

International Open Championship for Historical European Martial Arts 15. - 17.08.2008

Rules

I. General Rules

General code of conduct, equipment, medications, drugs and other points.

- 1) Protection:
 - a) Required: Full fencing mask, protection against thrusts for body and throat (gorgette), elbow, arm and hand protection
 - b) Recommended: Full fencing mask with rear head protection, protection for the groin area (men) or breast-area (women), knee protection
- 2) Weapons: Either; a leather covered training sword, or steel fechtfeder flexible sword for both the single handed and the two handed swords. (both supplied by the organisers if the competitors weapons fail inspection)
- 3) Rapier and Small Sword which are deemed safe for use in bouts brought by the participant. All weapons will be checked for damage.
- 4) Shields and bucklers must be whole and not damaged, and with a raw hide or leather covered edge which shows no damage and no protruding nails or tack points.
- 5) Control of the weapon is of prime importance: uncontrolled use of any weapon, including parts of the body, will result in minus points. Continued uncontrolled use or un-gentlemanly conduct will result in disqualification.
- 6) **Important:** If through a fighters actions during a bout, the opponent cannot continue in the competition, or finish the ongoing bout, the person who caused the problem will be removed from the competition. (Reinstatement will depend upon the judges ruling.)
- 7) Polite gentlemanly conduct will be considered the norm. All participants will conduct themselves honourably in all fights.
- 8) All injuries which occur in a fight must be reported to a judge at the time of their occurrence. Injuries that have occurred before the commencement of the current bout must be declared by the fighter to a judge before the start of the current bout.
- 9) All medications that could cause a deterioration in the participants control must be declared by the fighter to a judge before the start of the current bout.
- 10) The use of illegal drugs or alcohol prior or during a bout will result in disqualification.
- 11) The judges decision is final.
- 12) A minimum of three judges will adjudicate each fight. One judge will be declared as Head Judge at the start of the fight.
- 13) After a hit, the fight **will continue** until the end of the round or fight unless rule 14 applies to the situation.
- 14) This is to prevent combatants from ignoring hits in order to grapple with the opponent or if they wish to exploit any other situation not yet covered in the rules. In any situation where a combatant wishes to close to grapple or wrestle immediately after receiving a hit with the opponents weapon or weapons which the judges consider to have been an incapacitating hit, the fight will be stopped by the head judge. The fight will be restarted after separation of the combatants.
- 15) There is generally no acknowledgement of hits in the fight.
- 16) Fighters will be separated if one has fallen to the ground, disarmed or lost a piece of protective gear, and the fight restarted.
- 17) Strikes take place with the edge of a weapon or with the pommel.
- 18) Thrusts take place with the point of a weapon.
- 19) If enough Judges are on hand for the competition, in each fight a 4th judge will be appointed as Referee who's remit is to check that the rules are adhered to. The Referee will not judge the fight.

II. Rules Pertaining to Weapons and Shields

1. All weapons must be checked for damage by a judge before use in a competition bout.
2. Shields are weapons for the purposes of all definitions and discussions.
3. Weapons that thrust can be deflected by hands where historically noted.
4. Striking with a shield to a body part or weapon must conform to all rules pertaining to weapons, that is with control and without injury to the opponent.
5. Pushing with a weapon, including a shield is allowed.

III. Rules and Important Points Pertaining to Judging the Fights

Please note that the fight is judged according to point 4 below, all other points pertaining to the type of hits are only to help clarify some of the specific points judges will be instructed to look for in making their decisions.

1. The word "**Stop**" will be used in all cases by the judges to indicate that combatants must cease all action forthwith.
2. Judges will score each fight as follows:
 - a) 1 – 1
 - b) 1 – 0
 - c) 2 – 0

