

# Summary of Rules

## Tournament Format

- Two rounds of pools, First seeded by hema ratings, 2nd by results of round 1
- Pool bouts 1:00 Stop Clock with 8 Point Cap
- 2nd round pools will be split into upper/promotion pools and lower/consolation pool
- Elimination bracket for top 8 fencers after 2nd round of pools
- Elimination bouts will consist of Two (2) one (1:00) minute rounds with one (1) minute (1:00) break in between rounds with a 10 Point cap per round
- Promotion in the elimination bout is based on the cumulative score between both rounds.

\*\*\*Knee and below off target for cuts\*\*\*

## For Messer:

- Control Point: 3 Points
- Cut or thrust to upper opening: 2 Points
- Thrust to torso: 2 Points
- Cut to torso or Strike limbs: 1 Point
- Marked pommel strike: 1 Point
- Any other legal scoring action: 1 Point (at directors discretion)

Controlling grapple and a disarm with separation will receive a control point in Messer.

## Tournament Seeding

1. Points Received
2. Wins
3. Control Points
4. Ties

# MEMAG: Crossings Fight School

## Devil's Point Rules *DRAFT* V1.3

### Section 1: Format

#### **1.1 Tournament Format**

The tournament will be held in 2 stages, Pool Stage and Elimination Stage. Seeding at the end of the pool stage will determine the participants that are promoted to the Elimination Stage. Seeding will be determined in order of the following criteria: Points Received (ie points received placed first), Wins, control points, number of ties.

#### **1.2 Pool Stage**

The pool stage shall consist of 2 rounds of pools.

Pool bouts will consist of one 1:00 stop clock, round to **8 points**. The timer will begin when the director calls “fight” or “fence” and will stop when the director calls “halt”. The bout will continue until either the time expires, there is a withdrawal or the point cap of **8 points** is reached. **All ties, at point cap or expiration of time, will stand in the pool stages.**

The first round of pools shall be seeded by hema ratings. Pools will be of no less than 5 no greater than 9 fencers and be conducted Round Robin Style, with every fencer facing each member of their pool, barring medical or conduct withdrawal.

At the end of the first round of pools, fighters will be reseeded based on the aforementioned seeding procedure (see 1.1 Tournament Format). For the second round of pools, the tournament will split into an upper pool set and lower/consolation pool set. The upper pool will consist of the top 15 fencers seeded out of round 1, the remaining fencers will fence in the consolation pools. An effort will be made to prevent matching opponents with fencers that they have already faced, school affiliations will not be considered in the second round.

#### **1.3 Promotion to Elimination Stage**

The number of fencers promoted to the elimination stage shall be subject to change. A minimum of 4 fencers or a maximum of 8 will be promoted to the elimination stage based on the seeding at the culmination of the pool stage. If there is a tie between fencers across all seeding criteria that at the promotion cut off, a single “fence off” bout will be held to determine who is promoted. This bout will be conducted in the manner of

a pool bout with a 1:00 stop clock and 8 point cap. In the event of a tie in a fence off, the fencer who scored the most control points within the fence off will be promoted. If the competitors received the same number of control points, the bout will continue until a fencer receives a higher score.

## **1.4 Elimination Bracket**

### *1.4a General order of Elimination Bracket*

The bracket shall use the standard tournament elimination bracket shown below.

\*\*\*insert 8 person bracket hear with seeding marked\*\*\*

No fencer will be made to fight a bout sooner than 5 minutes since the conclusion of their previous bout.

### *1.4b Director and Line Judge Determination*

For the elimination stage, the competitors will be presented with the available directing and line judging staff. The competitors will have 30 seconds to discuss and come to an agreement on who will direct. If an agreement is not reached, or the discussion fails to remain civil, a director will be assigned at random.

If the competitors both agree on a director, they will also have the opportunity to agree on a line judge, otherwise the director select.

