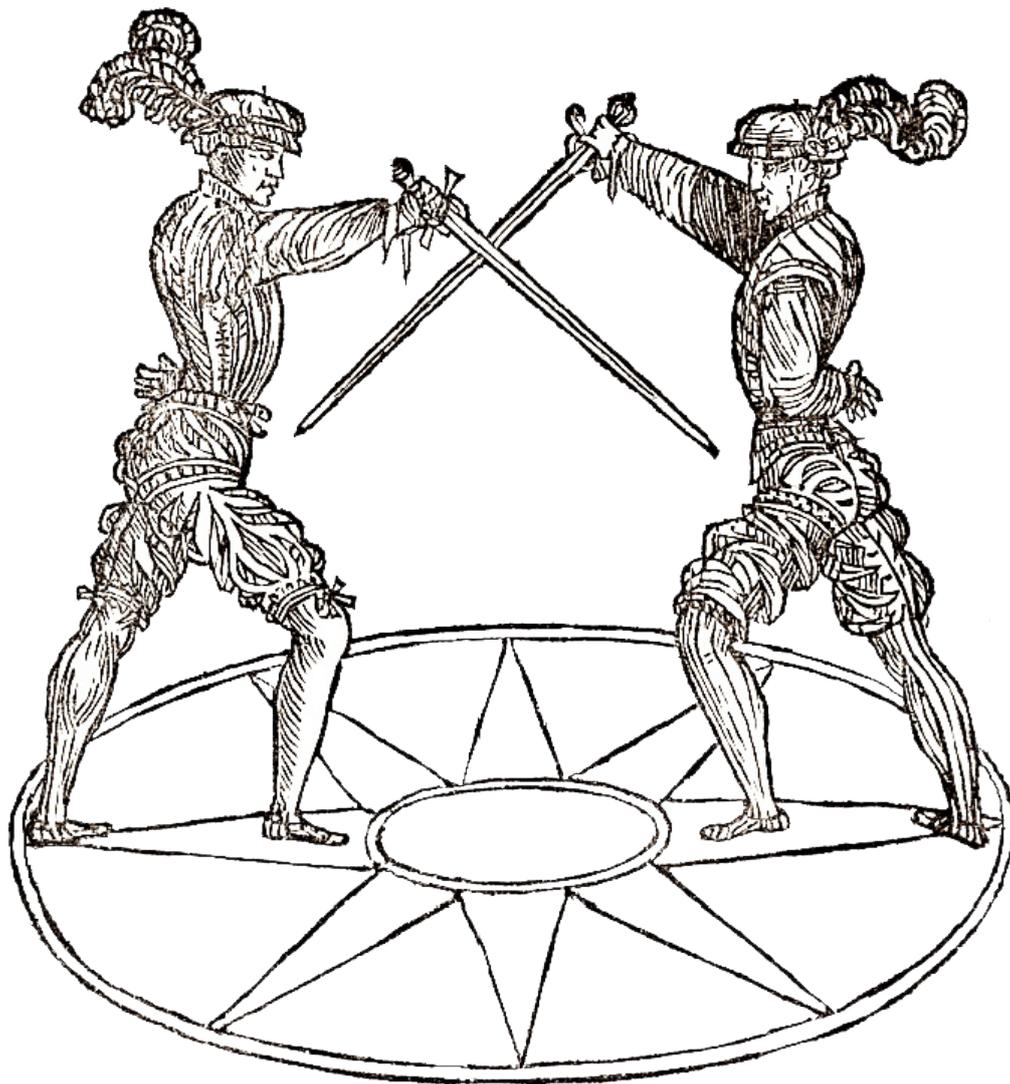


HELSENKI BOLOGNESE OPEN 2018



Tournament rules
Equipment requirements

1. General

1.1 *The single sidesword and sidesword and buckler tournament:*

- The tournament will consist of pools, with the top 16 proceeding to the eliminations tree. This number is subject to change depending on the final amount of participants.
- All pool bouts, elimination bouts and semifinals will be decided in one round. The finals will be fought to best of three rounds.
- The swords and bucklers will be provided by the tournament organizers.

1.2 *Conduct of bouts*

Bouts are fought to **7 points**, or **3 minutes**. Timekeeping is not paused during the scoring; in case there is a longer break in the action for any reason (such as equipment failure or injury), the referee will call a time out.

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.

Once the time limit is reached, the table will call "**time**", and the referee will end the match. If the point limit is reached, the table will call "**match**", and the referee will end the match. After this the table will announce the score to the referee, who will officially announce the winner of the match and the final score.

During eliminator or final bouts, bouts ending in a draw are given one extra round of **1 minute**. If this does not resolve the bout, the bout moves to sudden death: the first fencer to get at least one point from an exchange will win.

2. Scoring

2.1 *Scoring procedure*

After the first hit, a judge will call "**point**". After giving time for the 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:

- 3 points (head):** Judge holds the flag vertically up
- 2 points (shin):** Judge holds the flag diagonally down
- 1 point (other):** Judge holds the flag horizontally sideways
- 0 points:** Judge holds the flag in front of his body

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. If all three judges agree on hit, but disagree on score, the average (two points) is awarded.
- The referee counts the points for both fencers, and announces them to the table. The table subtracts the higher score from the lower score and announces the final score for the exchange.

