

Summer Tournament 2019



The Tournament at a Glance

The tournament consists of six competitions. Competitors are free to enter as many competitions as they wish, however we reserve rights to remove competitions if things are running too late.

Tournament scoring rules will vary depending on the event entered.

The intention for this tournament is for a relaxed day of giving each-other the bash, within a tournament setting, and we expect that participants bare this in mind during the day. Remember: if you think something is borderline, the answer is probably no.

For this tournament we strongly encourage the use of Steel weapons. Plastic weapons remain the default option however.

Tournament Entry

The tournament is open to members of all HEMA, WMA, Historic Fencing, or re-enactment club or society in New Zealand or overseas. Entrants must be 18 years of age or older. The tournament is not open to members of the public although they are welcome to come along and spectate.

Auckland Sword and Shield may contact the relevant clubs to ensure entrants are indeed members and have the necessary references to enter the tournament. The Head Marshal has ultimate right of refusal of entry.

Planned events are as follows:

Beginners single sword (SHMT rules)

Sword and Shield (MSF rules)

Sword and Offhand (MSF rules)

Rapier (MSF rules)

Longsword (SHMT rules)

3 pers. Team fights (King of the Kill)

PLEASE NOTE THAT MINOR CHANGES TO THESE RULES MAY BE MADE UP TO 2 WEEKS BEFORE THE TOURNAMENT. THE LATEST VERSION WILL ALWAYS BE AVAILABLE ON THE AUCKLAND SWORD AND SHIELD WEBSITE.

Standing Orders

The following rules apply to all players in all competitions and must be followed to reduce the possibility of injury. Infractions of these rules will result in the Marshall taking the appropriate action which depending on seriousness may include issuing a warning, forfeiting the player from the current bout, forfeiting the player from the current competition and/or ejecting the player from the tournament.

1. Players must follow the Marshall's instructions at all times. The Marshall's ruling is final and non-negotiable
2. If any person feels a safety issue is being overlooked they must immediately raise it with the Marshall by calling '**STOP**', '**HOLD**' or '**BREAK**'. This includes players, judges or people simply observing.
3. Upon hearing anyone call '**STOP**', '**HOLD**' or '**BREAK**' players must immediately cease fighting and return to their corners until the reason for the call has been settled.
4. The whole body including the head is a valid target BUT there is no deliberate targeting of feet, hands, joints, spine, or the back of the head and these targets will not be counted as scoring hits.
5. Players must fight with good control. All blows should be proportionate to ensure there is minimal risk of injury. The Marshall will penalize Players for hitting too hard.

6. Players may grip the opponent's blade but only if it is more or less stationary after a parry or thrust otherwise it will count as a hit to the player grabbing the blade. If you grab the opponent's weapon, you must not attempt to twist it out of their grasp (you may hurt their hands if they get trapped in the weapon's guard).
7. Grappling is permitted but must be controlled. The Marshall will call halt if he feels a grapple is unsafe or at a stalemate after 5 seconds. Players must not apply pressure to joints during grapples or arm locks.
8. Throwing is by agreement only, but not encouraged and must be controlled. In particular, the thrown player must be placed on the ground rather than dropped. Uncontrolled throwing will be severely penalized.
9. Pommel strikes or buckler strikes are permitted so long as they are to the mask and controlled. These blows will be counted as injury blows (see below).
10. Tripping is NOT permitted.
11. Throwing any weapon is NOT permitted.
12. Kicks and punches are not encouraged, must be controlled and will not be counted as scoring hits.
13. The Marshall will call a halt if a player places 1 foot outside of the marked ring, players who excessively leave the marked area will be penalized.

Protective Gear

The Marshal will have the final say on the whether a specific item of gear is satisfactory protection. Additional requirements that relate to specific sections are described later in the rules.

Minimum requirements

1. All players must wear protective (padded) gloves and wrist protection. Auckland Sword & Shield will have a range hand and wrist protection available for use during tournament.
2. All players must wear a fencing mask or an equivalent, the Marshall will determine if it is of suitable standard and Auckland Sword & Shield will have a range of fencing masks of different sizes that can be used during tournament.
3. Players must not have bare skin showing. This includes but is not limited to, arms, legs, and buttocks.
4. Specific armour requirements are listed under individual section heads.

Recommendations

1. Players are recommended to wear elbow and forearm protection.
2. Players are recommended to wear a padded HEMA jacket, gambeson, or equivalent. Steel body armour is permitted.
3. Players are recommended to wear back of the head protection.
4. Players are **strongly** recommended to wear a gorget or similar throat protection.