### *1.4c Elimination Bout Format*

Elimination bouts will consist of **two (2) 1:00** rounds with a **10 Point Cap** separated by a 1:00 break. **The break may not be shortened or skipped, the full time must elapse before the bout is to continue.** During the break, the competitors may talk with coaches and others but are barred from talking to the other competitor, director or line judge. Promotion to the next round of elimination will be based on the **cumulative score** of the two bouts. In the event of a tie at the end of the 2nd round, a third round will be held. If there is a tie at the point cap or full time of the third round, the round will continue until one fencer reaches a higher score than their opponent.

## **Section 2: Procedure**

### **2.1 General Bout and Tournament Procedures**

#### *2.1a Check In*

All competitors must arrive 30 minutes before the start of the tournament to check in and confirm participation.

### *2.1b Gear Check*

A weapons check will happen at check-in. At check-in the fencer must appear with all weapons they intend to fence with.

Gear check will be performed by the ring staff at the start of each pool. Each competitor must present to the ring wearing all their gear with the exception of masks and gloves which are to be held separately for check. Protective gear (ie jackets, gorget, ect) will be checked for completeness of kit. Masks will be checked for dents that compromise the structure or tears. Gloves will be checked for holes or loss of fasteners. Feders will be checked for burs, severe sets, or questionable flex.

If any of the gear is excluded by ring staff, competitors will be given 2:00 minutes to either repair, replace or dispute the exclusion with the bout committee.

### *2.1c Roles of Bout Staff*

Each Ring Staff shall consist of 3 parts, a Director, 1-2 Line Judge(s) and a Table.

The Director shall be the sole conductor of the bout. They shall call each exchange to start and end with “*Fence/Fight*” or “*Halt*” and assign all points and cards based on their own perception and the input of the Line Judge(s).

The Line Judge(s) shall provide additional lines of sight and convey the information through signals of deep (2 point target), shallow (1 point target), No quality, or uncertain/unclear. Line judges may also indicate Additional information on what was perceived at the Director’s request. Line judges may suggest a card for a director, but the director must make the determination of carding themselves for the card to be cataloged.

The Table shall conduct the cataloging of points scored, cards awarded and control the clock as directed by the Director. The table is responsible for calling the current bout’s participants, the on deck participants, start of breaks in elimination and the current score at the request of the director, competitors or coaches.

### *2.1d Order of Bout*

The table shall call the two competitors to their assigned corners and the “on deck” competitors for the next bout (*You must begin preparations for your next bout when called on deck*). The Director will confirm their staff is ready before addressing fighters. The Director will call each competitor individually and wait for visual or verbal confirmation that they are prepared to fight then announce “*ready*” pause then “*fence/fight*”. When a quality hit is perceived by the Director, “*halt*” will be called

immediately and time will be stopped. When a quality hit is perceived by the Line Judge(s) they will call out “*point*” and raise their hand, but the bout will continue until the Director calls “*halt*”.

Points and cards will be awarded and cataloged by the Table. At this time either competitor or coach may ask for clarification on a call by raising a hand or calling “*clarification*” but must do so before the Director calls “*ready*”. The director has the authority to ignore requests for clarification due to repeated or excessive calls for clarification. Competitors or coaches who unjustly interrupt the bout after “*ready*” is called may be carded accordingly.

### *2.1e Safety Holds*

At any point, any ring staff, coach, or bystander who perceives a dangerous situation such as equipment failure, foreign object in ring or other potentially harmful situation, they may call “*safety*” or “*hold*” and the clock and all parties will immediately stop, including ring staff.

### *2.1f Non-combatants entering ring*

At no point during a bout may anyone except the competitors currently fencing, Directors or Line Judges enter a ring when a bout is in progress. If someone not mentioned prior enters the ring, an immediate safety halt is called and the exchange nullified. Coaches may enter the ring during extended pauses, but may not leave their fencers corner and must vacate immediately when the director calls “*Ready*”. Coaches entering the ring during fencing or delaying the match by failing to vacate the ring in a timely matter may receive cards that will be applied to their fencer, at the directors discretion.

## **2.2 Ring Dimensions and Starting position**

Each ring shall consist of an 18’ x 18’ square with the starting position set at opposite corners. Each competitor must start with at least one foot in the ring and withing 1’ of the point of the corner.

