

SOFTSWORD COMPETITION RULES

v2.221007



TABLE OF CONTENTS

TABLE OF CONTENTS	1
WELCOME!	2
UPDATES	3
SOFTSWORD SUMMARY	4
USING THIS MANUAL	6
EQUIPMENT	7
SCORING	9
ATTACKS & HITS	13
TARGET AREA	17
ADVANCED RULES	18
SPECIAL RULES	22
ILLEGAL ACTIONS, POSITIONS, & THEIR PENALTIES	25
AFTERWORD	28

WELCOME!

Hello and welcome to the Lightspeed Softsword rules manual! Thanks for participating with us and helping us experiment with this new foray in competitive combat. In doing this, we hope to offer alternative flavors and variety to our Lightspeed Saber family, offer competitive opportunities to our friends in the Filipino Martial Arts and boffer communities, and create easy stepping stones into Lightspeed Saber fencing and more.

Please note that the rules described in this manual are a conservative first pass, and we will be taking feedback to make sure it is the best that it can be. No matter how it turns out, it will be designed to be an entirely different experience, one that is more visceral, real world practical, and aggressive. We hope you enjoy it as much as you enjoy Lightspeed Saber fencing.

Thank you,

*Cang Snow
Lightspeed Saber League
Chief Executive Officer*

UPDATES

Version 2: October 7, 2022

- Softsword introduction added to Softsword Summary
- Sword point defined in §1 Equipment
- Acceptable equipment photos added to §1 Equipment
- §5 Advanced Rules section created
- Offhand parries added to §5 Advanced Rules
- Errancy rules added for piercing attacks in §5 Advanced Rules
- Disarm rules refined in §6 Special Rules
- Racing rules added to §6 Special Rules.
- Expulsive action subsection added to §7 Illegal Actions, Positions, & Their Penalties
- Out-of-bounds point attack nullification removed.

Version 1, September 6, 2022

Initial release

SOFTSWORD SUMMARY

INTRODUCTION

Softsword fencing can be best thought of as a combination of Lightspeed Saber values with several Filipino Martial Arts disciplines. It borrows the powerful striking of stick fighting, blends it with the tools and one-touch style of padded sword fencing, and adds them both to the Lightspeed Saber style of scoring and judgment. The result is a fast, safe, economical fencing sport with the rhythm of a heavier weapon, making timing and calculated risk and commitment critical elements of the sport.

Low match points and fewer rules compared to Lightspeed Saber bring this closer to a real life deadly engagement.

STANDARD PLAY

GAMEPLAY

Softsword is a contest between two competitors simulating deadly combat, armed with machetes or a similar bladed weapon. Fencers fight until the first valid hit is made, after which the fight is paused and the referees decide who earns points. The fight then resumes. The first fencer to reach match point wins, or, the fencer with the highest points at the end of time wins.

EQUIPMENT

Participants must wear head protection, neck protection, elbow guards, and padded gloves. Weapon must be a single edged, padded blade.

SCORING

Scoring is achieved simply by touching the opponent with your sword with a valid slashing hit. Generally, the first fencer to land a hit in an exchange earns the points. Up to two points can be scored per exchange: 1 point for a first hit, and 2 points for a clean hit (hitting and not being hit back).

ATTACKS

Only direct slashing hits are scored. Percussive hits and grazing hits do not score.

TARGET AREA

In general, any area of the body– **except the groin**– can be slashed at for points.

ADVANCED PLAY

ATTACKS & TARGET AREA

Basic piercing attacks may be delivered to the entire body **EXCEPT the groin and the head.**

OFFHAND

The non-weapon hand may be used to parry attacks in advanced play.

USING THIS MANUAL

Each section of the manual from here on is generally structured the same way; each section

- 1) starts with a summary (TL;DR),
- 2) follows with a set of definitions, if applicable,
- 3) then follows with the technical rules and regulations applicable to that section,
- 4) and finishes with pictographic figures, when applicable.

If you don't need the minutia, you can simply read the summaries and be on your way to your next tournament. If you need the minutia but already understand basic concepts and terms from Lightspeed Saber, then you can skip the definitions and go right to the rules. If you're completely new to Lightspeed Saber events, then we recommend reading everything.

1. EQUIPMENT

While the required equipment for softsword is the same as competitive Lightspeed Saber, the standards for each piece of equipment is not as strict.

1.1. Summary

1.1.1. Protection must be worn over the head, neck, hands, and elbows.

1.1.2. Swords must be padded, edged, and less than 30" in total length.

1.2. Definitions – None

1.3. Personal protective equipment

1.3.1. The head and neck must be covered by a fencing mask, escrima headguard, or equivalent.

1.3.2. The elbows must be covered by some form of soft padding or hard shell protection.

1.3.3. The hands must be covered by lacrosse gloves, hockey gloves, HEMA gloves, kendo gloves, or equivalent.

1.4. Swords

1.4.1. Swords must be adequately padded.

1.4.2. Swords must have a distinct, single mock cutting edge and be flat in shape (round / cylindrical boffers are not acceptable)

1.4.3. Swords cannot exceed 30" in total length.

1.4.4. Swords may not have crossguards, bellguards, or any other kind of hand protection attached.

1.4.5. No double-edged weapons.

1.5. Figures



Figure 1.5.1. Acceptable head, hand, and elbow protection. Note that the fencing mask has a bib to protect the neck.

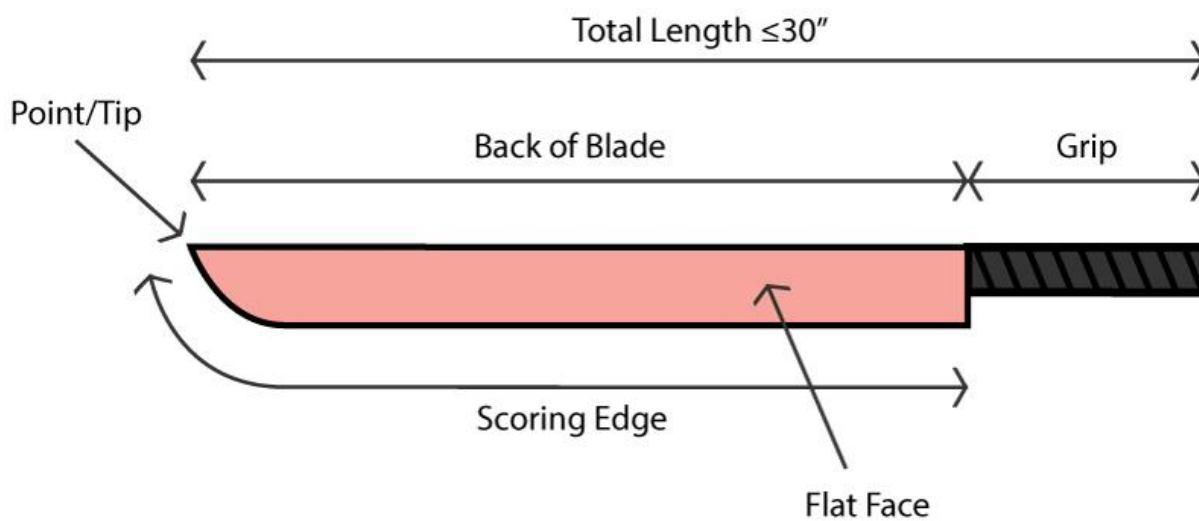


Figure 1.5.2. An approximation of the Bunal Brand softsword as to be used in competition.

