

Singlestick rules

Helsinki Longsword Open 2018

Tournament Progression

Overall Format - Points, Elimination, and Scoring

The tournament will progress through a series of pools in which fencers will be matched up against a variety of opponents. After every round of pools, the pools will be reshuffled

In the pools, fencers will accumulate wins, losses and draws which translate into a fencer's tournament score. Fencer's win/loss/draw record (and therefore scores) are cumulative across the multiple pool rounds.

Pools will progress from the Seeding Pools to Elimination Pools, and finally to the Final Pool.

Seeding Pools

The tournament will begin with two consecutive seeding pool rounds consisting of roughly 8-9 fighters each.

The first set of seeding pools will be determined by tournament staff prior to the beginning of the tournament, but an attempt will be made to fill each pool participants of skill levels representative of cross-section of the participants.

After all of the matches of the first pool round have been completed, second round of pools will be set up using the fighter's records (scores) from the first round for seeding purposes for a regular (mixed) dispersion of ranks/record/skill

Elimination Pools

After the second round of seeding pools are finished, pools continue with a slightly different format. Whereas the purpose/role of the first two pools is to determine relative rank in the field, the purpose of the elimination pools is to narrow the field by matching fencers against others of their particular skill level/rank..

Elimination pools will be held of smaller groups of 5-7 fencers. A maximum of 14 people will advance to the elimination pools based on score from the first 2 sets of pools.

Final Pool

The final pool will be drawn from the top 6 fighters with any 2-way ties being determined by the fighters' heads-up rating. Any 3-way ties (or greater) will result in a mini-pool.

Win/Loss/draw records and score will be reset for the final pool.

At the conclusion of the final pool, finalists will be ranked based on their respective scores in the final pool for 1st-8th place, with any ties being determined by heads-up record from the finals (2 fighter-tie) or a mini-pool (3+ person tie).

Match Progression

Conduct of bouts 1.

General The fencers participate at their own risk and discretion as long as they follow the spirit of the tournament rules. Each bout should maintain a polite quality and instructions from tournament officials respected. The fencers will receive red and blue armbands before the bout, and will be known by their colours during it.

The fencers will start the bout in their corners. The bout begins when the referee calls "fence". When the referee calls "break", the fencers must separate and return to their corners, until the referee calls "fence" again.

Bouts are fought until the first scored hit. On the first scored exchange the bout will either end up as a win – lose or a draw for the fencers.

2. Bout time

A bout is fought for 1 minutes or until the first scoring exchange. Timekeeping is not paused during the scoring; in case there is a longer break in the bout for any reason, the referee will call a time-out. Ten seconds before the time limit is reached the table will call "ten seconds". In case the time runs out, it will be treated as a loss for both fencers.

3. Scoring

The following targets are illegal, and are worth no points:

- Back of the head
- Spine

- Groin
- Back of the knee
- Achilles tendon
- Toes

3.1 Scoring

Only attacks with the edge are allowed in singlestick. This means **NO THRUSTS AND NO SLICES**. All strikes must be executed in a controlled fashion.

A strike to the head or neck above the level of the seam of the shoulder is worth 2 points

A strike to the sword arm below or on the elbow is worth 2 points

All other legal targets are worth 1 point

At the first hit, a judge will call "point". After giving a SHORT time for an after-blow, the referee will call "break". When "break" is called, the fencers must cease attacking, separate, and return to their corners. After this, the referee will call "judges". Each judge will indicate the highest scoring blow for each fencer that happened within one tempo of the initial hit.

This means that if the fencer who struck first can hit a higher-scoring target within one tempo, this hit is valid.

The semaphore is as follows:

Hit on 2 points target: Judge holds the flag vertically up

Hit on 1 point target: Judge holds the flag horizontally sideways

No hit: Judge holds the flag low, crossed in front of his body

No quality: Judge signals with waving the flag the low for a strike that he saw that hit but was not deemed good enough

Each fencer will score as follows:

If two judges agree on the score, the fencer scores that amount.