## **2.3 Director’s Discretion**

The director is to always make the determination that they feel is the most justifiable base on the information they have on hand. They have the authority to make whatever call that they perceive is the most likely to be accurate within the confines of the rules. If a Director cannot determine what an action should be interpreted as within the rules, they are to articulate what they have perceived to be the action and use their best judgement on what the application of the rules shall be.

## **2.4 Bout Committee and Disputes**

If there is a dispute with a director, misconduct of ring staff (such as bias), carding above the set standard table (*see section 4b*) or a disagreement on a director's decision on *application of rules* (***not the perception of the action within the bout***) the fencer or coach may call for bout committee to settle the dispute.

To request bout committee, the fencer or coach shall state "call for bout committee" to the director. The director must stop all further actions in the bout, the table (if available) or the line judge (if there is no table) will communicate to an organizer that a bout committee has been called for and the organizer will convene a committee and come to the ring. Both fencers will remove their masks once the bout committee is called for and place their masks and weapons on their start line and wait in the ring for the bout committee to arrive.

The bout committee will consist of at least 3 members of staff, one of which must be an organizer, and may not consist of members entirely from one club. The bout committee has full authority to card competitors and coaches as they see fit and clarify the rules, annul the exchange in question and, in extreme cases, the bout committee may assign new staff to the ring. The bout committee will come to a majority decision on the conduct or question at hand. The bout committee **may not** make rulings counter to the rules as written, change exchanges prior to the one in question and cannot declare a winner unless the result of a black card. If a competitor or coach attempts to argue a matter already settled by the bout committee, they will be asked to leave immediately.

## **Section 3: Scoring**

### **3.1 Values of target and actions**

Any strike (cut or thrust) to head: 2 points

A thrust to the torso\*: 2 points

\*Torso is defined by the confines of the natural waist and the seams where the sleeves attach to the jacket.

A cut to extremities or torso: 1 point

Marked pommel strike: 1 point

Slice to the arms or neck: 1 point

Control: 3 point

Repeated ringout (exceeding 2 ringouts): 1 point

**For Messer only:** Disarm with separation and controlling grapple will constitute a control point

The director may, under section 2.3 *Director's Discretion*, assign a single point to an offensive action that is not defined within this section. Directors are instructed to use this sparingly and exclusively for legal actions left undefined by these rules. **This point may not be given in addition to other points received.** If a director cannot determine target, they are to defer to the lower value target

### **3.2 Determination of Quality**

When a ref invalidates an action due to lack of quality, they must cite at least one of the following applicable criteria.

#### *3.2a Cut:*

A cut will be considered quality if:

1. Intention of the strike is clear to the director or judge.
  - a. Contact made that was not deemed by the director to be an intentional decision by the fencer will not score. This includes actions that “whip over” or “rock over” the cross, actions made while falling, or strikes made where the director does not deem the fencer to have control over their weapon.
2. Contact is made with the edge of the blade (IE not the flat nor the tip).
3. The cut makes contact with a valid target area.

#### *3.2b Thrust:*

A thrust will be considered quality if:

1. Intention of the strike is clear to the director or judge.
2. The director or judge is able to see placement of the tip to a valid target area.
3. Motion of the action indicates that there was the potential for or presence of forward pressure.
  - a. If contact is made at the extreme of a fencer's reach while they are moving in retreat the director must consider the motion and positioning of the opponent. If the opponent is still or moving away from the strike, the director may disregard the contact if they deem that it would not have reached beyond the outer layer of the jacket.
  - b. Flex of the blade is not necessary for valid thrust, but if it is perceived by the director or judge, the motion of the opponent is not to be considered.

#### *3.2c Slice:*

A “slice” is defined as either a drawing motion made against a target or an edge on pressing of the sword into the target following a placement. Given as a missed thrust

often may appear as a slice, the directors are instructed to give potential slices extra scrutiny in assigning quality. A slice may only be called quality if:

1. Intention of the strike is clear to the director or judge.
2. Contact is made with the edge of the blade.
3. There is clear positive pressure applied.
4. For the drawn interpretation, the slice must travel half the length of the blade.  
For the pressed interpretation, the slice must clearly displace the target.