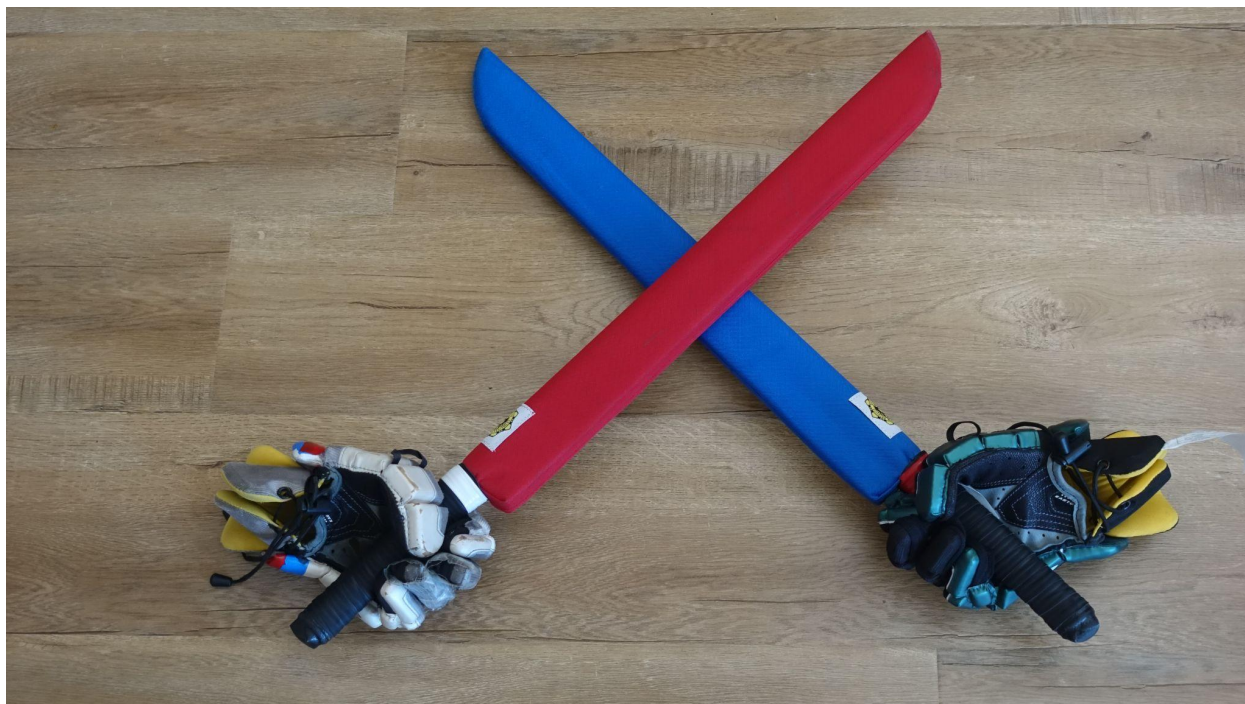


Figure 1.5.3. Actual padded swords by Bunal Brand FMA Equipment.

2. SCORING

Standard bouts in softsword go to six points, with 1 minute and 45 seconds of total fight time. These values can be adjusted as needed by the tournament organizers.

2.1. Summary:

- 2.1.1. First hit: 1 point
- 2.1.2. Clean hit: 2 points
- 2.1.3. Intercept: 2 points
- 2.1.4. Out of bounds: 1 point
- 2.1.5. Concession: 1 point
- 2.1.6. Simultaneous: 0 points
- 2.1.7. Priority: 1 point (§6 Special Rules)
- 2.1.8. Unarmed opponent: 2 points (§6 Special Rules)

2.2. Definitions

- 2.2.1. Encounter – A period of time during a match from the moment the referee says “go” (or equivalent) until one of the referees says “stop!” (or equivalent). Encounters are often concluded with a hit exchanges, after which points may be assigned. Each match typically has many encounters.
- 2.2.2. Exchange – Generally a brief period of time during an encounter in which the competitors are in combat range and there is interplay between them, usually involving attempts to score, and avoid being scored upon. Exchanges often end in hits being made, but not always. There can be multiple exchanges in an encounter.
- 2.2.3. Hit exchange – An exchange that features at least one valid hit being made. This usually ends the encounter, and points may be awarded.
- 2.2.4. Primary attack, hit or fencer – The first attack or hit to be thrown or landed in a hit exchange, or the first fencer to do so.
- 2.2.5. Secondary attack, hit, or fencer – The second attack or hit to be thrown or landed in a hit exchange, or the second fencer to do so.
- 2.2.6. En route (aka “in time”) – Describes a secondary hit that arrived “early”

enough in the exchange to be factored into scoring considerations. As opposed to *errant*. Generally means the hit exchange will be scored as a first hit.

- 2.2.7. Errant (aka “late”) – Describes a secondary hit that arrived “too late” in the exchange to be factored into scoring considerations. As opposed to *en route*. Generally means the hit exchange will be scored as an *intercept*. (See below.)

2.3. Hit exchanges & scoring

2.3.1. First hit / First hit exchange

- 2.3.1.1. An exchange in which both fencers hit, but one definitively hits before the other. The secondary attack is en route.
- 2.3.1.2. Worth one point to the primary fencer.
- 2.3.1.3. No points are awarded to the secondary fencer.

2.3.2. Simultaneous / Simultaneous hit exchange

- 2.3.2.1. An exchange in which both fencers hit at about the same time.
- 2.3.2.2. No points are awarded to either fencer.

2.3.3. Clean hit / Clean hit exchange

- 2.3.3.1. An exchange in which only one fencer lands a valid hit.
- 2.3.3.2. Worth two points to the scoring fencer.

2.3.4. Intercept / Intercept exchange

- 2.3.4.1. An exchange in which both fencers hit, though one hit is definitively earlier than the other, and the secondary attack is errant.
- 2.3.4.2. Worth two points to the primary fencer.
- 2.3.4.3. No points are awarded to the secondary fencer.

2.4. Figures

MATCH								
ENCOUNTER 1		ENCOUNTER 2		ENCOUNTER 3	ENCOUNTER 4		ENCOUNTER 5	
Exc 1	Exc 2 (hit)	Exchange 3 (hit)		Exchange 4 (hit)	Exc 5	Exc 6 (hit)	Exchange 7	Exc 8 Exc 9 (hit)

Figure 2.4.1. A single match between two fencers is made up of many encounters. Points are typically awarded at the end of each encounter. In turn, each encounter is made up of one or more exchanges. Exchanges don't always end in hits, but when they do, they end the encounter.

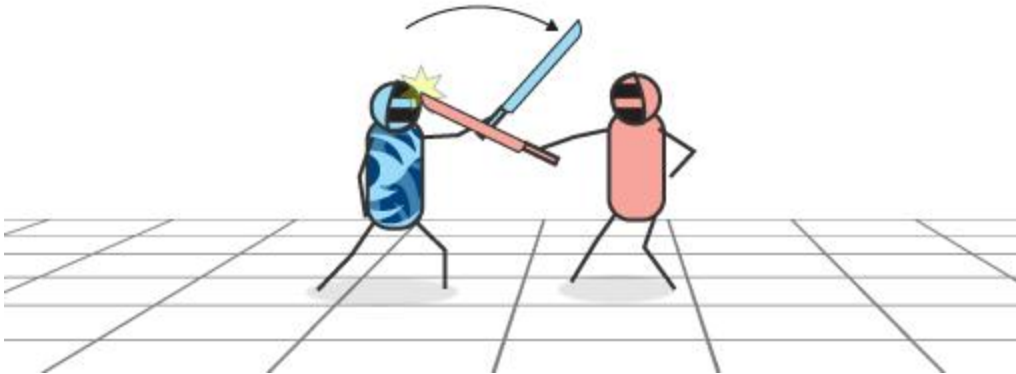


Figure 2.4.2. First Hit Exchange, worth 1 point. Plain (right) lands a hit first, and therefore is the primary fencer in this exchange. Assuming Pattern (left) follows up with a hit soon after, then Pattern is the secondary fencer delivering a secondary hit.

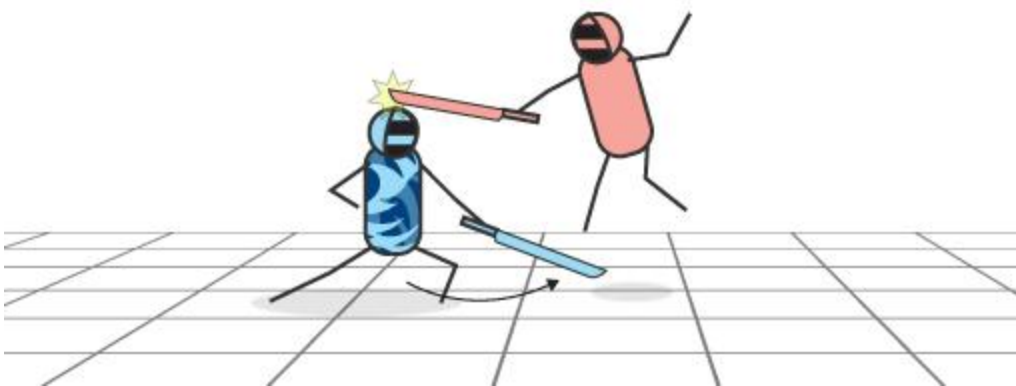


Figure 2.4.3. Clean Hit Exchange, worth 2 points. Plain jumps over Pattern's attack, scoring a clean hit.