5. Players are recommended to wear knee and shin protection
6. Players are strongly recommended to wear a box or chest protector (accordingly)

Rulesets

Targets are broken up into Vital and Non-Vital scoring areas. These are common across both scoring systems apart from King of the Kill, see that section for specifics.

1. Vital areas include the Head, Torso and Thighs (above the knee), worth three points.
2. Non-Vital areas include Lower legs and Arms (below the shoulder), worth one point.
 - Pommel-strikes or buckler strikes to the head are considered to be non-vital injuries
 - All cuts made with rapiers are considered to be non-vital injuries.
 - Out of bounds: Pushing a fencer out of bounds is not a scoring action. If a fencer goes out of bounds too many times they will first receive a warning and then next time they leave they will be treated as though they were struck by a non-vital hit.
 - Grappling and throws: A grapple or throw does not score in of itself, it is the blow delivered with it that counts. The bout ends when someone is on the ground, so the blow should only be shown but not delivered.
 - Disarm rule: A disarm does not count as a blow and does not end play, the player must land a further blow to score. If a player disarms AND lands a blow they will receive an extra +1 point for being awesome.
 - Only quality hits count. If a blow does not meet the below it does not count and will be ignored by the Judges:
 - A thrust must demonstrate positive force behind it or the ability to extend.
 - A cut must clearly and solidly strike the target, demonstrate positive force on the target fencer, be delivered with the edge. Be with the weak of the blade.
 - A slice must be delivered with the edge of the blade, apply positive pressure on the target fencer, travel at least half of the length of the blade.

Players fight until the Marshal calls halt, which takes place after a judge indicates a hit. Players do not indicate hits and do not stop until directed by the Marshal. Any hit will stop the bout.

SHMT ruleset

- Players will fight in a “first to two” match.
- If a 1-point hit is called, the fight will stop then recommence.
- Once a player has 2 points against them in one fight, they lose one life. This includes double strikes.
- Once a player has no lives left, they will be cease fighting in rounds.
- After the match is complete, the player with the most points will receive competition points equal to the point differential in the match. This is to encourage players to not play it safe.

- At the end of the tournament, the last player standing will be awarded an extra 3 competition points per life left.
- The player with the most competition points scored at the end of the tournament will be decided the winner.
- In the event of a tie, the player with the most lives left will be decided the winner.
- If a tie still exists, players will fight a sudden death match, first to two points.

MSF ruleset

1. Fighters compete in a first to 20 points or 2 minute bout. This means that the fight stops when someone has reached 20 points, or at the end of 2 minutes, whichever comes first. At the end of 2 minutes, whoever has the most points will be declared the winner.
2. Once the timer starts, it only stops for gear malfunction or injury. Players and Judges are reminded to keep chatter to a minimum during the fight.
3. Tournaments under the MSF ruleset are single elimination rounds.
4. Fighting will be non-continuous, meaning fights will be reset on scoring blows.
5. Doubles/Irish's will result in a reset with no score for either fighter.
6. Point values are as per the standard rules.
7. Ties at the end of 2 minutes will result in a sudden death match, unless both competitors are at 0 points, in which case will both be eliminated.

Competition Officials

At the outset it is to be understood that there will be mistakes. Officials have been training and practicing but it is incredibly difficult to score with 100% accurately. We trust that players will understand that mistakes are just part and parcel of competitions.

Each match will be presided over by a Marshal, four Line Judges, and a Score Keeper.

The role of the Marshal is to:

- Direct players and Judges through the proceedings of the match.
- Observe both players during the match with an eye on safety.
- Keep disruption to a minimum to ensure the timely completion of the competition. **This is especially important in MSF tournaments, and must be decisive when calling scores.**
- Call "Halt" when a judge indicates a hit.
- Have the final say in determining the outcome of the exchange.
- Communicate outcome of the match to the Score Keeper.

Marshals can disqualify players from a bout (after a warning). The Head Marshal can disqualify players from the tournament. Disqualifications will only be done for egregious behavior. Examples might be: revenge strikes, uncontrolled throws, or ignoring safety warnings.

The role of the Line Judges is to:

- Watch a specific fencer during the match.
- Call "POINT" or "HIT" when their assigned fencer executes a counting blow.
- Signal semaphores to clearly and confidently communicate the exchange. **Especially important in MSF rulesets.**
- Provide the Marshal with additional information on request.

Note: A Line Judge does NOT call "POINT" in the event that a no-quality hit is delivered.

Judges will be equipped with a single baton, which they shall use to indicate their observations. The semaphores are:

- Strike to a Vital target: Baton is held vertically above the head
- Strike to a Non-vital target: Baton is held horizontally to the side
- No Strike or No Quality: cross baton downwards over opposite wrist

The role of the Score Keeper is to:

- Record points scored and lives lost as determined by the Marshal.
- Draw and communicate bout partners.
- Indicate time elapsed to the Marshal, **and remind other officials to keep things moving during MSF tournaments.**
- Act as a point of information for Players not currently participating in a bout.

