

VCU HEMA Lambpoint COMPETITION RULESET



**Tournament Rules:**

* Scoring:
	+ 2 points will be awarded for either hitting the head or landing a thrust to the body.
	+ 1 point will be awarded for any other scoring action.
	+ There will be no “failure to withdraw” in this tournament.
	+ In the event of a double:
		- The first double is a warning.
		- The second double results in -2 points per fencer.
	+ Fencers have the right to refuse points, except in the case of a double.
* Advancement:
	+ Preliminaries: start with all fencers fighting for the top 10 spots with ***2 exchanges***
	+ Elimination: the top 10 fighters advance and fight for top 5 spots with ***3 exchanges***
	+ Finals: top 5 battle for 1st, 2nd, and 3rd place with ***3 exchanges***
* Grappling:
	+ Pommel strikes to the head, disarming, and establishing a position of dominance are all worth 1 point.
	+ A ring out is not a scoring action, and the exchange will be reset by the Director.
	+ If grappling takes place, the director will count down from “5.” If no scoring action has been committed by the end of the count, then the match will be reset with a no quality being recorded for the round.
	+ **No throws, push-kicks, or submission moves are allowed and may result in immediate disqualification and ejection from the tournament.**
* Quality:
	+ Hits must be quality and show intention.
	+ Thrusts must bend the blade to be considered intended.
	+ Cuts must also be delivered with force and intention.
	+ Directors will only award points to quality cuts and may repeat the round if no scoring action of sufficient quality was performed.
		- Prelims
			* If a cut is no quality, it will be thrown out for the first two times.
			* After the second no quality, each will be an exchange with no points awarded.
			* The first double gets its own warning separate from no quality exchanges.
			* Maximum of 5 possible rounds per match.
		- Elims:
			* No quality will have 3 possible warnings
			* Double still only has one warning
			* Maximum of 7 possible rounds per match.
		- Finals:
			* No quality has 2 possible warnings.
			* Double has one warning.
			* Maximum of 5 possible rounds per match.
* Gear:
	+ Minimum gear is helmet, gloves, and groin protection.
	+ **No exposed shin should be showing.**
	+ We will provide helmets, gloves, and swords for a limited number of people.
	+ Competitors mustfight to the lowest kit level. For example, if a fencer in full kit is going against minimum kit, they will use synthetics.
	+ If both fencers are in full kit and wish to, they may use steel.
* Force:
	+ **Use appropriate force for the lowest kit level in the match.**
	+ Directors can halt a match if one or both competitors are using too much force.
	+ Directors may deduct points from the personal score or rot score for repeated offenses of excess force.
	+ Directors may expel fencers from the tournament for deliberate repeated excess force offenses.
	+ **Directors may expel fencers with no warning for dangerous, malicious, or inappropriate behavior.**
* Safety:
	+ If ***anyone*** sees ***anything*** unsafe they may call a safety halt. Keep calling until people stop.
* Judging:
	+ There will be at a minimum 2 judges per lane; they watch the entire fight and may signal when they see either fencer perform a scoring action.
	+ When the Director asks if the Judge are ready, the Judge will salute with a baton to indicate that they are ready.
	+ During the match, Judge should hold their batons behind their back or at their sides and move to keep a clear line of sight on both fencers.
	+ When Judge see a scoring action, they must call “point” loudly then look down. Once Director calls “Judge”, they may show their score.
	+ If a judge sees an action worth 1 point they will hold out the baton at shoulder level, and the baton’s color should correspond to the fencer that performed the scoring action.
	+ If a judge sees an action worth 2 points, they will hold their baton above their head.
	+ If they see a scoring action with no quality, they will cross their batons in front of their chest.
	+ If they saw no scoring action or abstain, they will cross their batons in front of their legs.
	+ If they see a double, they will hold both batons out at shoulder height.
	+ ***If you see something say something, it is better to over call then under call.***
* Directing:
	+ Their job is to start and stop each fight.
	+ **The Director’s word is law;** so long as one judge agrees with them, they may make any call they please, and may throw out or repeat an exchange if there is no consensus.
	+ Once a judge calls “point” the Director will call “halt” and separate the fencers.
	+ They will then call “Judges” and the Judges will display their scores; the Director will then announce their verdict and table will repeat it back.
	+ Directors have the right to repeat an exchange if there was no quality or scoring action performed.
* Tabling:
	+ All announcements will be made by the table. These include:
		- Fighters fencing now
		- Fighters on deck
		- Outcome of an exchange
		- Outcome of a match
* Ring Boss Conduct:
	+ Do not announce in complete sentences, as this takes too long and causes confusion; announce who is fighting now and who is on deck. Use the fencers first and last names then their color. **Ex.:** **“Fighting Now: Dan Thomas Red, Erin Phillips Blue!”**
	+ Ensure the current and on deck fencers are present and ready for competition with all their kit and swords.
	+ Confirm that table is ready to score, then inform the Director that table is ready.
	+ Inform the Director of that the pool is ending 2 matches before the final round.
* Table Staff Conduct:
	+ Repeat Director calls back to them, to confirm the call and prevent mis-scoring. **Ex.: Director**: **“Two points Blue!” Table Staff: “Two points Blue!”**
	+ Inform the Director when staff and Directors must switch roles, as well as how many fencers and number of exchanges are left in the pool.
	+ If there is more then 1 exchange, much like Fight Night or Rampoint, then table must inform the Directors of the final exchange, preferably after announcing the score of the first to last exchange. **Ex.: “Two points blue, final exchange!”**
	+ They must announce who wins the match after the final exchange. **Ex: “Two points blue, match blue!”**

**Format:**

* The 30 (or so) competitors will be divided as such:
	+ 4 Pools of almost even distribution.
	+ Across 2 different lanes.
* The first pool of fencers will fight while the other pool will staff:
	+ There will be a minimum of 2 Judge per lane (max. 4).
	+ There will be 1 Scorekeeper and 1 ring boss per fighting lane.
	+ The senior instructor that is staffing the lane will serve as Director.
	+ The instructor in charge of the fighting pool will coach fencers.
* Scores will be tallied after each exchange and added to an individual score.
* Each fencer fights for two exchanges and will attempt to score as many points as possible.
* After prelims the top 10 fighters advance to the prelims to fight for the top 5 places.
* After eliminations, the top 5 fighters fight for 1st, 2nd, and 3rd place.
* Lanes and staff:
	+ Lanes will be comprised of 2 battle ropes placed 8 feet apart with 1 blue corner and 1 red corner placed about 10 feet apart.
	+ Each lane needs 1 table and 2 chairs, in addition to 1 table for check in.
	+ This competition does not use colored arm bands, Directors are responsible for keeping fencers on their side, if they switch they should halt the match and reset them to their corners.
	+ There will be at least 2 Judge per lane (max. 4) with 2 sticks, with a max total of 8 sticks per lane
	+ Directors need a directing staff (a spear, in this case).
	+ If there is a staff shortage it is (firstly) the Lanemaster’s responsibility to fill that missing role.
* Table:
	+ The Scorekeeper will also record the final score of the individual fencers on the score sheet next to their names, as well as any deductions from the rot pool of points as a backup to the software.
	+ The Scorekeeper will come around after every few matches and update the individual scores.

**Scorekeeping**

* Scores:
	+ The Scorekeeper is responsible for overseeing the table staff and their manual calculations.
	+ After every pool the score keeper will bring the manual results to the pool master and help them double check the pool advancements as well as individual and team standings.

With these rules in mind, we encourage all members to take part, and most importantly, have fun!