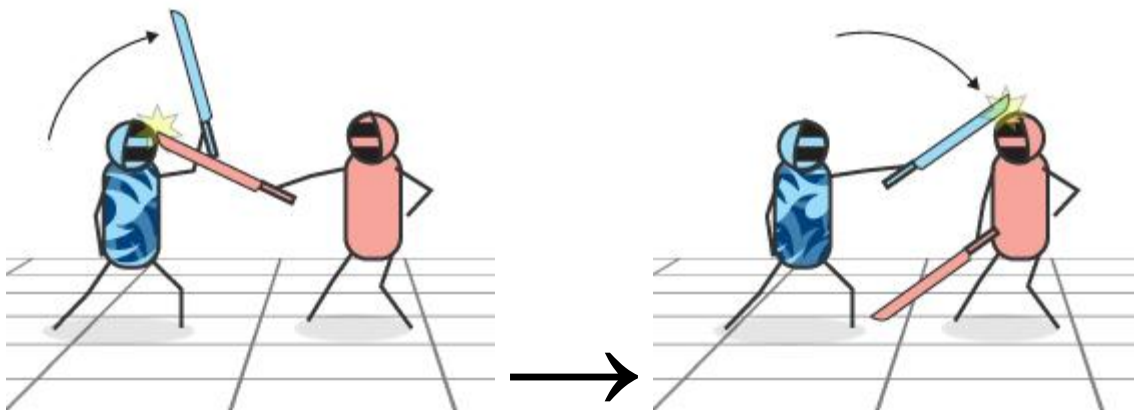


Figure 2.4.4. Intercept Exchange, worth 2 points. Plain hits Pattern first and Pattern follows up with a hit after. However, the

secondary attack was insufficiently developed at the moment of the first hit, and therefore is considered *errant*, and will not count for point considerations. Plain therefore scores 2 points as if the exchange was clean. This is an Intercept Exchange.

3. **ATTACKS & HITS**

Standard softsword uses slashing attacks only (piercing attacks are reserved for advanced competition). In addition, attacks can be considered valid, inert, or illegal, depending on how they are executed and what they hit.

3.1. Summary

- 3.1.1. Only slashing attacks are valid for scoring in standard softsword.
- 3.1.2. Piercing attacks are legal in advanced events and levels.
- 3.1.3. Percussive hits and other “minor attacks” are inert, meaning they are worth zero and may not or may not stop the action, depending on the referees.

3.2. Definitions

- 3.2.1. Slash – An attack made with the sword’s long, lead edge that generally draws an arc longer than the width of the target being struck. (A maiming, killing, incapacitating, or dismembering blow.)
- 3.2.2. Cut or percussive hit – An arcing attack made with the sword edge that stops at the surface of the target, then retracts some amount backward through the arc in which it was delivered. (A wounding or warning attack or nick.)
- 3.2.3. Pierce or piercing attack – An attack made by driving the distal curve and point of the blade linearly onto the target. (Illegal in standard Softsword.)
- 3.2.4. Valid – Describes an attack or hit that is performed correctly and legally such that it is eligible to receive points.
- 3.2.5. Inert / Invalid – Describes an attack or hit that is not performed correctly such that it is not eligible to receive points, and in addition, may not end the encounter (depending on the referees). (Can also refer to a target area. See Target Zones.)
- 3.2.6. Illegal – Describes an attack or hit that is explicitly against the rules, usually for safety reasons. Will be worth zero points and could be grounds for penalties, forfeiture, or expulsion depending on severity and intent.

3.3. Valid attacks & hits

- 3.3.1. A valid **slashing attack** has the following characteristics:
 - 3.3.1.1. It arrives on valid target area and not on an inert target (otherwise

it is inert) and not on an illegal target (otherwise it is illegal). (See [§4 Target Area.](#))

- 3.3.1.2. It arrives with the cutting edge of the sword (otherwise it is inert).
- 3.3.1.3. It arrives at an angle within $\pm 45^\circ$ of the perpendicular from the surface of the target (otherwise it is inert).
- 3.3.1.4. It arrives *before* match time is reached and *before* the fencer steps out of bounds (otherwise it is inert).
- 3.3.1.5. The point of the sword traverses the point of first contact on valid target area (otherwise it is inert). (This approximates the action of slashes and draw cuts.)

3.3.2. **Piercing attack standards** – See §5.3 Advanced Rules.

3.4. Inert attacks & hits

- 3.4.1. Attacks arriving on inert target (such as the opponent's blade) are inert.
- 3.4.2. Hits made with the flat or back of the blade are inert.
- 3.4.3. Attack angles that exceed $\pm 45^\circ$ from the perpendicular of the target's surface are considered *grazes* and are inert.
- 3.4.4. Attacks where the point of the sword fails to traverse the point of first contact on valid target as described in 3.3.1.4 are inert (percussive hits and presses).

3.5. Illegal attacks – See §8 Illegal Actions, Etc...

3.6. Determination of errancy

- 3.6.1. A secondary attack is considered *en route* if– at the moment of the first hit– it is moving toward target and has *less than* 90° of arc remaining to travel through until it reaches that target. The resulting exchange will be classified as a First Hit.
- 3.6.2. Otherwise the attack is considered *errant* (the attack was not moving toward target at the moment of the first hit *or* the attack had 90° of arc or more before reaching target) and the resulting exchange will be classified as an Interception.

3.7. Figures

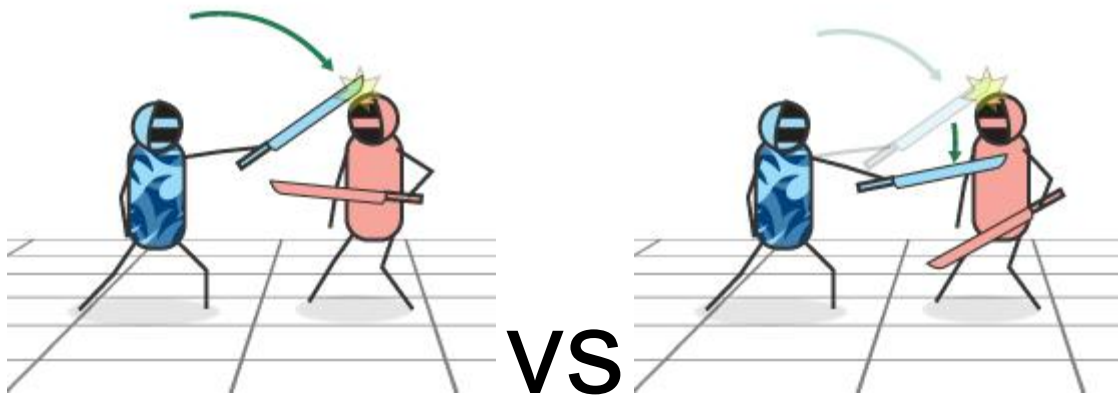


Fig 3.7.1. Inert hit versus valid slash. The attack on the left, which could be a press or percussive hit, fails to “follow or slice through” the target, or otherwise traverse the point of the weapon past the point of contact. The attack on the right does, making it a *slash*, which is valid for scoring.

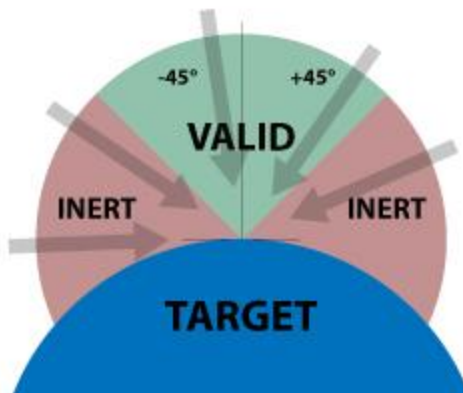


Figure 3.7.2. Attacks that arrive $\pm 45^\circ$ from the perpendicular from the point of the hit can be considered valid. Otherwise, they are inert.

