

March of the Resistance

2021 Rule Set

The Lightsaber is an elegant weapon from a more civilized age. We choose to treat it as such and ask that you be equally civilized towards your fellow competitors. Blows do not need strong force, but they do need rotation and control. In the spirit of that elegance, we worked to craft a rule set befitting such a weapon.

Remember... “A Jedi uses The Force for knowledge and defense.” — Yoda

Summary

- Have proper gear and fence safely. (1-a, 1-b)
- Bouts are 2 minutes long at most. (2-k)
- Bouts are to 11 points, win by 2. (2-l)
- Scoring: (2-d)
 - Head and Torso = 2 points.
 - Limb = 1 point.
 - In Exotic Lightsaber, non-pike against pike scores double points
- After blows reduce the points scored by 1 point. (2-e)
- Attacks are to the whole body, excluding the back of the neck and head. (2-b)
- Attacks may be cuts, draw cuts, or thrusts. (2-c)

Details

1. Equipment

a. Protective gear and clothing:

i. Mandatory items:

1. A long sleeved jacket
2. Fencing Mask
3. Gorget or some form of trachea protection
4. Padded or rigid gloves for both hands

ii. Highly Recommended but not mandatory items:

1. Elbow and knee pads
2. Additional padding for thighs and torso
3. Shin guards
4. Forearm protection
5. Chest protection
6. Athletic cup

- iii. Fencers may choose to wear any costuming or garb they wish, so long as it still conforms to the safety guidelines above.

b. Weapons:

i. Standard Lightsaber

1. Blade length must not exceed 37 inches (measured for seated blade from hilt to tip)
2. Blade must be rounded on the tip
3. Tip must be mirrored (no shine through tips)
4. Hilts must not exceed 16 in length or 3.5 inches in diameter
5. All major brands are acceptable, but must be inspected and approved for stability and safety
6. Sound elements are encouraged but must be family appropriate

7. If you have a custom-made blade, it must be tested and approved by the tournament officials prior to competing with it
8. In no case will any sharp edges anywhere on the saber be allowed
9. We have some loaner weapons if you need one.
- ii. Exotic Lightsaber
 1. The Exotic Lightsaber segment is intended to pit unequal weapons against each other. All exotic lightsabers must be approved for safety by tournament staff, but a wide range will be given here. This is a chance to experiment with unusual and interesting combinations of weapons and see what works best!
 2. Specifications
 - a. We are following the TSL standards for Exotic Lightsabers specifications
 - i. <https://www.saberlegion.org/assets/resources/TSL-Official-Event-Rules-and-Guidelines.pdf> Pages 14 - 19
 - b. If you have ideas that you want to try outside of the TSL Standards, feel free to email us at Baer@baerswords.com. We can approve or disallow the ideas before you buy parts.
 - c. Make sure that any non-standard exotic is approved before the start of the tournament.
 3. Configurations deemed unsafe or "too outlandish" will be ruled out. All TSL acceptable configurations will be accepted.
 4. You are not allowed to change weapons during the fight unless your current weapon breaks.
 5. Must have a light element of some kind.
 6. This category includes, but is not limited to
 - a. Longer or shorter lightsabers
 - b. Differently shaped lightsabers
 - c. Multiple lightsabers
 7. As in Standard Lightsaber, we will not allow any sharp edges anywhere on the saber.

2. Rules

- a. Purpose and reasoning:
 - i. These rules are designed to foster a style of fencing that encourages fencers to be accurate with their attacks while still rewarding proper defense. This style benefits both Jedi and Sith.
- b. Target:
 - i. The whole body is on target with the exception of the back of the head and neck.
 1. Attacks to the back of the head and neck will result in a penalty.
 2. Purposefully moving the back of your head into an attack is extremely dangerous and will result in a penalty for the defender.
- c. Allowed Attacks:
 - i. Thrusts:
 1. A thrust can be made to any part of the body and is defined as pushing the point of the weapon towards the opponent and making solid contact.
 2. A thrust can be made from even a very small distance and must do more than touch lightly, but shouldn't have enough force to cause pain. A controlled thrust has light force.
 - ii. Cuts:

1. Cuts must have at least 45 degrees of rotation (90 is preferable)
 2. Cuts do not have to hit hard, but they need to display the cutting possibilities above.
 3. Cuts must be made with the blade. No part of the handle can score a point.
- iii. Draw cuts:
1. A draw cut can be delivered when there is insufficient rotation for a cut. It is pulled across the opponent to cut the blade into the body.
 2. Draw cuts can only be pulled, not pushed.
 3. At least half the blade must be pulled in the draw for it to count.
- d. Scoring:
- i. Head or Torso = 2 points.
 1. Includes the head and body out to the shoulder seam and down to the groin.
 - ii. Limbs = 1 point.
 1. Includes arms, hands, legs, feet, and buttocks.
 - iii. In the Exotic event only, if a pike is facing a non-pike, then the non-pike will receive double the points for any points scored. This is to try to balance the severe discrepancy that pikes bring to the battle.
- e. After blows:
- i. If a shot is scored and a return blow is scored to any valid location in under half a second, it will reduce the points scored by the attacker by 1.
- f. Double Hits:
- i. A double hit is when both fencers hit at the same time *without any attempt at defence*.
 - ii. Doubling is less about timing than ignoring defense. If one member of the exchange attempts a normal attack and the other simply hits back with no attempt at defense, then the exchange is marked as a blow and after blow, even if the hits occur at the same time.
 - iii. If a double hit is scored then no score is achieved, fencers reset.
 - iv. **During Pools:** Three doubles in a single bout will result in both fencers losing the bout.
 - v. **During Brackets:** Three double hits or more will result in the winner of the bout going into their next bout with a -2 point penalty.
- g. Striking your opponent with your body (punches, kicks, head-butts...) are not allowed and will result in a penalty.
- h. Pushing with your hand or forearm to the opponent's weapon hand is allowed. Thus, it is legal to grab an opponent's weapon hand, arm, or hilt. Only the weapon hand can be so controlled. No hands to the face, etc.
- i. Correctly executing a blow with The Force (and no physical contact), knocking your opponent out of the ring automatically wins the bout.
- j. Time:
- i. The bouts are up to 2 minutes long.
 1. The clock will only run down during active play. When play is stopped, the clock will be paused.
 2. If play is occurring when the time runs out, the play will continue till a halt is called normally. This will end the match.
 - a. The play is not stopped when the time runs out
- k. Winning the bout:
- i. Bouts will go to a score of 11 points.