Incidental strikes, cuts with questionable edge alignment, very light cuts with the point, thrusts that only barely touch and cuts made with a very small arc may be disregarded by the judges at their discretion.

2.2 Scoring with the sword

Only attacks with the **edge** and **point** score. Strikes with any part of the hilt are not allowed.

- A strike or thrust to the head above the level of the collarbone is worth **3 points**.
- A strike or thrust to the leg below the knee is worth **2 points**.
- All other legal targets are worth **1 point**.

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

- Back of the head
- Spine
- Groin
- Back of the knee
- Achilles tendon
- Foot incl. toes

2.3 Scoring with the buckler

Only attacks with the **boss** of the shield to the **face mesh of the mask** score. Strikes with any other part of the buckler are not allowed, nor are strikes to any other body part. You are allowed to use the buckler in binding actions, however.

- A strike to the face with the boss of the buckler is worth **1 point**.
- If a valid strike with the buckler is directly followed by a higher scoring strike or thrust with the sword *within one tempo*, may the judges score the higher hit.
- Strikes with the buckler are to be done in a controlled fashion! Do not use full strength or project power from the hip into your strike. A lightish tap is enough as long as there is a visible arc; placing your buckler on the face of your opponent and pushing will not be scored.

2.4 Scoring in grappling

In a grappling situation, a fencer can score by striking with the sword, or by a limited amount of legal grappling actions. These special situations are scored by the referee alone; the judges only score strikes with the sword. The referee will halt the action in case of a judge calling "**point**", if there is a scoring grappling technique, if the referee thinks there is a safety issue, or if the grappling is a stalemate.

The following techniques score in grappling:

Out of bounds: 1 points

If a fencer pushes both feet of his opponent outside the arena, and remains inside with at least one foot, he scores **one point**. Likewise, if a fencer accidentally leaves the arena with both feet, his opponent scores **1 point**. Strikes with the sword by a fencer outside the arena do not score, while strikes

with the sword against a fencer outside the arena do score as normal.

Take down: 1 points

A controlled take down, placing any part of the opponent other than the feet on the floor scores **one point**. Likewise, if a fencer should fall on his own, his opponent is awarded one point. Take downs intended to land the opponent on their head are not allowed.

Lifting your opponent: 1 points

Throws are not allowed. However, lifting your opponent so that his both feet are clearly off the ground will score **one point**.

Disarm: 1 points

If one fencer is without a sword outside a grappling situation, the referee will halt the action and his opponent is awarded **one point**. If grappling continues, no point is awarded and the action does not need to be halted. If both fencers lose their sword outside a grappling situation, the action is halted and no points are awarded.

Scoring by grappling is secondary to scoring with strikes of the sword. If a fencer is struck with a sword while executing a grappling technique, only the strike with the sword scores. In case the same fencer, without getting hit, executes both a strike with the sword and a scoring grapple, he is given points for the higher scoring technique at the discretion of the referee.

Grabbing the sword: no score unless coupled with a scoring technique. Grabbing and maintaining a hold on a stationary sword is allowed.

3. Forbidden actions

The following actions are not allowed, and will be penalized:

- Strikes with the pommel, cross guard or knuckle bow.
- Intentional strikes with the edge of the buckler.
- Any strikes to the back of the head, spine, groin, back of the knee, Achilles tendon, foot or toes
- All punches
- All throws, defined as picking up your opponent and dropping him on the floor
- Uncontrolled take downs, take downs intended to land the opponent on his head
- All kicks except the front kick to the torso. The front kick does not score, but can be used to set up other techniques.
- Throwing or dropping your sword, either at your opponent or anywhere else.
- Turning your back or the back of your head towards your opponent.
- Using joint locks intended to damage your opponent. If applied in a controlled fashion, using joints locks for take downs and controlling your opponent is allowed.
- Purposefully trying to injure your opponent.
- Offensive actions after the break or continuing the bout before the referee gives permission
- Offensive actions when there is a clear equipment failure, such as a mask coming off
- Distracting the judges or the table crew
- Disrespectful behaviour towards the tournament crew, the other competitors, their coaches, the audience, or the tournament itself
- Arguing about scoring with the referee

If a coach, teammate or similar distracts the crew or behaves disrespectfully to influence the course of a bout, the fencer they are trying to give an advantage to can be penalized for their behaviour.

4. Penalties

Penalties are given at the discretion of the referee. The following penalties are in use:

- Warning
- Loss of point
- Loss of bout
- Disqualification from the tournament

A fencer who is given a warning twice in the same fight is always awarded a loss of a point.

A fencer who is given the “loss of bout” -penalty twice will be disqualified from the tournament.

The referee will give penalties based on the seriousness of the offense; a powerful blow after the break will be penalized more harshly than a light, accidental tap. In case a fencer is considered to have purposefully injured or attempted to injure his opponent, he may be disqualified from the tournament without warning.

A loss of points may take a fencer to a negative score.