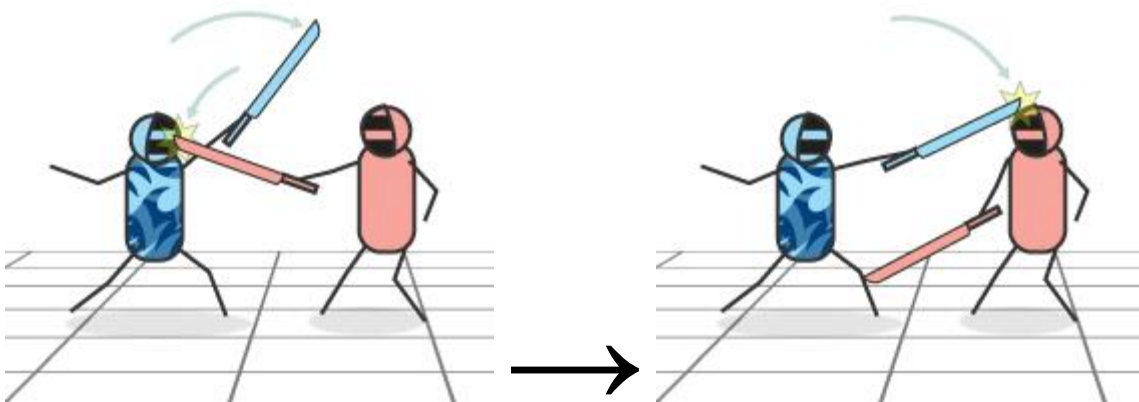


Figure 3.7.3. First Hit Exchange. Pattern's hit is second in the exchange, but because the attack was moving toward Plain and had less than 90° remaining in its arc, it is arriving early enough to count for the exchange, making Plain's hit a First Hit rather than an Interception. One point is awarded to Plain.

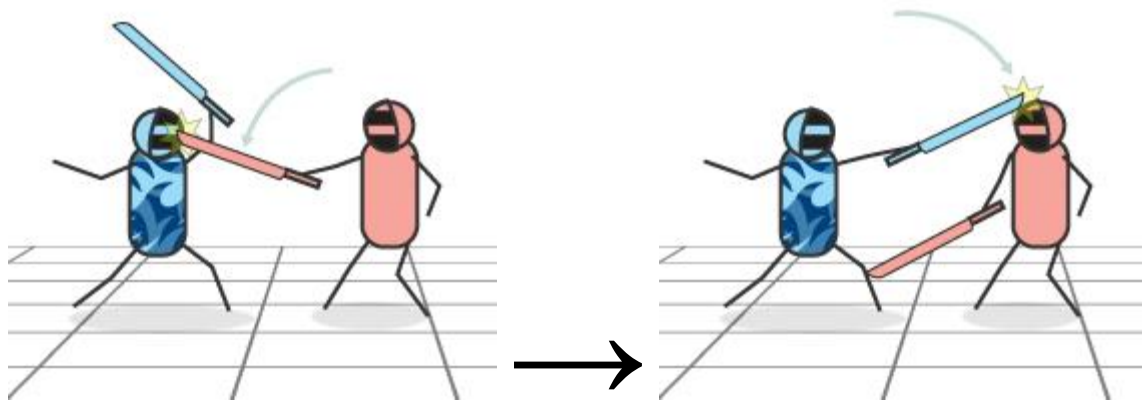


Figure 3.7.4. Intercept Exchange. Pattern's attack is second in the exchange, and, because it had greater than 90° remaining in its arc to reach target, it is considered too late to count for scoring, and Plain receives 2 points for an Interception.

4. TARGET AREA

For the most part, the entire body is valid for striking, with a few important exceptions.

- 4.1. Summary – Slashing attacks can be executed to the entire body EXCEPT the groin, regardless of sex and regardless of the presence of a groin protector.
- 4.2. Definitions
 - 4.2.1. Inert – Describes a target that is worth zero points if struck, and also does not necessarily cause a stop to the action when struck.
 - 4.2.2. Illegal – Describes a target area that is worth zero points if struck or if struck with an illegal action, *does* cause a stop to the action, and can be punished with penalties, forfeiture, or expulsion.
- 4.3. Standard Targeting Area
 - 4.3.1. The entire body including fingers and toes and any clothes or equipment worn are considered part of the legal Standard Targeting Area **EXCEPT the groin.**
 - 4.3.2. Slashing to the Standard Targeting Area is legal.
- 4.4. Advanced Targeting Area – See §5 Advanced Rules.
- 4.5. Figure

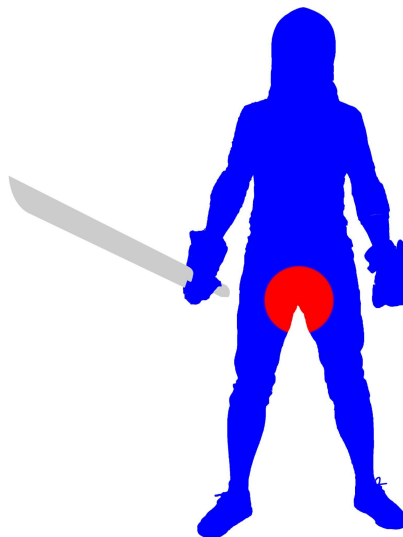


Figure 4.4. Standard Targeting Area. Slashing can attacks be executed to anywhere in the blue area. The grey areas are inert. Attacks to the red area are illegal. The figure depicted is wearing minimum gear, including gloves, elbow guards, and a fencing mask.

5. **ADVANCED RULES**

The following actions and positions are only legal in advanced play.

5.1. Summary

- 5.1.1. *Basic* piercing attacks to the body and limbs are legal in advanced play (running thrusts remain illegal) and illegal in standard play.
- 5.1.2. Extended Point Positions are legal in advanced play and illegal in standard play.
- 5.1.3. Off-hand parrying is legal in advanced play and illegal in standard play.

5.2. Definitions

- 5.2.1. Extended Point Position – A static position featuring a fully extended arm or nearly fully extended arm with the tip of the weapon pointed directly at the opponent or in the general direction of the opponent.
- 5.2.2. Off-hand parry – The act of deflecting an incoming blade– without grasping– that causes the attack to either miss target or become inert.
- 5.2.3. Forward cross – A step, jump, or any other type of footwork in which one leg or foot (usually the rear one) crosses over the other leg or foot while moving *towards* the opponent.
- 5.2.4. Head – Defined as the entirety of the fencing mask, including its bib, and includes the back of the neck.

5.3. Piercing attacks are legal in advanced play.

5.3.1. A valid piercing attack has the following characteristics:

- 5.3.1.1. It arrives on valid target in the piercing zone and not on an inert target (otherwise it is inert) and not on an illegal target (otherwise it is illegal). (See [§4 Target Area.](#))
- 5.3.1.2. It arrives on target squarely with the leading curve of the blade (otherwise it is inert).
- 5.3.1.3. It arrives without sliding into, bouncing onto, ricocheting toward, or otherwise making collateral contact with an illegal target (otherwise it is illegal).
- 5.3.1.4. It arrives *before* stepping out of bounds and *before* match time

(otherwise it is inert).

5.3.1.5. It is not executed with any forward-crossing footwork, even if the cross occurs *after* the hit (otherwise it is illegal).

5.3.2. Piercing attacks that fail to “strike squarely” on valid target are inert.

5.3.3. Errancy – For a secondary piercing attack to be considered en route:

5.3.3.1. the weapon must be driving toward target at the moment of the primary hit (otherwise it is inert)

5.3.3.2. and the weapon arm must be extended to 135 degrees or more (otherwise it is inert).

5.4. Extended Point Positions are legal in advanced play.

5.4.1. If an opponent advances onto the tip of their opponent's weapon, this can be valid for scoring as long as the pierce obeys the rules described in §5.3.1.

5.5. Off-hand parrying is legal in advanced play.

5.5.1. The non-weapon hand may only be used to deflect *the opponent's blade* and nothing else.

5.5.2. The non-weapon hand may not be used to deflect or otherwise manipulate the opponent's hilt, hands, or any other body part.

5.5.3. Grasping or holding an opponent's weapon, hilt, hands, or any other body part in any way is illegal.

5.5.4. If an attempt to parry fails and results in a valid hit, then the points are awarded to the opponent according to §2 Scoring.

