighter stepping out of bounds can still be hit with a valid strike by his/her opponent.

Excessive Force: Fighters are expected to strike with intent however they are also expected to maintain control. Should a fighter strike with force deemed excessive, the fighter will receive a warning. A second offense will result in the fighter's opponent being awarded a point. A third offense will result in the match ending and the fighter being assigned a loss.

Unsafe Conduct: Fighters are expected to act with their safety and the safety of the opponent, judges, staff, and spectators in mind. Examples of unsafe behavior include attacking off limits targets, engaging in off limits techniques, exposing the back of their own head, or deliberately engaging in limb or hand parries. Should a fighter act in an unsafe manner, the fighter will receive a warning. A second offense will result in the fighter's opponent being awarded a point. A third offense will result in the match ending and the fighter being assigned a loss.

Unsportsmanlike Behavior: Fighters are expected to act respectfully to each other, tournament staff, and spectators. Should a fighter *or spectators for the fighter* demonstrate poor sportsmanship, the fighter will receive a warning. A second offense will result in the fighter's opponent being awarded a point. A third offense will result in the match ending and the fighter being assigned a loss.

Note #1: In the case of especially egregious penalties or multiple penalties of a different kind, the Marshal has the authority to immediately award a penalty point and/or disqualify a fighter from the match or tournament.

Note #2: other than stepping out of bounds, the definitions of penalties are not precise because excessive force, unsafe conduct, and unsportsmanlike behavior are "know it

when you see it” actions. As such the Marshal has the discretion to apply these penalties, and their interpretations are final. We know everyone is here to have a good time and do not anticipate any issues, but safety and respect are our top priorities.

Equipment Requirements

Protective Gear

Fighters are responsible for having protective gear that is in good condition. All protective gear will be inspected by the tournament staff prior to competition. If any armor is deemed to be unsafe or inappropriate, the participant will be required to remove it and replace it with a piece of appropriate equipment.

With the exception of gauntlets, heavy armor (breast plates, etc) or Fantasy-styled armors are not permitted. No exposed skin is permitted.

Mask: Masks should have back of head protection. Examples of acceptable types of masks are Absolute Force or That Guy’s style masks.

Throat Protection: throat guard must be rigid and protect the throat from a direct thrust.

Jacket: heavy padded gambesons or HEMA jackets (e.g. SPES style) are required. Jackets with armpit holes or jackets that are open in the front are not allowed.

Gloves/Gauntlets: acceptable style of gloves include hard plastic “clamshell” (e.g. SPES heavy style glove), Konig style gloves, or metal gauntlets. Red Dragon style gloves or lacrosse gloves are not allowed.

- ⇒ If a fighter wears metal gauntlets, the fighter is not allowed to punch. Doing so will result in an Unsafe Conduct penalty.
- ⇒ Fighters using a weapon with a basket hilt or protective cage may use lighter gloves.

Other Protective Gear:

- Elbow protection must be hard protection that covers the 3 points of the elbow.
- Knee protection must be hard protection that covers the front & sides of the knee.
- Groin protection is required for male fighters.
- Hard chest protection is required for **ALL** fighters.
- Hard shin and forearm protection **are required** for all fighters.

Weapons

Weapons should be blunted, free of rust or jagged burs. Blades should be flexible (where possible) and must have a rebated tip roughly the diameter of a dime. Rapiers should have their tips rounded or capped. Basket hilts & cages must be structurally sound without excessive bending or warping.

Fencer Conduct

All fighters are expected to display skill and control. This is a martial arts tournament and all fighters are expected to conduct themselves with respect for the weapon, their opponent, and the tournament staff. Any fighter that is deemed to pose a danger to themselves or others will be addressed at the discretion of the Marshal and/or the tournament director.

If a fighter has a question regarding the ruling by the Marshal or judges, the fighter is invited to speak with the Marshal after the tournament. However during a match the Marshal's ruling on any subject is final.