

Queen's Court Rules

Required Equipment

Safety is of utmost importance. Failure to comply with equipment and safety standards may result in warning penalties up to the possibility of expulsion. All fencers must pass an armoury inspection prior to competition.

- You must supply your own weapons and gear. See list below for approved weapons.
- Fencing masks with back of head protection must be worn by all fencers. The mask must be free of defects, dents, broken support pieces, etc.
- Women must wear chest protectors.
- Men must wear an athletic cup.
- Fencing jackets or protective jackets are required. Armpit gaps are not permitted.
- Gloves are required. They must have rigid and padded protection.
- Some form of rigid neck protection that covers the larynx must be worn.
- Elbow/knee protection is required. The items must completely cover the knee and elbow.
- Fencers must wear closed toe shoes.
- Long pants or fencing pants are required. Suspenders must be over the shoulders or removed for safety.

Approved Weapons

All tips must be lightly colored or have lightly colored tape. This helps the Judges to determine the quality of the thrust. We can supply you tape if you forget.

Pre-approved Feders (others will be considered upon inspection):

Regenyei Feders	Arms & Armor Fechterspiel
Pavel Moc Feders	Comfort Fencing "Dobringer" Feder
Ensifer Feders	Darkwood Armory Feders
Mac Arms Feders	Baltimore Sword & Knife Works Feders
SGT Blade Feders	Castille Armory Feders
Black Horse Feders	Chlebowski Feders
Albion Meyer	VB Feders

Match Duration

Matches will consist of a maximum of 5 exchanges, or 5 minutes of a running clock (whichever occurs first). In elimination matches, ties will be resolved via sudden death where the first clean hit (i.e. no afterblow) results in the win.

Exchanges begin when the Director calls "Fence" and end when the Director calls "Halt". After the call of halt, each fencer will return to their respective starting position.

Talking is not permitted during the exchange except for when a referee needs to be addressed.

Actions that Stop an Exchange

The Director can stop the Exchange whenever deemed necessary. Such reasons include:

- A fencer completes a scoring action.
- A safety concern, which could be due to equipment, safety gear, unsafe conduct, spectator interference, etc.
- Weapons with broken or lost pieces will result in a halt.
- Anything that is of concern to the Director.
- Anyone other than fencers or Judges entering the ring.

Scoring

All valid strikes that occur within a single beat of the first touch are valid and will be counted with the lower scoring strike subtracted from the higher scoring blow. This means that afterblows and doubles are essentially identical. This change was made to streamline the judging process and to encourage maintaining a defense while attacking.

Example: Combatant A lands a strike to Combatant B worth two points. Within the same tempo, Combatant B lands a strike worth one point. In this instance, Combatant A will be awarded one point ($2-1=1$).

Points can be earned for successful strikes, thrusts and slices. For a strike to be valid, it must be made with proper technique and intent. For instance, a blow with the flat is worth no points, regardless of target. The Director can call a contact incidental without stopping an exchange, in which case the fencers do not need to return to their start positions.

After-blows or "Revenge Strikes"

After an unsuccessful defense, a fencer will often follow up with some form of continuation. In general, these do not count. If they are excessively violent or vindictive they will result in penalties.

Scoring Actions and Point Values

Strikes

Cuts and thrusts to the head or torso as well as successful grapples and disarms are worth 2 points, Limbs and extremities are worth 1 point.

Any cut or thrust performed with a single hand is worth a single point unless the free hand is being used to manipulate the opponent's weapon, limbs, or body.

Draw cuts (i.e. push and pull cuts) must travel at least half the length of the blade in order to score and must be made with obvious intent.

A pommel strike to the head is worth two points. The fencer utilizing the pommel strike should make the strike with a reasonable amount of control and without the intent to harm the other fencer. Pommel strikes may not target the back of the head; however, if the opponent should turn their head and receive the strike to the back of the head, the strike will still be valid and the Director will issue a verbal warning (no card issued).

If you are forced out of the ring by yielding ground you have one point deducted from your score for the match to a minimum of zero.

Grappling

When fencers enter into a grapple, the Director will begin a five second count. If no fencer scores within that time, the Director will call halt, and the fencers will return to their starting positions.