5.6. Advanced Target Area

5.6.1. The legal Piercing Zone consists of the Standard Targeting Area minus the head.

5.6.2. Piercing attacks to the head or groin are illegal.

5.7. Figures

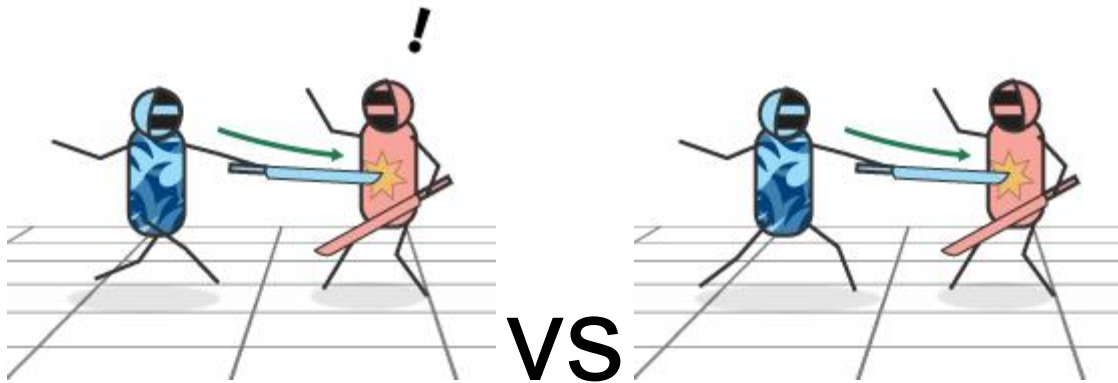


Figure 5.7.1. Illegal piercing attack versus legal piercing attack (ADVANCED COMPETITION ONLY). On the left, Pattern's legs crossover during the execution of a running thrust (forward-cross), which is illegal. On the right, Pattern's legs stay in line during the execution of a lunge, which is legal.

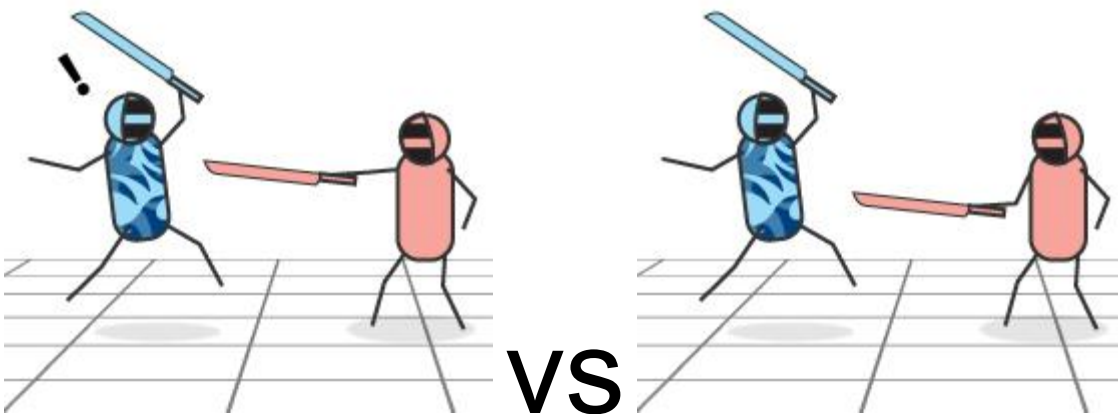


Figure 5.7.2. The position on the left is legal ONLY IN ADVANCED PLAY. The position on the right, with the weapon pointed at the opponent but with a bent arm, is legal in all rulesets.

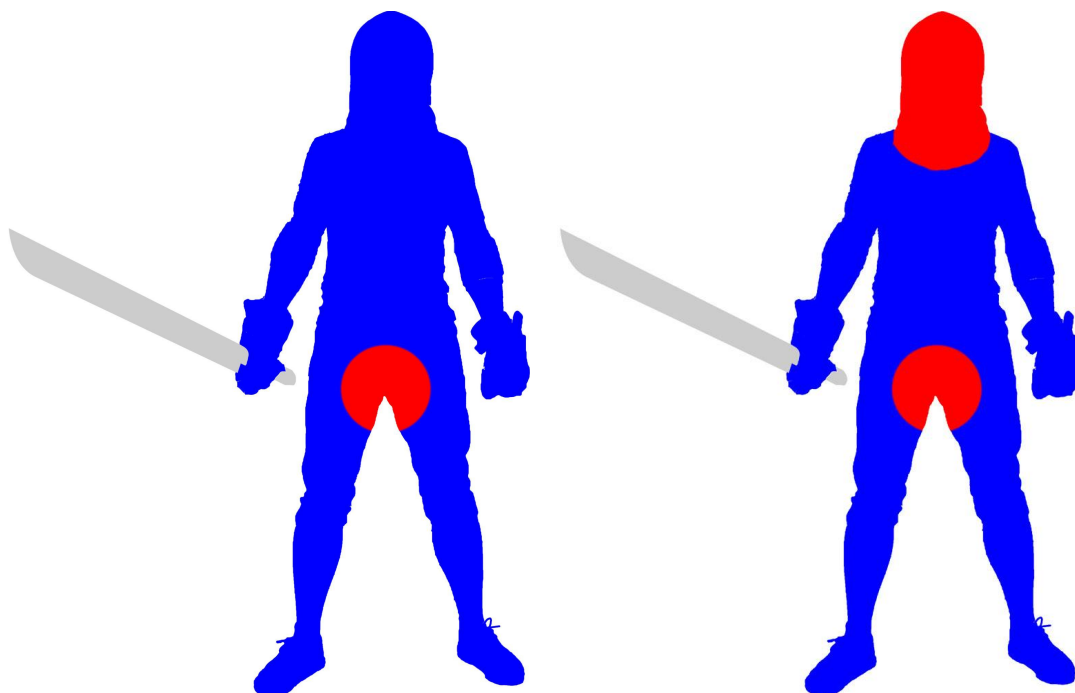


Figure 5.7.3. The Advanced Rules Piercing Zone on the right is used in tandem with the Standard Targeting Area on the left. Slashing can be executed to anywhere in the blue area on the left. Piercing can be executed to anywhere in the blue area on the right. The grey areas are inert. Red areas are illegal for the given attack.

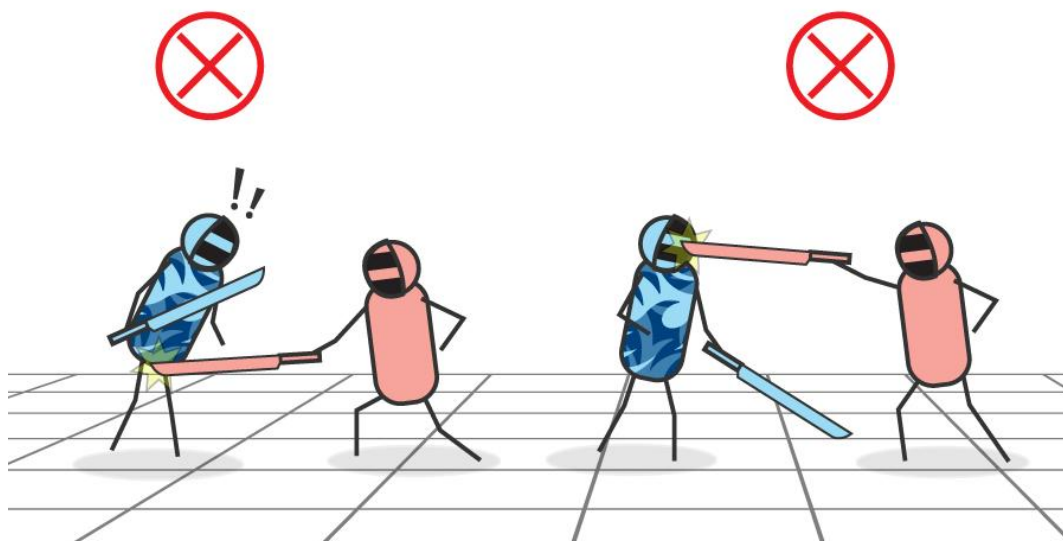


Figure 5.7.4. Piercing attacks to the head and groin are illegal!