**Note:**

The director is given further authority under section 2.3 to make determinations of quality.

### **3.3 Control**

Control is determined by both the action and how the opponent reacts to the action, Both the director and line judge(s) must agree on control for it to be awarded. Control must meet all of the following criteria:

1. Must be a thrust to the head or torso or cut to head.
2. Must constrain the opponent's blade in a manner that they have no recourse or cut around. Any action where an afterblow was possible, even if it would have landed out of tempo, will not constitute control.
3. Must be a single tempo action. A compound action of arresting the blade, then attacking will not constitute control.

Example actions that constitute control:

1. Absetzen with the opponent's blade on cross and completely locked to quarter
2. Schielhau with the opponents point not on line
3. Grapple that ends with opponent in a burlap bag

## **Section 4: Illegal Actions and Carding**

### **4a. Illegal Actions**

Illegal actions are actions that either target (deliberately or accidentally) illegal targets or actions that have the potential to cause significant harm or injury as determined by the director.

Example of illegal actions:

1. Mordhau
2. Jumping forward into attack



3. Falling into a strike
4. Punches, kicks, elbows and concussive knee strikes (this does not include push kicks)
5. Intentionally striking with the strong (bottom 3rd) of the sword
6. Intentionally striking with the buckler
7. Disruptive actions/vocalizations mid bout (cheering/celebration is allowed but cannot occur before the director calls halt).
8. Throwing of equipment

#### **4b Carding**

Standard yellow, red, black carding convention will be followed.

- Yellow cards: First yellow card will serve as a warning, subsequent yellow cards will result in 1 point being subtracted from your score.
- Red cards: All red cards will result in 2 points for your opponent..
- Black cards: A black card results in immediate loss of the match, elimination from the event and/or removal from the event roster.

A black card also triggers an immediate call for a bout committee. At their discretion, the bout committee may also, bar the fencer from competing in any future events held at the tournament, have the fencer and their equipment removed from the premise, remove the fencer from previously fenced events in the tournament (nullifying their results) and bar the fencer from future events held by Crossings Fight School within a period of up but not exceeding to 3 years. Bout committee may request the return of medals and prizes already awarded at that tournament.

The following table represents the preferred carding procedure, however directors have authority under section 2.3 to give any card within reason.

\*:Cards carry throughout tournament

<b>Offense</b>	<b>Card</b>
- <b>Offense</b>	<b>Card</b>
- Mid match equipment failure (same failure 3 times)	Yellow

<ul style="list-style-type: none"> <li>- Failing gear check (card for each failure)</li> <li>- False start</li> <li>- Delay of Match</li> <li>- *Failure to engage, 1st offense (no offensive action over a 20 second period, mutual card)</li> <li>- Exposing back of head</li> <li>- *Acting after halt</li> <li>- Unintentional contact with the pommel</li> <li>- Unintentional strike with the strong</li> <li>- *Unintentional strike to knee or below</li> </ul>	<p>-You cannot score in exchange you receive a yellow card, except as a result of your opponent also receiving a red card</p>
<ul style="list-style-type: none"> <li>- Unintentional contact with the crossguard</li> <li>- *Intentional contact with the pommel to the body</li> <li>- *Striking illegal targets</li> <li>- *Unsportsmanlike conduct</li> <li>- *Excessive force</li> <li>- Dangerous action</li> <li>- Interposition of illegal target</li> <li>- *Intentional Takedown</li> <li>- *Intentional or repeated strike with the strong to body</li> <li>- *Failure to engage, 2nd and subsequent offense</li> <li>- Intentionally substituting an illegal target</li> </ul>	<p><b>Red</b> +1 point to opponent You cannot score in exchange you receive a red card, except as a result of your opponent also receiving a red card</p>
<ul style="list-style-type: none"> <li>- Sword Throwing</li> <li>- Striking with a body part other than sword to inflict percussive damage</li> <li>- Intentional contact with the crossguard</li> <li>- Intentional contact with the pommel to mask</li> <li>- Intentional strike with the strong to mask</li> <li>- Repeated and egregious strikes to illegal</li> <li>- Mordhau</li> </ul>	<p><b>Black</b></p>

