

# BFHS Longsword Tournament Rules

## **Conditions of Participation**

The BFHS longsword tournament is open to all registered attendees of the hosting event provided they have sufficient experience to compete\*.

### **All entrants:**

- Must have completed a PARQ (Physical Activity Readiness Questionnaire).
- Are highly recommended to have Personal Injury Insurance.
- Participate at their own risk.
- Agree to abide by The Rules.

\*Entrants do not have to be BFHS members, but if you are not a member of a recognised martial arts school, you may be asked to demonstrate your level of competence before participating. If you are not an instructor, you must confirm with your instructor that they are happy for you to compete. Under-18s must provide written confirmation signed by their instructor.

## **The Rules**

### **Swords:**

- Must be blunt steel longswords, of sufficiently good quality for freefencing.
- Must have been approved by the Referee before the tournament\*.
- Players should bring tools to deburr blades between rounds if necessary.
- Secondary weapons are not permitted.

\*It is expected that all swords be: suitably rounded at the tip, of a reasonable length and weight, suitably weighted and balanced, appropriately maintained with safely blunted burr-free edges on blade, pommel and quillons.

### **Protective Equipment**

Compulsory: Standard fencing mask or WMA helmet; gorget or similar throat protection; metal gauntlets, padded hockey or lacrosse gloves, or similar hand protection; gambeson; padded jack, or similar torso protection; fencing shoes, trainers or similar footwear.

Recommended: back-of-head protection, additional rigid chest protection, a box, forearm, elbow and leg protection.

Bare skin, outdoor shoes, shields, bucklers etc. are not permitted. Players may be asked to remove any protective equipment that is considered an injury risk.

### **Safety:**

Prohibited Target Areas: Fingers, back of head, knee and below, groin.

Prohibited Techniques: Throws, headbutts, punches, unarmed grapples, "murder strikes", pommel strikes to areas other than the face, any other actions where the force used is judged by the referee to be excessive, unnecessary for the achievement

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of the technique, or unsafe.

Pulled blows: It is expected that Players will pull their blows, using force that is appropriate and safe for the

Fight area: It is expected that Players will remain within the designated fight area.

First aider: A first-aider will be present throughout the tournament.

## **Etiquette**

It is expected that Players will fight courteously, with good control at all times. Failure to do so may result in disqualification.

Players should assume that they are simulating unarmoured combat and fight accordingly.

Players will be applauded for declaring blows/hits that the Referees have missed.

On the Referee's instruction, at the start and end of a bout, Players will salute each other and the Referees.

Before leaving the fight area, Players will shake hands.

## **Structure**

The tournament format will be announced once the number of participants has been confirmed. Depending on time constraints it is expected that each competitor will fight several bouts (individual engagements), their opponents drawn randomly. The four competitors with the highest accumulated scores will go through to the finals. Competitors with the 3rd and 4th highest scores will fight for 3rd place. Competitors with the 1st and 2nd highest scores will fight in the grand final for the title of BFHS longsword Champion.

## **Start of Bout**

Players will be called into the fight area and directed to their places.

The Referee and Assistant Referee will make a quick visual check that the minimum required protective wear is being worn.

On the command "Fight", the bout will commence (or resume).

## **Blows/Hits**

### Killing Blow:

- Represents a strike that, according to the judgement of the Referee, would have incapacitated through death, knockout or other form of incapacitation.
- Automatically a win to the Player delivering the blow

### Double Killing Blow:

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- Where both Players deliver a Killing Blow within the same tempo.
- Automatically a loss for both Players.

### Wound:

- Represents a strike that according to the judgement of the Referee, would have caused significant damage, resulting in eventual, but not immediate, incapacitation.
- Does NOT stop play. The aim is to produce a fight that is free-flowing.
- If there is no Killing Blow, the Wounds delivered by each Player will be tallied.

### Double Wound:

- Where both Players deliver a Wound within the same tempo.

Strikes that are considered to be neither Killing Blows nor Wounds, e.g. strikes with the flat, thrusts or pommel strikes that are spent, will be ignored. If the Referee considers that a Player deliberately avoided a Killing Blow by placing another target in its path, the Killing Blow may still be awarded.

### **Opening Phase:**

- The part of the bout before a palpable hit (killing blow or wound) is made.
- If this exceeds 5 minutes the Timer will alert the Referee who may stop the bout.

### **Call of "Stop"**

Must be obeyed immediately. Players must cease play, retreat out of measure and await instruction from the Referee.

May be made by:

- The Referee, the Assistant Referees, or the Players, to indicate a Killing Blow.
- Anyone present, for safety reasons.
- The Referee, to consult with the Assistant Referees or the Players, to call a break in a bout before resetting, or to signify the end of the bout.
- May be made by a Player who wishes to withdraw during a bout.

### **Call of "Wound":**

- Indicates the first Wound of the bout.
- May be made by the Referee, the Assistant Referees or the Players.
- Signifies the end of the Opening Phase and the start of the Wound Phase.

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## Wound Phase

- Lasts until one Player has scored a total of 3 Wounds.
- Transition between Opening Phase and Wound Phase should be seamless, without stopping or resetting.

If a Player delivers a Killing Blow they win automatically, even if they did not deliver the original Wound.

At the end of the Wound Phase the winner is the Player to score 3 Wounds. If the Wound count is a draw then the winner is the Player who scored the first Wound.

## End of bout

When the Referee calls "Stop" to indicate the end of the bout, Players will resume their places in the fight area and wait for the Referee to announce the winner and their score.

## Scoring

For each bout one Player will be declared a winner or both Players will be declared losers. Losers score 0, winners may score 3, 2, or 1 as follows:

- Delivering killing blow and receiving no "wounds" = 3
- Delivering killing blow but receiving one or more "wounds" = 2
- Inflicting one or more "wounds" but receiving none = 2
- Receiving one or more "wounds" but inflicting a greater number = 1
- Inflicting and receiving an equal number of "wounds", but inflicting the first "wound" = 1

\*If the Opening Phase ends with a double wound, a draw in the Wound Phase is a loss for both Players. Similarly, if the Referee ends the bout in the opening stage both Players lose.

If a Player is disqualified or withdraws he scores 0, his opponent will score 2 if 'uninjured', 1 if 'wounded'.

## The Referee:

- Will judge each bout from within the fight area.
- Will have the final decision on all matters of safety, conduct and combat.
- Will warn Players for discourteous or potentially unsafe behaviour.
- Will not be swayed by objections made by Players or audience members.
- Will disqualify Players for failure to heed warnings, or for offensive or dangerous behaviour\*.
- May consult with the Assistant Referees and the Players when necessary.
- May end the bout after 5 minutes if neither player has an advantage.
- May extend the Wound Phase beyond 3 Wounds until there is a natural lull in the flow of the fight.
- May call "Stop" then reset if deemed necessary.

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\*Disqualification may be from a bout or from the tournament, depending on the offence.

## **Assistant Referees**

The Referee will be aided by two Assistant Referees, one in the fight area, the other (the Timer) responsible for timing the Opening and Wounded Phases and for keeping score of the results of each bout.

## **Ties**

If there is a tie when the highest scores are tallied, the fencer with the greatest number of 3s will go through, then the fencer with the greatest number of 2s etc. If scores are still tied, the Referee may instigate a fence-off.

## **Finals**

It is intended that there shall not be any draws.

There will be a 3rd Place Play-off prior to the Final.