

**Arts of Mars
2nd World Wide Open Longsword Championship
24.July - 1. August 2010**

Rules: Official

Section 1 – The Bout

1. At the start of the bout, the referee will call the fighters into the ring and announce their names/colours to the scorer and judges (and audience if present).
2. The time keeper and scorer will each signal that they are ready to begin
3. The referee will check that all judges are ready
4. The referee will check that both fighters are ready
5. The referee will call “fight”.

6. A bout will consist of 10 exchanges or 2.5mins fighting, whichever happens first.
7. An exchange is a period of fighting that starts with the fighters out of measure and ends when the referee calls “exchange”. “Exchange” will be called when
 - (a) Any judge raises their flag to indicate any hit, and a period of time has elapsed to allow a counter hit to be attempted, succesful or not
 - (b) A fighter leaves the ring
 - (c) Both fighters move apart out of measure after an exchange of actions, whether or not any hits were scored.
8. When “exchange” is called, both fighters must step back out of measure and pause before continuing the fight.
9. The referee will also announce how many exchanges have been fought. “Exchange – 1” etc.
10. When the 10th exchange is completed, the referee will announce that the fight is over.
11. The time keeper will call “time” when the 2.5mins are up if required. The referee will call “break” and declare the fight over.
12. The scorer will announce the final score to the fighters (and audience) and record it.

Section 2 – Scoring

1. Points can be scored as follows:

- (a) By striking your opponent to any target, with a valid part of the weapon
 - i. For most swords this includes the point, the edge and the pommel – detail to be added here on a weapon-by-weapon basis.
 - ii. Note: strikes that would have hit the head or body but are blocked by the arm, deliberately or otherwise, count as *if* they had hit the head or body.
- (b) By grappling your opponent to the ground, as long as you stay on your feet
 - i. Grapples that last longer than 5s will be stopped with no score

- (c) By forcing your opponent out of the ring, while remaining in the ring yourself
 - (d) By striking your opponent with your companion weapon, e.g. a buckler strike
 - (e) By showing a controlled strike with the empty hand
2. When a judge sees any valid hit or point, they raise the flag of the person who made the hit.
 - (a) Flags should be held horizontally away from the body as soon as the point is seen and held out until the referee calls “exchange”. It is up to the scorer to interpret the flags and record the correct scores.
 3. A fighter only needs one judge to see their hit to score the point
 4. NOTE: it is up to the fighters to demonstrate “good” hits. Judges will decide if a hit is good enough to score and will ignore light taps, flat hits etc.

Double hits

5. Strikes that land at almost exactly the same time (“nearly simultaneous” - less than 1s between hits) count 0 for both fighters.
 - (a) Judges should raise a flag for both fighters – the scorer will record this as a double hit.

Counter hits

6. If you are struck by your opponent, then you have one “action” to make a counter hit and nullify their point.
 - (a) An action may include one blade action, a step or both.
7. If you are struck while your opponent is pinning your weapon, then you do not get your action once they release your blade
8. Counter hits must be made to the head or the torso
 - (a) Exception: if you are struck in the LEG or the NON WEAPON HAND, then the counter strike may be made to the head, torso or weapon arm
9. If you are struck with the blade, counter hits may only be made with the blade, not the pommel etc.
10. Judges should raise the flag of any fighter who scores a counter hit – both flags showing indicates the counter hit to the scorer.
11. Judges MUST check that the counter hit is valid before raising their flag.
12. Counter hits are scored like double hits, 0 – 0.
13. **Superiority:** If the first hit in a double or counter hit is not made with the blade (i.e. a pommel strike, grapple, buckler strike etc.) and the return hit is made with the blade, then this is counted as a point for the blade (0 – 1), not as a double (0 – 0).
14. **Two Point hits:** If you can strike you opponent twice within two actions, i.e. before they complete their counter strike, you will be awarded two points
15. Judges will indicate the first point by holding the flag out horizontally and indicate the second point by raising the flag vertically over their head.