## Section 5: Gear requirements

### 5.1 Minimum Gear Requirements

#### *5.1a Personal Protective Gear*

Protective gear must consist of the following:

- Fencing mask of known maker with no dents in mesh nor tears in lining
- Back of head protection free of tears and holes
- Purpose built, puncture resistant HEMA jacket free of tears and holes
- Hard elbow guards
- Hard knee guards
- Hard shin guards
- Hard neck protector/gorget
- Purpose-built longsword/heavy fencing gloves (*see 5.2b for list of prohibited gloves*)
- Groin protector (if anatomically necessary)
- Forearm guards
  - Hard forearm protection is preferred
  - Additional forearm protection integral with gloves or plastic/foam padding integral with the jacket are acceptable

Chest protectors and fencing pants are highly suggested by the tournament organizers but may be worn at the fencer's discretion.

Fencing pants are preferred. Kilts and fencing skirts must be made of sturdy fabric and worn with:

- At least 3" of overlap between leg/knee protection and bottom hem while in a standard enguard position.
- Shorts must be worn underneath and possess at least a 3" inseam.

### *5.1b Weapon requirements*

For the Messer tournament, the weapon must be a Messer meeting the following criteria:

1. Must be free of knicks, burs or egregious sets (determined by director and tournament organizer).
2. Must possess a cross guard and nagil or single side ring.
3. Must have a total length of less than 36" from tip to extreme of pommel and a cross guard of less than 8".
4. Must have a buckling strength (flex) of less than 15 kg(33lbs) (measured via Sword STEM method).
5. The tip may have a displacement from the center of no more than 2 inches from the base of the blade.
6. May not have a knuckle bow, swept hilt, basket hilt or cup/bell guard.

For the Sword and Buckler tournament, the weapon must be sidesword or arming sword that meets the following criteria:

1. Must be free of knicks, burs or egregious sets (determined by director and tournament organizer).
2. Must have a total length of less than 38" from tip to extreme of pommel and a cross guard of less than 10"
3. Must have a buckling strength (flex) of less than 15 kg(33 lbs) (measured via Sword STEM method).
4. The tip may have a displacement from the center of no more than 3 inches from the base of the blade.
5. May not have a basket hilt or cup/bell guard.

Note: Sabers with a swept hilt (3 bar style or similar) or knuckle bow will be allowed if they meet all above requirements. However sabers with bell or cup style guards will not be permitted.

Bucklers must meet the following criteria:

1. Must possess a single handle with no additional straps.
2. May not possess points or sharp edges.
3. Must be able to face on, pass through a 16" diameter hole.

Additionally, weapons that do not possess a spatulated tip must be additionally tipped with leather or hard plastic. **Rubber tips are not permitted.** Tips may not be covered entirely in electrical tape, underlying tipping material must be visible.

## **5.2 Pre-approval and Prohibited Gear**

With the variety of protective gear currently on the market and the consistent additions of new makers, the following lists have been determined. All gear not on these lists are subject of approval by the organizer and director.

### *5.2a Pre-approved Protective Equipment*

#### Gloves

- Sparring gloves
- Spes Heavies
- HF armory black knights and black prince
- Gabriels
- Infinity Gloves

### *5.2b Banned Equipment*

The following equipment is banned for both your and/or your opponents safety:

#### Gloves

- Konings
- Metal gauntlets of any make
- ~~Unmodified~~ Lacrosse gloves
- ~~Unmodified~~ Red dragon gloves

#### Weapons

- Hanwei
- Kingston Arms
- Historic profile (thin) Landsknecht Armory
- Modern/Sport Fencing Weapons
- Any weapons with significant modifications.