If two judges agree on hit, but disagree on the score, the lower score is awarded.

The referee announces the points for both fencers to the scorekeeper. The scorekeeper then subtracts the lower score from the higher score, and announces the final score, and with that the result of the match.

To clarify: after-blows and simultaneous hits are treated the same and both can score regardless of who struck first. However the afterblow needs to be immediate to be valid. The hits from both fencers are scored independently by the judges; the scorekeeper is responsible for calculating the final score of the exchange.

Incidental strikes, very light cuts with the point and cuts made with a very small arc do not score. For these the judges will signal "no quality". It is up to the fencers to demonstrate "good" hits.

3.3 Scoring in grappling

Grappling with single sticks will not be allowed in any form. Pushing in "cross to cross" is not allowed.

4. Fencing Area

There shall be a rectangular match area resembling a lane marked on the ground loosely marking the borders of the fencing area, hereby referred to as the lane. The lane will be wide enough to step off line, and maneuver, but should be a bit too narrow to make "circling" feel comfortable. The arenas will be smaller than for longsword

There shall be two marks on the ground in the end of the lane equal distance from the center at which the fencers will start the match.

5. Errors and Penalties

Each bout should be conducted in a safe and respectful manner. The penalties for errors against these guidelines are:

- Warning
- Penalty hit
- Disqualification

The referee will rule according to the tables below.

Format of the bout	First time	Second and following times
Not present during bout call	Warning	Penalty hit
Non regulatory equipment	Warning	Penalty hit
Leave the mat without permission	Warning	Penalty hit
Addressing the referee before the final score for the exchange is announced	Warning	Penalty hit

Unwarranted suspension of the bout	Warning	Penalty hit
Request of suspension of the bout due to injury that is not accepted	Penalty hit	Penalty hit

Safety	First time	Second and following times
Turn the back to the opponent before the referee called "break"	Warning	Penalty hit
Take the mask off before the referee called "break"	Warning	Disqualification
Striking after the referee called "break"	Warning	Disqualification
Uncontrolled fencing	Warning	Disqualification
Violent, dangerous or vindictive action	Warning	Disqualification
Intentional brutality	Disqualification	

Sportsmanship	First time	Second and following times
Refusal to obey the referee	Warning	Penalty hit
Refusal to salute the opponent before the bout	Warning	Disqualification
Refusal to salute the opponent after the bout	Warning	Disqualification
Refusal to face contestant that is duly registered	Warning	Disqualification
Person that interferes with the order on the mat	Warning	Disqualification

To favour the opponent or benefit from unauthorized agreements	Disqualification	
Violation against sportsman spirit	Disqualification	

A warning is valid for the bout at hand. If a fencer commit an error that should result in a warning after already have received a warning the opponent receives 1 point regardless of which the second error is.

Each warning is recorded in the bout protocol. If a fencer, second or member of the audience is disqualified he or she must leave the premises immediately.

Violation against the sportsman spirit includes, but is not limited to, using foul language, throwing equipment and threatening tournament officials.

In cases where an offense cannot be properly addressed by the referee during the bout it is possible for the referee or any of the fencers to make an appeal to the tournament manager. The manager has the opportunity to remove match points from a fencer for a violation that hasn't been fully addressed during the bout.

6. Injuries

If a fencer is injured during the bout, the referee will call a time-out and the medical staff will examine the fencer. If the medical staff clears the fencer to continue, and the fencer wishes to do so, the bout can proceed.

If the bout cannot continue within 3 minutes the injured fencer will have forfeited the bout.

7. Equipment failure

The referee will call a time-out when equipment being broken or displaced is noticed. If a fencer or judge notices an equipment failure, they should point it out to the referee. If a piece of personal protective gear is broken, the fencer has 3 minute to find a replacement. If this is not possible the fencer will have forfeited the bout.

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