5. Injuries

If an injury happens due to a break of the rules, the injury will be considered a factor in deciding the level of penalty given to the fencer breaking the rules. Thus, if an injury happens while the letter and spirit of the rules are being followed, there will be no penalties. If an injury is caused by purposefully breaking the rules, the offending fencer may be disqualified without warning.

If a fencer is injured during the bout, the referee will call a time out and the medical staff will examine him. If the medical staff clears him to continue, and the fencer wishes to do so, the bout can proceed. If the fencer cannot continue within one minute, one of the following will happen at the referee's discretion, depending on the cause of the injury:

- If there is malice or blatant rule breaking by the offending fencer, he will be disqualified.
- If the injury is deemed accidental, but the injured fencer is able to continue later, the bout is paused, the score and remaining time are recorded, and the bout will be fought to the end at the end of the pool. If this is not possible due to scheduling, the referee may give the injured fencer up to five minutes to recover. If this is also not possible, or the injured fencer is still unable to continue after the break, he will be awarded a loss.
- If the injury is deemed to have happened within the letter and spirit of the rules, the injured fencer will be awarded a loss.

Results of injuries preventing a bout from starting are explained in the rules for the conduct of the tournament.

6. Equipment failure

The referee will call a time out when he notices equipment being broken or displaced. If a fencer or judge notices an equipment failure, he should point it out to the referee.

In case a piece of personal protective gear is broken, the fencer has one minute to find a replacement, or he will be awarded a loss.

7. Tournament structure

7.1 *Pool bouts*

People are split into pools, the size of which depends on the number of participants. The pools will be announced a few days before the tournament. Each fencer will fight every other fencer in their pool once. After this, all the fencers are ranked, based on the following criteria:

- Percentage of bouts won
- Highest difference between points for and points against, normalized for number of bouts
- Highest points per scoring exchange
- Highest-rated fencer beaten

In case two fencers are ranked the same after this, the result of their mutual bout decides who ranks higher. If two fencers are still ranked the same, their order in the ranking is randomized.

A tie in the pools counts as half a win.

In case a fencer gets injured, disqualified or loses equipment so that he cannot begin all of his or her pool bouts, his pool bouts will be discarded from the results. If the injury, equipment failure or disqualification happens during his last pool bout, this is not done.

7.2 *Elimination rounds*

After the pools, the tournament moves to the single elimination. The number of fencers advancing will be decided based on the number of the participants. It is also possible the highest ranking participants have to fight one elimination round less than the rest; this depends on the number of participants and will be announced at the same time as the pools.

If a fencer withdraws from the tournament before the elimination trees are published, he is removed from the ranking and everyone under him moves up one place.

If a fencer withdraws from the tournament after the elimination trees are published, he will be considered to lose all of his matches, resulting in a walk-over for his opponent.

7.3 *Finals*

The finals and the third place bout will be fought for a **maximum of three rounds** of either **3 minutes** or **7 points**. Once a fencer wins two rounds, he wins the bout. Draws are possible during these rounds; in case there is a draw, the fencer who has won more rounds at the end of the third round wins. If this is equal, there is an extra round of one minute. If the result remains inconclusive, the bout moves to sudden death.

7.4 *Timetables*

The schedule for the pools will be published before the day of the tournament. The starting time indicates the beginning of the equipment check; a fencer not present at his equipment check may be disqualified from the tournament.

During your pool, the fencers must remain in the designated fencer area with their equipment on. If his match is about to begin, and a fencer cannot be found, he may be disqualified.

An arena manager will be responsible for letting the on deck fencers know they must be ready.

The schedule for the elimination rounds and finals will be published before the day of the tournament. All fencers who made it to the elimination rounds are expected to be present with their equipment on at the fencer area during the elimination rounds. If a bout is about to begin and a fencer cannot be found, the bout will be declared a walkover.

8. Equipment

The following protective equipment is minimum required for participants. Equipment will be checked before the fighters first match. If you have any questions regarding the equipment, please email us at info@ehms.fi

All equipment must be intact and free from rust (such as the mask mesh). Take care in checking and repairing gloves or other equipment that cover sensitive areas or joints.

8.1 *Required equipment*

- Mask with back of the head protection. While we don't require certification, we highly recommend using a 1600N+ certified fencing mask.
- Elbow guards
- Knee guards
- Box for men
- Throat protection
- Jacket (HEMA jackets, fencing coaches jacket, fencing jacket with well-padded extra protection for torso and neck area, thick gambesons without holes in armpits). We recommend using a 350N+ certified jacket.
- Shoes
- Shin guards
- Protective gloves: for both hands, gloves with impact protection (Sparring Gloves, Black Lance HEMA gloves, Koning gloves, Red Dragon gloves, or similar. Light lacrosse gloves and similar are not considered adequate protection.) For Red Dragon gloves we recommend finger tip protectors.

A chest protector or underplastron is highly recommended.

8.2 *Forbidden equipment*

- Any equipment presenting a threat to the safety of opponent. E.g. with metallic or otherwise hard, sharp projections.
- Steel capped shoes
- Any equipment leaving visibly exposed areas of bare skin