16. The scorer will award the points dependant on all the flags raised.

- Only one colour seen = 1pt to that fighter
- Only one colour seen, including vertical flag = 2pts to that fighter
- Two colours seen = double (no points scored, double recorded)

Time Out:

17. If neither fighter engages for a significant amount of time, the referee will begin an audible 10s countdown. If no exchange has started by the end of this countdown, the referee may award a point to the fighter who was attempting to engage, or call “exchange, no score”.

Final Score:

18. The winner is the fighter who scores the most points in the bout

(a) Double hits will be recorded for the purposes of tie breaks and to fill places in repêchage style tournaments – the fighters with the fewest double kills will be rewarded.

The key points:

- Any clean strike will always score 1pt
- Two clean strikes will score 2pts
- Double hits score 0
- A hit, followed by a *valid* counter hit scores 0 for both fighters
- Blade strikes always out score strikes with other parts of the weapon or grapples etc.
- Strikes to the left hand/arm that *would have hit* the head/body are counted as head/body hits

Section 3 – Penalties

Offence	Penalty
Failure to present ready to fight	Loss of fight
Hard hitting	Warning
Seriously dangerous fighting, including unsafe grappling	Disqualification
Unsportsmanlike conduct	Severe Warning, loss of 1pt

Two warnings in any bout = Severe Warning and loss of 1pt

Two warnings across separate bouts = Severe warning, no loss of pt

Two severe warnings = disqualification

Section 4 - Other Logistics

1. Fighters must ensure that they are in the right place, at the right time, ready to fight.
 - (a) Fighters who are not ready to step into the ring when called by the referee will forfeit the fight. The winning opponent will be awarded their average score from their other bouts.
2. Fighters must present themselves with appropriate equipment, including armour and weapons as indicated in the event rules
3. At any one time, two fighters should be engaged in the ring, two fighters should be ready to fight and two fighters should be “arming up” in the designated area.
4. All equipment must pass the safety checks made by the marshals for the bouts, as appropriate to the event.

Section 5 – FAQ and Sample Situations

Q: I strike my opponent in the head and they hit me in the leg after a step, what is the score?

A: 1 – 0 to you, as their counter hit is not valid (head or torso)

Q: I strike my opponent in the leg and they hit me in the body at the same time, what is the score?

A: 0 – 0 for a double hit

Q: My opponent -----rushes in and strikes me in the face (repeatedly) with the pommel, but I hit them with a thrust as they step in, what is the score?

A: 1 – 0 to you, as the blade beats the pommel, as long as your hit was before (or simultaneous with) theirs.

Q: I strike my opponent and they strike me three times in return, what is the score?

A: 0 – 0, because they have countered your strike. Nothing after that counts. However, your opponent must be careful that they are not excessive, or they may get a penalty.

Q: My opponent hits me then retreats out of the ring. What is the score?

A: If you do not counter the hit in 1 step, then the score is 1 – 0 to your opponent.

Section 6 – Rules for Rapier/Smallsword

Organisation

1. Competitors must ensure that they are registered by the evening of the day before the tournament.
2. The tournament will follow a pool system, with the winners of the pools progressing to the knock-out stages

Equipment

3. Protection: Full fencing mask (rear head protection preferred), protection against thrusts for body and throat (fencing jacket + gorget), gloves, elbow and arm protection (if desired), and protection for the groin area.R

4. Rapier and Small Sword which are deemed safe for use in sparring, brought by the participant. All weapons will be checked for damage. Swords should be steel and tipped.
5. Daggers: Should be steel, have a blade under 18" in length and must also be tipped.
6. Cloaks: should be made of material and should not have any "hard" accessories, such as buttons etc. NOTE: the organisers assume no responsibility if a cloak is damaged by a weapon during the fight.

General Conduct

7. 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.
8. **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 depending upon the judges ruling.)
9. Polite gentlemanly conduct will be considered the norm. All participants will conduct themselves honourably in all fights.
10. 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.
11. 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.
12. The use of illegal drugs or alcohol prior or during a bout will result in disqualification.
13. Weapons that thrust can be deflected by hands where historically noted.
14. Striking with a shield, pommel etc. to a body part or weapon must conform to all rules pertaining to weapons, that is with control and without injury to the opponent.
15. Pushing with a weapon, including a shield is allowed.
16. The judges decision is final.