1. You must win by at least 2 points.
 - a. Example: Fencer A is losing 9 to 10 and scores a head shot (+2 points). This puts fencer A at 11 to 10. The match is not over yet. You must win by 2 points.
2. **Exception:** If, after time has run out and play has stopped, there is a fencer with a higher score, he or she wins the match.
 - a. Example: At the end of a match, after play has stopped and time has run out, Fencer A has 13 points and fencer B Has 12 points. Fencer A wins the match.

l. **Sudden Death:**

- i. If both combatants have the same score at the end of the last play after the clock has run out, a Sudden Death exchange will follow.
- ii. In Sudden Death, the first legal and non-double shot wins the match. Yes, afterblows don't count in Sudden Death.

3. Penalties:

- a. The purpose of this system is to keep fencers from repeatedly putting themselves or others in potentially dangerous situations.
- b. There is no all-encompassing list of penalties. Generally, be kind and respectful, and don't put yourself or other fencers in danger.
- c. For minor infractions, two verbal warnings will be given to the fencer. The third time a fencer commits the same infraction will result in the fencer losing up to three points at the director's discretion. If the fencer does the same infraction a fourth time he or she will lose the bout they are in. If a fifth infraction for the same rule happens, the fencer will be asked to leave the tournament.
 - i. This list is subject to change based on the severity of the infraction. If the judges feel that a severe infraction has occurred, immediate action can and will be taken.
- d. This system extends throughout the tournament, not just a single bout or even event.
 - i. For example; a fencer might be warned three times about excessive force, in three different bouts. On that third warning the fencer will lose 1 - 3 points.
- e. Being warned for different offenses does not compound on one another.
 - i. For example, a fencer might be warned about exposing the back of their head, and for excessive force. These are different warnings and each only counts as one.
- f. Again, these penalties are not in place to try to be overly strict or authoritarian, but to keep everyone safe, happy, and healthy.

4. Play:

- a. The fencers will be assigned a color, go to their respective corners, and salute their opponent. The Director will ask if each fencer is ready and start the match.
- b. The Director and the two line judges watch the play as they are scored.
- c. When a strike lands, the Director and/or Judge will call out "POINT" and the action will cease (an afterblow is possible for a half second after the initial blow lands).
- d. The Director and line judges will determine the play. The Director will relate the play to the fencers and award points.
- e. It is acceptable to give your opinion on the play, but do not argue with the Director or line judge. You may also decline any points given to you or you may call a hit upon yourself.
 - i. Even in cases where a fencer calls a hit on himself or declines points, the Director has ultimate say and may override the fencer.

- f. It is also acceptable to ask a question (respectfully) if you feel a misjudgement has occurred. Please limit these questions as they slow down the match.
- g. The Director may bring the stick down between the fencers. This also stops the action and all fencers should *immediately* stop any actions.
- h. Anyone in the room may call a “HALT” if they see something dangerous (broken weapon, gear not fastened, etc.).

5. Judging:

- a. There will be one Director and two Line Judges.
- b. Director:
 - i. The Director oversees the bout. They start and stop the play. They oversee the play and what points are awarded to the fencers and the scoring table. They will listen to ideas and suggestions, but the **Director has ultimate say on everything that happens in the bout.**
- c. Line Judge:
 - i. Line judges will assist the Director by giving their opinion of the play to the Director. They may call “point” if they believe they saw a strike land. They are there to assist the Director but the Director has ultimate say on what happened.
- d. Judging is subjective and undoubtedly some incorrect calls will be made. We go to great lengths to make sure that our judging is fair and impartial but we are human.
- e. Remember that incorrect judgment’s typically work both for and against you and balance out over time.
- f. The *best* way to avoid incorrect judgements is to make your fencing clean and precise.

6. Miscellaneous:

- a. If a blow grazes one target on the way to another (i.e. grazes arm, then continues to head), the higher point value is the only one considered to have occurred.

Final thoughts:

Thank you everyone for joining us in our annual March of the Resistance Tournament. This promises to be a fun and exciting event. Please do not hesitate to contact us (baer@baerswords.com). We are more than happy to answer questions or discuss any matters or concerns you may have.

Please keep in mind, as well, that everything is subject to change on the day of the event, at the discretion of the tournament director. We will communicate any such changes before the tournaments begin. Hope to see everyone there, and May the Force Be With You!