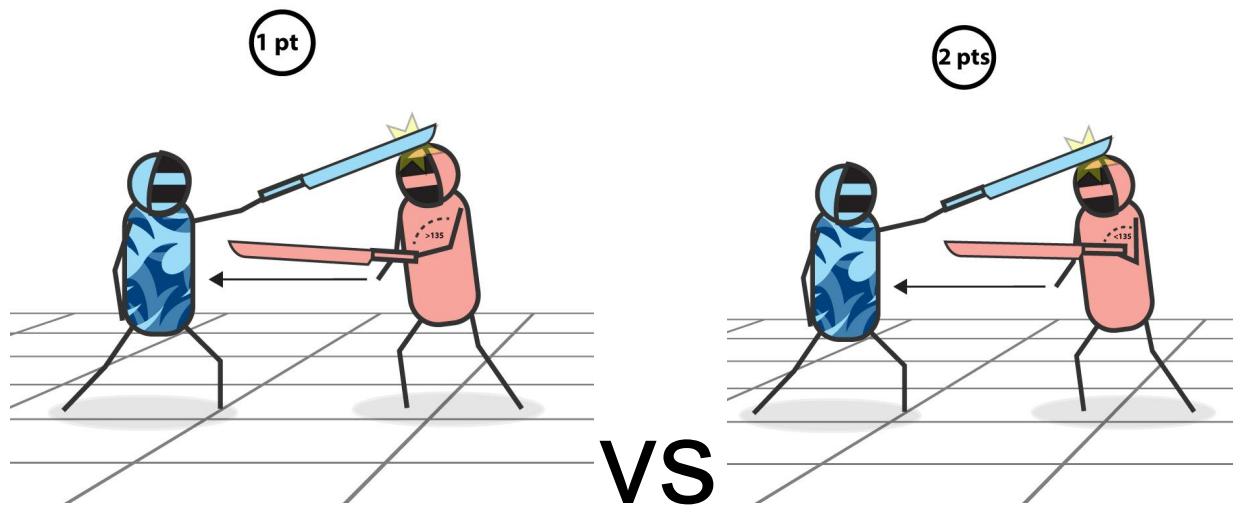


Figure 5.7.5. In the first image the secondary attack by Red is considered en-route because Red's piercing attack is extended to at least 135 degrees when Pattern's hit lands. In the second image, Red's secondary attack is not in-time because Red's For a secondary piercing attack to be considered en route the weapon must be driving toward target at the moment of the primary hit AND the weapon arm must be extended to 135 degrees or more.

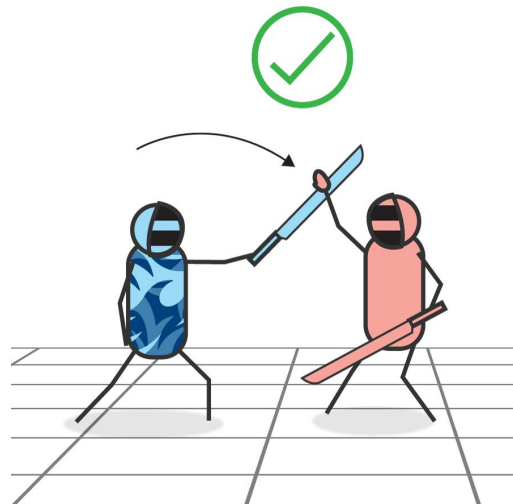


Figure 5.7.6. In Advanced Play the non-weapon hand may be used to deflect the opponent's blade.

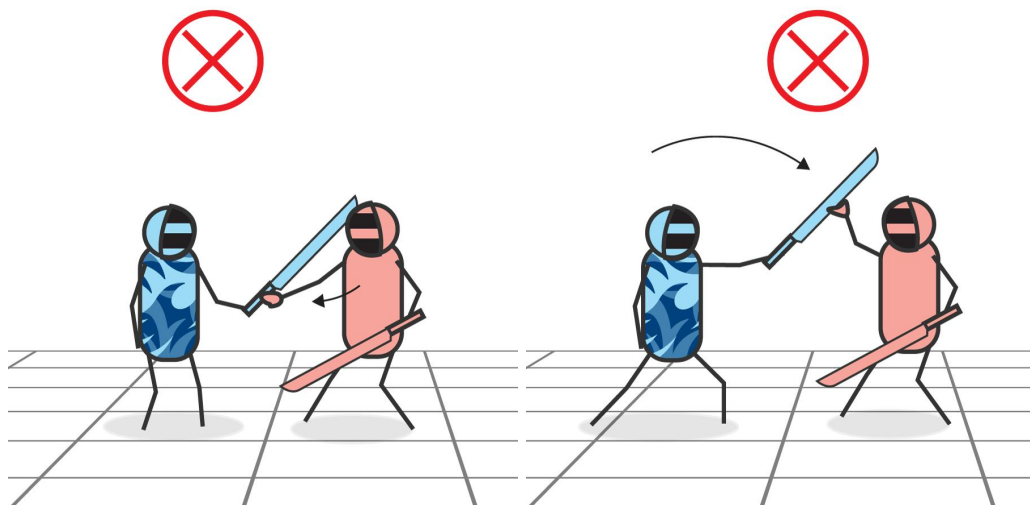


Figure 5.7.7. *Only* the opponent's blade may be moved with the hand. The non-weapon hand may not be used to deflect or otherwise manipulate the opponent's hilt, hands, or any other body part. Grasping the hilt, hands, or weapon is also illegal.

6. SPECIAL RULES

These rules govern several uncommon situations: disarmaments, racing, and Priority.

6.1. Summary

- 6.1.1. When a competitor becomes disarmed, play continues until a score is made or the weapon is irretrievable. Worth 2 points to the opponent if the weapon is irretrievable.
- 6.1.2. If the match is stalling, the referee can randomly grant priority to a fencer for one encounter, making their en route or simultaneous hit count as a primary hit instead. Worth 1 point.
- 6.1.3. If the competitors have become “bound up together” and are “racing” to finish their slashes, it is ruled as a simultaneous hit.

6.2. Definitions – None

6.3. Disarms

- 6.3.1. If a competitor loses their weapon– whether due to opponent action or carelessness– play *may continue* as normal (ie the fencer may attempt to retrieve their weapon and their opponent may attempt to score on them) *until the the first* of these conditions is met:
 - 6.3.1.1. A hit or hits are made – scored as normal.
 - 6.3.1.2. The owner concedes (“surrenders”) – 2 points to the opponent.
 - 6.3.1.3. The referee determines that the weapon is irretrievable – 2 points to the opponent.
 - 6.3.1.4. Time runs out – 2 points to the opponent.
 - 6.3.1.5. The encounter is halted due to stalling. See §6.4.2.2.
- 6.3.2. If a competitor disarms themselves while landing a hit, that hit is considered inert.
- 6.3.3. Any weapon not in hand is considered inert the moment it leaves the wielder’s grasp.

6.4. Priority

6.4.1. Basics

- 6.4.1.1. Priority is a temporary state of the match in which the fencer with Priority is always considered to have hit first as long as their hit was first, en route, or simultaneous in the hit exchange.
- 6.4.1.2. Priority is designed to help the match progress in the case of stalling due to overaggression or nonaggression.
- 6.4.1.3. Any hit earned via priority is always worth 1 point.

6.4.2. Application

- 6.4.2.1. Overaggression – If 3 encounters in a row end with simultaneous or ambiguous calls, then on the encounter immediately after the 3rd, then one of the fencers, selected at random, has Priority applied.
- 6.4.2.2. Nonaggression – Alternatively, if the referee determines that if one or more fencers are refusing to engage or “play”, then Priority can also be applied in the same manner as above.
- 6.4.2.3. For every application of Priority beyond the first within a single match, the assignment of Priority is not determined randomly but given to the fencer opposite to the one granted Priority at the last iteration.

6.4.3. Rescission

- 6.4.3.1. The state of priority is rescinded once the encounter in which priority has been applied ends with a valid hit exchange.
- 6.4.3.2. After priority is rescinded, the simultaneous call count resets to zero.

6.5. Racing

- 6.5.1. Racing is a situation where both fencers have each struck each other with their blade but have yet to complete their slashes, then “race” to complete their attacks. Usually occurs when both competitors are in very close proximity.
- 6.5.2. When racing occurs, it is ruled simultaneous no matter which fencer landed first nor which fencer finished their slash first.

