

Summer Sword Fest

2019 Rule Set

Our goal in this tournament is two-fold. We want to emphasize control and precision, but also make the fights as fun and exciting as possible. As such, this ruleset is designed to provide a challenging environment that should push the fighters.

We hope that you will also approach this with the goal of excellence in mind. Drive yourself to a higher expectation than you've had before and fight with skill, honor, and control. There is little in life that can compare to two fighters, both striving for perfection and pushing themselves beyond what they had thought themselves capable of. These are the moments of glory and honor that we started this for! Come join us for a great fight!

Summary

- Have proper gear and fence safely. (1-a, 1-b)
- Bouts are up to 2 minutes long in the pool, and up to 3 minutes long in the brackets. (2-j)
- Bouts are to 7 points in the pools, 15 points in the brackets, and in the brackets, you must win by 2. (2-b)
- Strikes: (2-d)
 - Above the waist = 2 points.
 - Below the waist = 1 point.
- After blows reduce the points scored by one point. (2-e)
- Attacks are to the whole body, excluding the back of the neck and head. (2-c)
- Attacks with rapier/off-hand may be cuts, draw cuts, or thrusts. (2-n)
- Attacks with Smallsword must be thrusts. (2-m)

Details

1. Equipment

a. Protective gear and clothing:

i. Mandatory items:

1. No bare skin may be exposed for combatants while participating.
2. A padded, long sleeved jacket.
3. Fencing mask in good repair with back of the head cover (loaners available).
4. Gorget or some form of trachea protection.
5. Gloves for both hands.
6. Athletic cup for men.

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.

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

b. Weapons:

i. Small Sword

1. Blades may not exceed 32" in length from bell guard to tip, must be straight but flexible, and must have a rubber tip for safety.
2. Bell guards may not exceed 5" in diameter.
3. Overall weapon length may not exceed 40"

ii. Rapier

1. Blades may not exceed 45" in length from cross-piece to tip, must be straight but flexible, and must have a rubber tip for safety.

iii. Off hand weapon/defense

1. Daggers:

- a. Blades may not exceed 18" in length from cross-piece to tip, must be flexible, and must have rubber tip for safety.

2. Bucklers:

- a. Diameter may not exceed 14", must have safe edges.

3. Capes:

- a. Capes need to be of a soft material, with no sharp buckles or parts.

2. Rules

a. Purpose and reasoning:

- i. These rules are designed to foster a style of fencing that encourages fencers be precise with their attacks while still rewarding proper defense.

b. Tournament Format:

- i. One round of pools, we will do our best to keep pools balanced and will shoot for 5-7 people in a pool, depending on tournament size.
 1. After your pool is finished, please verify your scores are accurate and sign the score sheet.
 2. Bouts are to 7, up to 2 minutes.
- ii. Top 8/16 promoted to a simple direct elimination bracket.
 1. Bouts are to 15, must win by 2, and up to 3 minutes.

c. Target:

- i. The whole body is on target with the exception of the back of the head and neck.
 1. This is for safety. Attacks to these parts of the body 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.

d. Scoring:

- i. Above the waist = 2 points
- ii. Below the waist = 1 point.

e. After blows:

- i. If a touch is scored and a return blow is scored to any location in one tempo, it will reduce the points scored by the attacker by 1.

f. Double Hits:

- i. If a touch is scored and a return blow is scored at the same time then no score is achieved and fencers reset.
- ii. **During Pools:** Four doubles in a single bout will result in both fencers losing the bout.

- g. **During Brackets:** Four double hits or more will result in the winner of the bout going into their next bout with a -2 point penalty.

h. Grappling:

- i. Striking your opponent with your body (punches, kicks, head-butts...) is not allowed and will result in a penalty.
- ii. You may push your opponent with anything above your waist, but you may not grab your opponent in any way.

i. Sideouts:

- i. Fully leaving the area of play will end the action and both fencers will reset.
- ii. If you step out midway through an action your action is considered dead but your opponent may finish their action.
- iii. Willingly stepping out to avoid action will result in a penalty.
- iv. Using excessive force to force your opponent out of the arena will result in a penalty.

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 until 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 7 points during pools and 15 during brackets.
 1. You must win by at least 2 points during brackets.
 - a. Example: Fencer A is losing 13 to 14 and scores a headshot (+2 points). This puts fencer A at 15 to 14. The match is not over yet. You must win by 2 points.
 2. If, after time has run out and play has stopped, there is a fencer with a higher score, he or she wins the match.
 - i. 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 **touch** wins the match.

m. Smallsword:

i. Allowed Attacks:

1. Only thrusts will be allowed.
2. A thrust can be made to any part of the body, excluding the back of the head and neck, and is defined as pushing the point of the weapon towards the opponent and making solid contact.
3. 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.
4. Flicks must make the point visibly stick.
5. You may *present* your pommel to the front of your opponent's mask, with enough freedom of movement to deliver it with force, for 1 point. Striking your opponent with your pommel will result in a penalty.

- ii. Grabbing/Binding the blade
 - 1. Binding the blade with any part of your body is legal.
 - 2. If you grab your opponent's blade it will result in 1 point for your opponent and stop the action.
- n. Rapier/Off-hand
 - i. Allowed Attacks:
 - 1. Thrusts:
 - a. A thrust can be made to any part of the body, excluding the back of the head and neck, and is defined as pushing the point of the weapon towards the opponent and making solid contact.
 - b. 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.
 - 2. Cuts:
 - a. Cuts must have at least 45 degrees of rotation (90 or more is preferable)
 - b. Cuts do not have to hit hard, but they need to display the cutting possibilities above.
 - c. Cuts must be made with the blade. No part of the handle can score a point.
 - d. Cuts must be made with the edge of the blade. If the strike is with the flat of the blade no point will be called.
 - 3. Draw cuts:
 - a. 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.
 - b. Draw cuts can only be pulled not pushed.
 - c. Draw cuts must be made with the edge of the blade.
 - d. At least half the blade must be pulled in the draw for it to count.
 - e. Draw cuts must be made with sufficient force as to move your opponent or otherwise disrupt their balance.
 - 4. Presenting Buckler:
 - a. You may present front of your buckler to your opponent's face mask, with enough freedom of movement to deliver it with force, to score 1 point. Bashing your opponent's face will result in a warning and no points scored.
 - ii. Grabbing/Binding the blade
 - 1. Binding the blade with any part of your body is legal as long as it doesn't have momentum at the time of the bind.
 - 2. If you grab your opponent's blade it will result in 1 point for your opponent and stop the action.

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's opponent being awarded 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
 - i. For example; a fencer might be warned three times about excessive force, in three different bouts. On that third warning the fencer he or she is facing will get an extra point.
- 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.
- 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 line judge watch the play.
- c. When a strike lands in a core area, the Director and/or Judge will call out "POINT" and the action will cease (an afterblow is possible for one tempo after the core blow lands).
- d. The Director and line judge 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 if asked to do so, 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. The Director may bring the stick down between the fighters. This also stops the action and all fencers should *immediately* stop any actions.
- g. 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 one Line Judge.
- b. Director:
 - i. The Director oversees the bout. They start and stop the play. They oversee relating 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 judge 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 shoulder, 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 first annual Summer Sword Fest 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 of concerns you may have.

Please keep in mind, as well, that everything is subject to change 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. For Truth and Honor!

