

# CAPITAL HEMA OPEN 2013

## Rapier Tournament Rules

Each bout will be fought to a maximum of 4 points. A fencer may score between 0 and 4 points for each hit (see scoring criteria below), at which point the referee will halt the match and reset the fencers. The bout is over when one fencer reaches 4 points, the time runs out, or both fencers make three Double Hits.

Before the beginning of each bout there will be a coin toss. The winner of the coin toss decides if the fencers will use rapier alone or rapier & dagger.

### SCORING

There will be three judges and a head referee. When any judge(s) see a successful attack land, they will call "Point". The referee will allow the bout to continue for one more beat of time (allowing the opponent the opportunity to make an Afterblow; see below) before calling "Halt" and the fencers must stop. The referee will then call upon the judges to award points based on four categories: **1. Contact, 2. Quality, 3. Target Area** and **4. Control** [of the opponent's weapon]. Scoring is based on a pyramid, where one cannot score in a category without scoring the previous category. In other words, one cannot score Control without first scoring Target Area; one cannot score Target Area without first scoring Quality; one cannot score Quality without first scoring Contact. The point for each category will only be awarded if two of the three judges agrees.

#### 1. Contact

A fencer is awarded 1 point for Contact for performing a successful a thrust or cut against the opponent with the sword or thrust with the dagger. A pommel strike to the mask will also score a point for Contact.

NOTE ABOUT CUTS: A cut with the rapier must show proper percussion and preparation to score. Merely laying the sword on the person and pulling or pushing will not score. Also note that a successful cut cannot score anything beyond Contact.

#### 2. Quality

Fencers cannot earn Quality without having first scored Contact. To earn this point, the attack must be done with a thrust, and the fencer must have shown proper structure of the body. Judges will look to see if the fencer landed the attack with stability, balance, appropriate footwork, and otherwise good form. If the fighter is wildly jumping, is not grounded, or is otherwise sloppy in execution, then this point will not be awarded, and no further points will be given.

#### 3. Target Area

Target Area will not be awarded unless if a fencer has already scored Quality. If the fencer's thrust is to the head and torso (excluding for blows to the back of the head), the Target Area point will be awarded. The torso is defined as the area covered by a modern sport fencing jacket excluding the sleeves.

#### **4. Control [of the opponent's weapon or body]**

The Control point cannot be scored unless if the opponent has scored Target Area. This point is given for a fencer who actively suppresses the opponent's blade or body to prevent further action. Examples include one fencer performing a glide against the other fencer's blade, using the dagger to hold the opponent's weapon in place while attacking with the sword, or grasping the opponent's hilt with the off hand while attacking with the sword. The fighter's ability to control the opponent must be active, meaning that it will not be earned against an opponent who falls, pulls away, or is otherwise able to move his/her weapon but is hit anyway.

#### **The Afterblow**

After any successful attack, the referee will allow a beat of time for the opponent to retaliate before calling "halt". If the opponent is able to strike during this beat of time, this is referred to as an "Afterblow".

An Afterblow is separate from a Double Hit in that the opponent has already been scored against, but then makes a "revenge hit" afterward. An Afterblow never scores any points. A successful Afterblow will negate the points that were just scored on a fighter except for Quality.

Example: RED thrusts at BLUE on the head using proper body mechanics, which normally would give him 3 points for Contact, Quality and Target Area. However, RED freezes the moment he hits, and BLUE makes an Afterblow against him immediately afterwards. The judges will award RED the 1 point for Quality, but not the full 3 points that he would have otherwise scored had he withdrawn safely.

#### **Double Hits**

A Double Hit (or Double) is where two fencers simultaneously, or near-simultaneously strike each other. The first two times a Double Hit happens in a bout, the Referee halts the match and the fencers move back to the starting lines. Each Double is recorded on the scoring sheet. If a third Double Hit happens, both fencers automatically lose. Their scores will be recorded as-is, but neither is awarded a Victory.