3. Judges will mark their score on paper without consultation with another judge. The head judge will announce the final score of the bout. This will be recorded in the fight record sheet. Judges will indicate their score using coloured cards drawn from an envelope.
4. Judges are looking for the following in the fight.
 - a) Overall Dominance
 - i. Control of the fighting area.
 - b) Technical Skill
 - i. Clean techniques
 - ii. Variety of techniques
 - c) Tactical execution
 - i. Combinations
 - ii. Set up situations, invitations that work and so on.
5. Fights will consist of **three** rounds. The first round is **45 seconds**. The first round will **NOT** be scored by the judges. The second round will be **one minute**, the third round is **one minute**, these **two rounds** will be scored by the judges. Each round will be separated by a **15 second** pause before commencement of the next round. Lead in time before the fight commences **45 seconds**. Judging time will be **one minute**. Lead out time for the next fight is **one minute**. These times are subject to change for any reason.
6. Players must be completely ready to fight at the end of the **lead in time**.
7. Players must vacate the competition fight area with all equipment within the **lead out time**.
8. Any fighter **NOT** present ready to fight at the end of the **lead in time** will lose the fight with a score of 1 – 0 against.
9. The head is considered to be a more effective target than the other targets. Therefore in the case of a simultaneous hit of equal effect the one nearest anatomically to the head will be considered of more effect, and thus will be given more weight towards the final score in the view of the judges.
10. Tapping or **Half** strikes which contact after moving through small arcs or distances will be given less weight than **Full** strikes in regards to the final score in the view of the judges.
11. A **Full** strike which contact after moving through a large arc (such as swings from shoulder to target or from below to the target) will be given more weight towards the final score in the view of the judges.
12. Striking with the percussion point of the sword will be given more weight towards the final score in the view of the judges.
13. A "**poor**" hit is considered to be ineffective and does not score. "Poor" hits are glancing strikes with the tip of the weapon, strikes that barely touch and thrusts which make bad contact and slide off or barely makes contact at full stretch of the body.
14. Generally **simultaneous hits** will be considered very much **inferior** to clean hits without reply, and therefore simultaneous hits will be given much less weight towards the final score, in the view of the judges.
15. Simultaneous strikes will be separated by target first; by size of arc of the swing second and by number of hands on the sword third (in the case of two handed weapons).
16. Simultaneous thrusts will be separated by target first, and by how stretched the body of the thrusting combatant is second, and by the number of hands on the sword third (in the case of two handed weapons).
17. Draw cuts and push cuts which demonstrate control of the opponents body (such as "hand drucken") or use of full blade in contact will be taken into account by the judges.
18. Strikes and thrusts with one hand will be allowed.
19. Grabbing the opponents blade is allowed, if the blade is stationary. If the motionless state of the blade cannot be determined by the head judge at the time of application, the blade grab will be considered illegal and the fight will be restarted, all strikes before that event still standing.
20. Wrestling and grappling will be allowed but will be stopped if immediate superiority of position cannot be demonstrated by the player. Overly harsh movements will be considered as "uncontrolled".
21. Disarming the opponents weapon is allowed.
22. Striking with the pommel is allowed, as long as control is observed.
23. Using the murder blow with reversed sword is not allowed.
24. Punches are allowed.
25. Kicks are not allowed.
26. The whole body is a target.
27. Strikes and thrusts are allowed if controlled.
28. These are guidelines only, as the judges can and will take other things into consideration.

IV. Specific Rules Pertaining to the Fight

Please note these are for the benefit of the fighters, so that they may more easily understand the judges decisions.

1. Loss of an item of protection will halt the fights progress until full protection can be re-established. The fight will be restarted by the head judge.
2. Any combatant who shouts "Stop" and/or accompanied by backing off out of the combat area will initiate the stopping of the fight.
3. Striking or thrusting at a opponent that is no longer striking making a response to such attacks will be considered uncontrolled. Placing the blade of the weapon upon the opponent is considered sufficient to demonstrate a strike in these circumstances.
4. All injury must be acknowledged to a judge shortly after the occurrence.

5. Loss of balance without the intervention of the opponent will be considered as a negative factor if the fight is equal at the end and will determine a winner.
6. Loss of the weapon without the intervention of the opponent will be considered as a negative factor if the fight is equal at the end and will determine a winner.
7. Striking with the flat of the blade against a target will be considered a non effective strike.
8. Stepping out of the assigned combat area will result in the fight being stopped and the head judge will bring people back into the start positions. Repeated stepping out will result in a warning that may lead to the loss of the fight.
9. Any person entering the combat area other than the two participants and the judges will stop the fight. Repeated actions of this type can lead to the perpetrator being asked to leave the hall.
10. Combatants cannot pursue opponents that leave the combat area, and under no circumstances strike opponents that are outside the area.
11. A legal disarming technique which successfully disarms the opponent will be given weight towards the final score in the view of the judges. Legal disarming techniques will be considered as those which the sword was taken without injury to the opponent, and without grabbing the blade of the opponents sword while it is considered in motion.
12. Throwing of equipment of any kind will be considered illegal and **will** incur a **minus point** and a warning.

V. Rules Pertaining to the Competition as a whole.

1. A section is the division of the competition according to weapon type. E.g. Longsword, rapier, sword and shield, etc.
2. The winner of the fight with a judges score of 1 – 0 will receive one point towards their competition total.
3. Anyone winning the fight with a judges score of 2 – 0 will receive two points towards their competition total.
4. In a drawn fight with the judges score of 1 – 1 both combatants will receive a **half point** towards their competition total.
5. Anyone demonstrating a uncontrolled or dangerous or illegal action in the view of the judges will receive negative points between one and five depending on the offence which will lower their competition total. Receiving a total of five (5) such points will result in expulsion from the rest of the event.
6. Minus points for uncontrolled or illegal action count towards the final total irrespective of the result of a fight.
7. After the All fight All section of the competition those competitors with the largest total point score will be candidates for the Finals of that competition section.
8. The Finals are knock out competitions if time is short or All fight All if time permits.
9. The winner of the Finals will be the winner of that section of the competition.
10. The winner will receive the main prize.
11. Second, third and fourth will receive prizes of lesser value.

VI. Further Rules

1. The wearing of silly hats is allowed as long as it does not interfere with the vision or movement of the fighter.

The organisation reserves the right to amend the rules at any time.