6.6. Figures

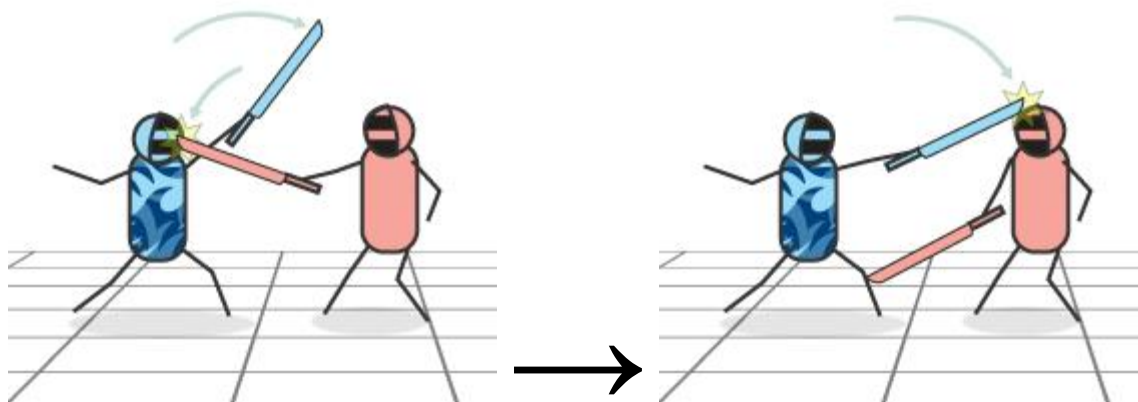


Figure 6.6.1. Priority Exchange. Pattern arrives second in the exchange, but because Pattern has Priority, Pattern receives the point. One point is awarded for hits earned by Priority. Priority is rescinded following this exchange.

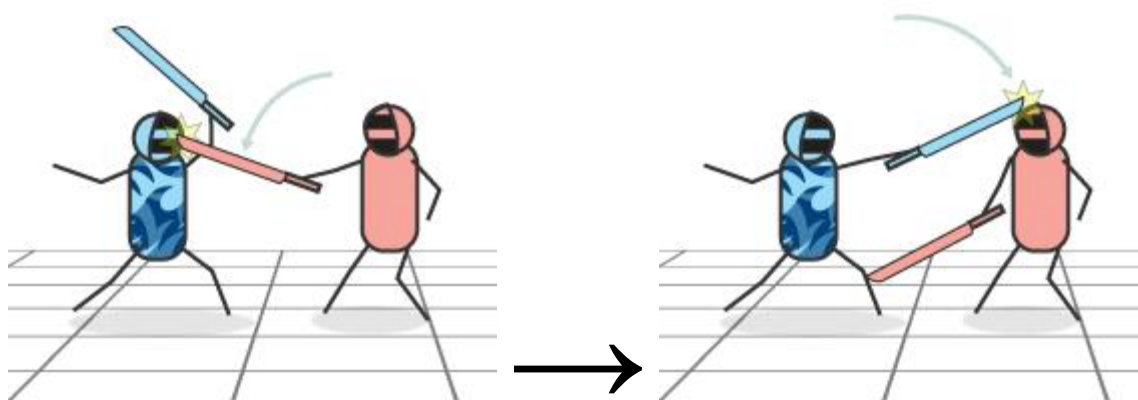


Figure 6.6.2. Failed Priority Exchange. Pattern has Priority and arrives second in the exchange. However, Pattern's attack is insufficiently developed at the time of the first hit, which makes Plain's attack an intercept. Therefore, Plain receives the full two points and Pattern receives none, despite having Priority. Priority is rescinded following this exchange.

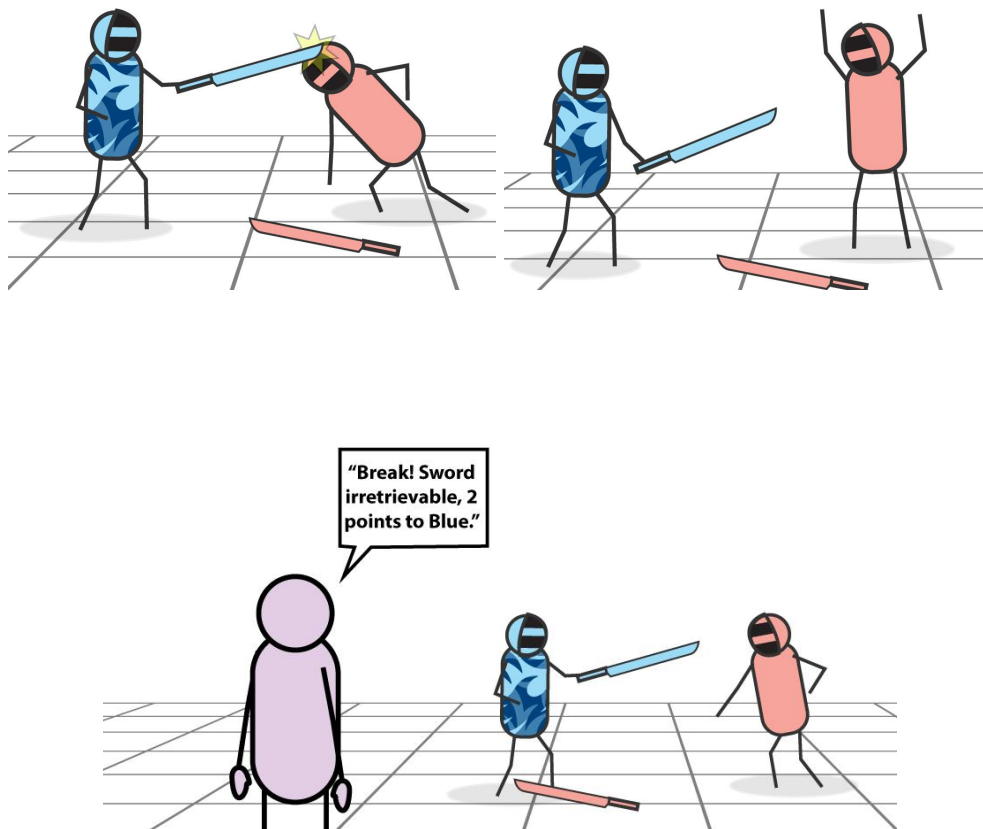


Figure 6.6.3. Disarmament. When a fencer drops their weapon, they may keep playing. The encounter ends when a fencer is scored upon, the fencer who dropped their weapon surrenders, a referee determines the weapon is irretrievable and calls “break”, time runs out, or a referee determines a fencer is stalling.

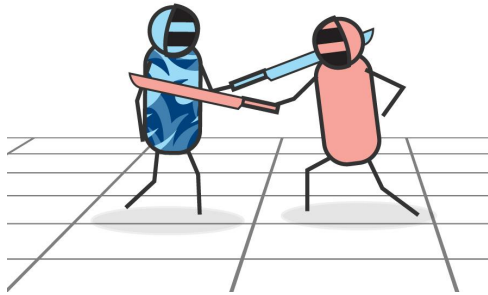


Figure 6.6.4. Racing. When both fencers have hit each other with their blade, yet have not finished their slashes and “race” to do so first, the encounter is always ruled simultaneous.

7. **ILLEGAL ACTIONS, POSITIONS, & THEIR PENALTIES**

Illegal actions are generally enforced for the safety and comfort of all competitors. It is understood that sometimes accidents happen. However, Lightspeed Saber considers that “accidental” does not equal “unpreventable”, and that all competitors are at least partially responsible for the safety of their opponent; the lack of intention is not a valid excuse.

In the event of impending accidents, ie stabbings, collisions, tripping, etc, all competitors are encouraged to do whatever they can to mitigate possible injury as much as possible. It is ultimately up to the referee whether penalties are required.

7.1. Summary

- 7.1.1. All attacks and physical contact with the opponent are to be made with the scoring edge of the sword only.
- 7.1.2. Extended point positions and piercing attacks are illegal in lower level competition, but legal in advanced competition.
- 7.1.3. No hand-to-hand combat, grappling, or hand or weapon manipulation is allowed (EXCEPT offhand parrying in advanced competition settings. See Section 5 Advanced Rules).