Each recorded Double Hit on a fencer's score sheet will count against him/her when figuring out the Indicator Score (see below).

#### **Time Limit**

Bouts will be timed for 3 minutes with no pauses except for in the case of an extenuating circumstance (injuries, emergencies, etc). If the time expires, the bout will end and the scores will be recorded as-is. The fighter with the higher score will be given the Victory. Should the bout be tied, it will be recorded as such.

#### **ALTERNATE SCORING:**

##### **Out of Bounds**

If a fencer steps out of the boundary with BOTH feet, the opponent will score one point for Contact. If the fencer steps out of the boundary but then strikes the opponent within a beat of time, this will be considered an Afterblow, and no point will be scored for either fighter.

If both fighters go out of the boundaries, this will be considered a Double Hit.

### **Grappling**

Grappling is allowed. Any grapple that does not result in a strike or a throw of the opponent will be halted after a verbal count to three by the Referee and no points will be awarded.

If a fencer cleanly throws his opponent to the ground and remains standing, that fencer will receive points for all four categories of Contact, Quality, Target Area and Control.

If a fencer takes an opponent to the ground and goes with him but is clearly the one in control, he/she will be awarded 1 point for Contact.

If both fencers fall the ground with neither in a position of dominance or control, the bout will be halted.

NOTE: If a fencer simply falls to the ground of his own accord, without a grapple, the opponent will be awarded one point for Contact.

### **Disarms**

A successful, intentional disarm will result in the fighter scoring points for all four categories of Contact, Quality, Target Area and Control. Should the opponents struggle over the weapon, the referee will halt the match after a verbal count to three.

Should a fighter accidentally drop the sword, unrelated to an intentional disarm, the opponent will score one point for Contact.

### **Grabbing the opponent's blade**

Fencers are allowed to grasp an opponent's blade if it is not in motion. However a point for Contact will be awarded to the opponent should he twist the blade in such a way that would have cut the fighter had the weapon been sharp, or if the blade is in motion when the opponent grabs it.

### **INJURIES**

All fighters are expected to behave with respect and use common sense during a bout. Anyone acting in an unsafe or malicious manner will be ejected from the tournament at the administrator's and referee's discretion.

Should a fencer be injured to the point that he or she needs a break, the bout will be marked as "incomplete" and the fencer will be given a short period of time to recover.

The referee and administrators will decide whether the person should continue to fight or not.

If a fencer injures another person to the point that this person cannot continue, the referee and administrator will decide whether the injury was due to malicious behavior or an accident. Malicious behavior will result in the guilty party being ejected from the tournament, but if the injury is deemed to be an accident, the fencer may continue the tournament. However, if a fencer injures three people to the point that they cannot continue, even if only on accident, this fencer will be disqualified.

### **DISOBEYING THE REFEREE**

The referee has the right to eject fencers who are not obeying his calls. It is up to his discretion whether he feels fencers merely misheard him or are actively disobeying. For example, if the referee calls “halt” during a bout, but the fencers could not hear him over the commotion of the bout, he may intervene to stop them but otherwise recognize that this was not a deliberate choice to ignore the call. On the other hand, if the referee tells the fencers to shake hands, and one fencer refuses, the referee can disqualify this fencer.

The referee has the right to eject any participant from the tournament for inappropriate or unsportsmanlike behavior.

### **WINNING**

Fencers will be ranked based on the number of Victories. (i.e. First place goes to the person with the most Victories; Second place goes to the fighter with the second most Victories, etc.) In the event that any fencers tie for a particular place, their Indicator score will determine if one ranks higher than another. The Indicator score is determined by taking the sum of the fencer's total points scored and subtracting the total number of points scored against him/her. Any Double Hits will also be subtracted from the total. The final number is the Indicator score, and the fencer with the higher Indicator will rank higher.

In the event of a tie for 1st, 2nd or 3rd place, the fighters will fight a sudden death round. This round will not be timed, nor can the fencers lose through Double Hits.