Players must follow the Marshal's instructions at all times and their ruling is final and non-negotiable. Objections to scoring decisions can be made after the bout to the Auckland Sword and Shield President. Decisions will not be overturned but feedback will be listened to so improvements can be made.

Competition Structure

Each player will start each tournament section with a minimum of 3 lives and once a player has lost their last life then that player is eliminated from match-making. The number of lives might be varied on the day depending on the number of entrants. Competition bout partners will be randomly determined by the Score Keeper. As players are eliminated their names will be withdrawn from the draw until there is only one player left. The last player left receives 3 points per life remaining. At the end of the competition when there is only one player left the Score Keeper will communicate to the Marshal who has the most points. The Marshal will announce the winner.

Bout proceedings

1. Players will be prepared and ready for their bout when called upon by the Marshal. Information about the upcoming bouts is available from the Score Keeper. Players who are consistently holding up a competition by being unavailable or unprepared will forfeit the bout or competition at the Marshal's discretion.

2. The Marshal will ask the line judges if they are ready, they will clearly reply "READY."

3. The Marshal will ask if the players are ready, they will clearly reply "READY." Play will not proceed until they do so.

4. The Marshal will say "FIGHT" and the bout is live. The bout continues until the Marshall calls "HALT"

5. When "HALT" is called players will retire to their respective corners.

6. The Marshal observes the score and communicates this to the score keeper.

7. Players leave and the Marshal calls on next players.

Saluting is not discouraged but there will be a lot of bouts happening quickly, generally speaking in this format it is better to dispense with or minimise it as we do not want it to slow things down unnecessarily.

Tournament Format

Single Sword Beginners

This tournament is intended for those who are new to sword-fighting, are new to tournaments in general or who just feel more comfortable participating in a lower intensity competition.

This competition is intended to encourage people of all skill levels to join in so will be Marshalled at a lower threshold of tolerance for hard hits at full speed

These rules are in addition to the standing orders:

- All players will use synthetic singlehanded swords. These will be available from Auckland Sword and Shield if required.

Sword and Shield

These rules relate to the sword and shield competition and are in addition to the standing orders:

8. Shields are to be of a size no bigger than can cover the upper torso area. Head Marshal has final discretion on this.
1. Swords are to be single handed in nature (side sword, basket, sabre, etc)
2. Bucklers are permitted. Good luck.

Longsword

These rules relate to the longsword section and are in addition to the standing orders:

- Steel Longswords are encouraged. However, plastic longswords will be available for use if required, and will be the default option if someone wishes to compete with such. Once you have begun a tournament with either, you will be expected to finish with the same.
- Appropriate padded gloves or armoured gloves are mandatory.
- A padded HEMA jacket or gambeson is mandatory.
- Throat protection is strongly recommended.
- If steel longswords are being used in a bout, then thigh protection is strongly recommended.

Sword and Offhand

These rules relate to the Sword and Offhand section and are in addition to the standing orders:

All weapons will be of the synthetic type. Auckland Sword and Shield can provide a range of primary weapons and side arms or Players can use their own as long as they are approved by the marshal.

Weapon combinations can include:

- Sword (side-sword, rapier, messer, sabre etc) and Dagger
- Sword and Buckler
- Sword and Cloak
- Case of Dagger
- Weapons as approved by the Head Marshal. No Axes, Maces, Horses (looking at you Dom)

Weapon suitability will be assessed by the Marshal at the beginning of a bout. Players may change weapons between bouts but must have each new weapon assessed.

Rapier:

The rapier tournament has the following changes to the standing rules:

1. Cuts made with a rapier will count as 1 point only, regardless of scoring area.

Team Fight: King of the Kill

The rules for the Team fight are as follows:

2. Teams will consist of 3 team members.
3. You may not join more than 1 team.
4. Team fights are to be carried out with synthetic weapons.

5. The team fight will be marshalled by 2 marshalls. Players are expected to fight and sit out on their own honour, however marshals have the right to call out hits and are expected to be obeyed on this.
6. Fighters will kneel on receiving a scoring hit, unless it is unsafe to do so, then they will disengage from the fight and kneel.
7. Team with the last person standing wins the bout.
8. Teams may use any combination of weapons they like, at the marshal's discretion, with the following exceptions.
9. Teams may have only 1 pole weapon per team.
10. Shield sizes can be whatever size you like, however the person with the pole weapon cannot also have a shield.
11. Teams fight until they are eliminated. Depending on how much time we have on the day, teams may be given more than 1 round to fight in.