7.2. Definitions – None

7.3. **Universality of Illegality Policy**

- 7.3.1. **Illegal actions and positions are illegal *at all times* while the bout is running.**
- 7.3.2. **Illegal actions and positions cannot be held or performed even if the violator considers themselves “out of range” of their opponent.**
- 7.3.3. **Illegal actions and positions are still illegal regardless of whether they resulted in a hit or not.**
- 7.3.4. **Illegal actions and positions are still illegal whether they resulted in injury or not.**

7.4. Illegal actions (in all rulesets)

- 7.4.1. No punching, kick, grappling, headbutting, kneeing, elbowing, tackling, tripping, or any other physical attack or manipulation from *person to person*.
- 7.4.2. No throwing of the weapon.

- 7.4.3. No attacks of any kind to the groin.
- 7.4.4. No piercing attacks to the head.
- 7.4.5. No running piercing attacks.
- 7.4.6. No striking the opponent with anything but the cutting edge of the sword (attacking with the handle or the back of the sword is illegal).
- 7.4.7. Brutality– attacking with such ferocity as to badly injure the opponent, especially with an illegal action, especially in any way that might impair that person’s ability to compete, or impair that person in any other way for more than an hour– is illegal. (Would primarily occur by piercing attacks.)

7.5. Illegal in standard play, but legal in advanced play (see §5 Advanced Rules):

- 7.5.1. Piercing attacks
- 7.5.2. Extended Point Positions
- 7.5.3. Offhand parrying

7.6. Intimidation and disrespect

- 7.6.1. Intimidation or disrespect of the referees– which can include questioning their calls in your own favor, mocking or insulting the referees, pressuring the referees, or otherwise disrespecting the referees in or out of the ring– is illegal.
- 7.6.2. Intimidation of your opponent– whether by mockery, insult, disrespect, nuisance, or excessive celebration, in or out of the ring– is illegal.

- 7.6.2.1. This rule is subjective and enforcement can vary based on competition level and other factors.

- 7.6.3. Destruction or damaging of equipment, personal belongings, or the environment, regardless of who owns that equipment or environment, is illegal.

7.7. Expulsive actions (in all rulesets)

- 7.7.1. Treachery– attacking an opponent that is not physically or mentally equipped to receive an attack– is totally forbidden and will garner instant expulsion and possible legal action.
- 7.7.2. Malignance– attacking with the goal of intentionally harming a person, especially by striking an illegal target– is totally forbidden and will yield

instant expulsion and possible legal action.

7.8. Penalties are applied in the following order:

- 7.8.1. Written warning – No point penalties.
- 7.8.2. 1st penalty – 1 point to the opponent.
- 7.8.3. 2nd penalty – 2 points to the opponent.
- 7.8.4. 3rd penalty – forfeiture of the current match.
- 7.8.5. 4th penalty – expulsion from the competition.

7.9. Figures

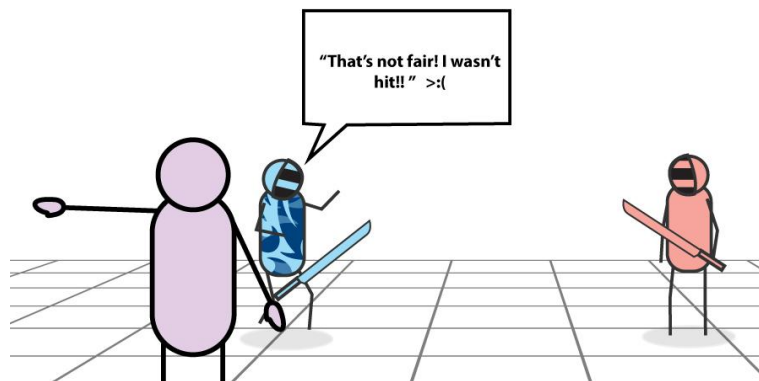


Figure 7.9.1. You cannot question a referee to argue for a ruling in your favor, mock, insult, or disrespect the referee.

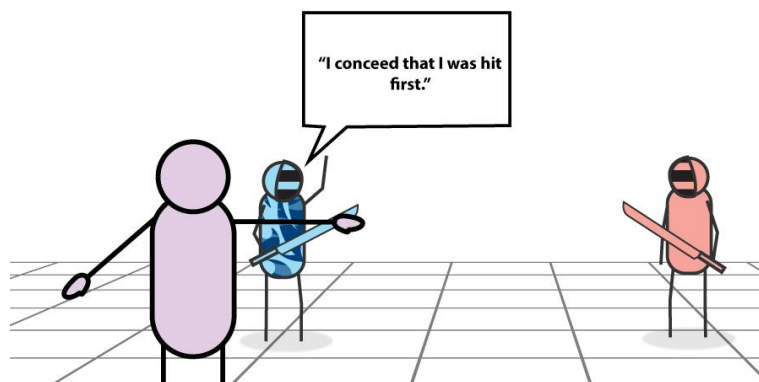


Figure 7.9.2. It is not disrespectful to point out if your opponent scored and the referee missed it.

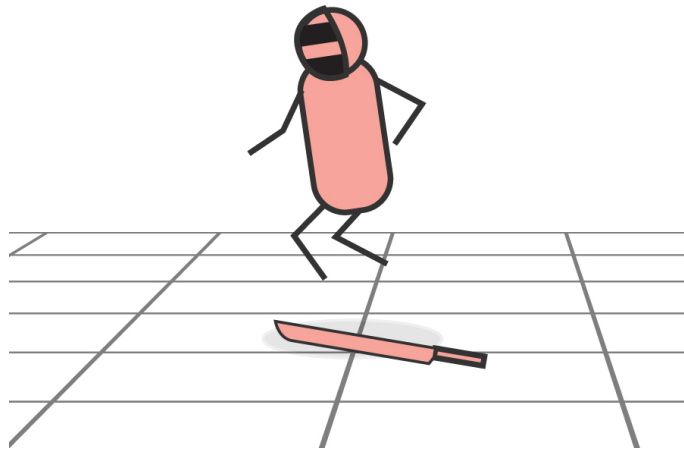


Figure 7.9.3. Destruction of *any* equipment, even your own, is illegal!

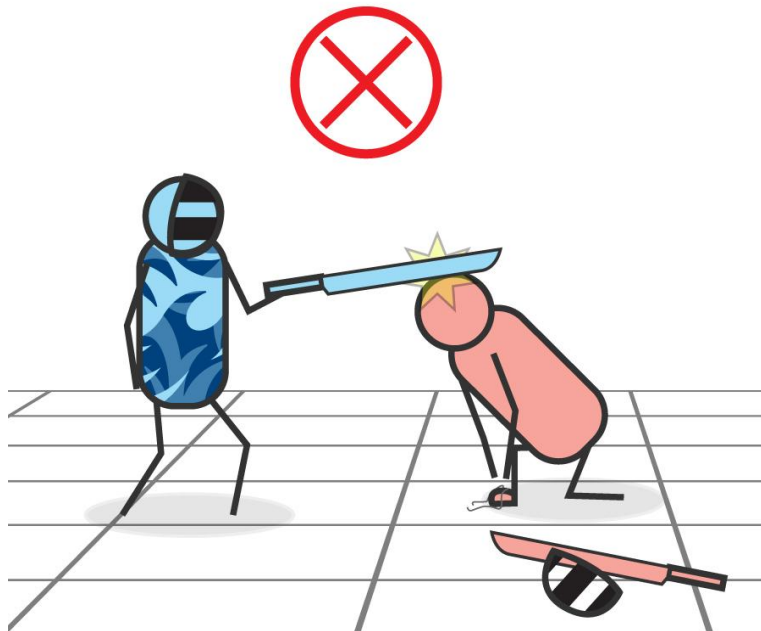


Figure 7.9.4. Attacking an opponent who is not physically or mentally prepared is forbidden, will lead to immediate expulsion and possible legal action.

AFTERWORD

We hope that you enjoy fencing in Lightspeed Saber softsword. We are always open to new ideas and improvements, so don't hesitate to talk to us in our Discord:

LightspeedSaber.com/discord

Find more tournaments at:

LightspeedSaber.com/tournaments

Sincerely,

*Cang Snow
Lightspeed Saber League
Chief Executive Officer*