

Longsword Tournament

Tournament General Rules

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 tournament director.

The tournament director will serve as the ultimate authority within the ring. The disciplinary procedure will generally constitute first a warning, then a penalty, then an expulsion from the match or tournament; however shall remain at the discretion of the director. Fighters who have been banned from attendance of previous Combat Con tournaments, or from other major HEMA tournaments, are not permitted to attend the Combat Con 2016 tournaments.

Match Length

Each match will last for two (2) minutes of regulation time, or once the maximum score has been reached. Once the time of two (2) minutes has been reached the timekeeper will announce 'Last Exchange'. The match will then proceed until the next break in the fighting is called.

Double Hits & Afterblows

A double hit is defined as two fighter landing valid blows against each other in the same tempo. This is undesirable, as it shows that the fighters are not adequately concerned with their defense. Doubles will be penalized in accordance to the stage of the tournament in which the occur.

- Pools: Should two fighter strike three double hits in the course of a pool match the match will end they will both be considered to have lost their match. At the

conclusion of the pool fights each fighter will have their total number of doubles recorded and have their score penalized by an appropriate margin.

- Eliminations: Should two fighters strike three double hits in the course of an elimination match the winner of the match will be assessed a score penalty for their subsequent match.

An afterblow is defined as one fighter striking another immediately following a failed defense which lead to them being struck. At no point should an afterblow be considered a 'revenge blow', and afterblows are expected to be thrown with an appropriate level of control.

Should the match director determine that a double hit or afterblow was without a doubt the direct result of a single individual acting with complete disregard of defense they retain the ability to assign the fault of the double strike to the individual in question. At this point the offending fighter will be assessed a penalty at the discretion at the director.

Valid Strikes

Points will be awarded for cuts, thrusts, slices and pommel strikes in accordance to the rules of the individual tournaments. Points will not be awarded for touches with the sword, but must be delivered with sufficient intent.

- 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.
- 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: Slices will only be considered at valid targets when performed against the head/neck and the arms. 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: Pommel strikes are only valid against the mask. Though the pommel 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.

Additionally, should a fighter place both feet outside of the ring (through their own action or if pushed by their opponent) their opponents will be rewarded with one point.

Off Limits Targets & Techniques

The following are off limits for safety reasons:

- Back of head and spine. Should a fighter display the unsafe behavior of exposing the back of their head to the opponent they will be progressively warned, penalized and removed by the match director.
- Direct targeting of the hands and feet. Should the defender move their hands in the path of a strike targeted at a valid target (such as the forearm or head) it will be scored as strike to the intended target.
- Punches and kicks 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.

Protective Gear Requirements

All of these tournaments are considered to simulate unarmored combat, and in the interests of promoting a professional HEMA image and to encourage fighters to respect the weapon simulators, heavy armor (breast plates, etc) or Fantasy-styled armors are not permitted.

No exposed skin is permitted for any tournaments.

All protective equipment will be inspected by the tournament staff prior to competition. If any protective equipment is deemed to be inappropriate, the participant will be required to remove it and replace it with a piece of appropriate equipment.

- Appropriate Head protection: Masks with back of the head protection.
- Acceptable head protection – 'That guys products' style masks, 3-weapon masks, HEMA masks
- Trachea protection, that protects the throat from a direct thrust.
- Heavy padded HEMA jackets (ie SPES), or Padded Gambeson
- Hard elbow protection, that covers the 3 points of the elbow.
- Hard Knee protection that covers the knee.
- Ensifer / AF gauntlets or reinforced lacrosse gauntlets.

- Groin protection is essential for male fighters.
- Breast protection is essential for female fighters.
- Shin and forearm protection are not essential but recommended.
- No exposed skin will be allowed.

Point Scoring

The following point scoring will be used for the longsword tournaments.

Target

Head 4

Torso 3

Legs 2

Arms 1

Pommel (to head only)

1point

Afterblow

The afterblow deducts one point from the score of the attacking fighter.

Controlled Thrusts

A thrust delivered in a manner that controls the opponent's blade will be awarded an additional point score. For the sake of the longsword tournament a controlled thrust is defined as a thrust which either seizes control of the opponent's blade at the moment of impact, or is able to maneuver the blade to intercept the opponent's afterblow while having the point remain planted.

One-Handed Blows

One handed blows are not permitted except when the other hand is removed as part of a grappling technique executed against an opponent or to control the opponent's blade.

Point Limits

The match will be concluded once a fighter has reached a total of 9 points.