Because of the lack of wrestling mats, throws will not be scored; this is a safety issue. If however a fighter can clearly demonstrate an ability to throw an opponent but does not, the director may award the point for a throw.

Fencers may make contact and use grappling that does not injure or incapacitate an opponent. For example, you could seize an arm or wrist in order to get a valid strike, but you cannot put them into a position that they are in danger of injury.

Disarms are allowed provided they meet all other requirements.

Grabbing a Weapon

A weapon may be grabbed only while it is at rest or the momentum has been primarily stopped due to contact with another weapon. Grabbing a blade that has sufficient velocity to score will result in a single point being awarded to fencer whose blade was grabbed. A blade may be grabbed and held for any length of time at the strong or forte of the blade without penalty, but will begin the grapple clock. A blade may be grabbed at the weak or foible for only a single beat and must then either lead to a completed technique, be released, or result in a point to the opponent. Further, if a blade visibly slides against the hand of the individual grabbing it will also lead to a point for the opposing fencer.

Permitted, Non-Scoring Techniques

Punch, kick, elbow, open hand strike etc. All require proper control and are intended only as set ups for follow up techniques. Any fencer wearing either heavy or metal gauntlets are not permitted to use closed fist punches, but open handed strikes are permitted.

Forbidden Techniques

- Any technique which aims to bend or turn a limb against its natural direction
- Grapples where only the neck or head is manipulated
- Strikes to the back of the head
- Strikes to any unprotected area due to equipment failure, such as a mask falling off
- Intentionally throwing a sword at an opponent

Sportsmanship

We are all part of the same HEMA community, and to make that community stronger, we encourage honesty and good sportsmanship. Further, Judges are not perfect and there will be things that are missed. To mitigate these issues, we ask that you respect the following:

If a fencer is awarded points which they feel un-entitled to, such as a poor strike being awarded points, the fencer may refuse the points. A fencer may only refuse points that are awarded to them, never to refuse points awarded to the opponent.

A fencer may acknowledge a valid strike against them or acknowledge a higher scoring target than was awarded by the Judges. However, a fencer may not protest a lower scoring target unless asked directly by the Director.

Judging

Each ring will have 6 staff members:

- 1 Director
- 4 Judges
- 1 Table Staff

The Director will be in charge of the Matches and has final authority on all calls. Any and all issues should be brought to the attention of the Director. Both fencers agree to abide by the Director's calls, which will involve both the competitive scoring, and assuring the safety of fencers and spectators. If the clock needs to be stopped for any reason, such as for an injury or equipment failure, it shall be incumbent upon the Director to call "Time," at which point the Table Staff will stop the clock.

The Judges are present to aid the Director and will make calls on all hits, calling "Point," at which point, the Director will call halt and ask the Judges, "Ready...Point." The Judges will then display the location of the strike with the semaphore which corresponds to the fencer's colour. Anyone who is fencing may be called upon to judge. If a fencer is asked to judge and feels unable to fairly judge due to lack of experience, a relationship with a fencer, or undue bias, that fencer may recuse himself. A fencer should not ask to recuse himself simply due to a lack of desire.

As the Director will be an experienced judge and will have the best view of the action, the Director will be given wide discretion in their decisions. The Director may agree with only one

Judge, seek input from the fencers, or call the exchange "Unclear, no points." Rarely should the Director overrule the Judges except in extreme circumstances. If points are awarded, the Director will indicate to the Table Staff the correct score to be added.

Warnings and Penalties

- Warnings are issued as a yellow card.
- No points can be awarded on the offending yellow card touch.
- Two yellow cards = 1 red card.
- A red card results in three points (3) against the violating fencer.
- A black card results in expulsion from the tournament.

Yellow Card Offenses

- Delay of Match.
- Disorderly fencing, taking off the mask prior to a "Halt"
- Touches done with brutality.
- Touches made during or after a fall.
- Covering or substitution of valid target.
- Refusal to obey the referee.
- False injury / cramp complaint.
- Anyone disturbing order on the strip.
- Refusing to recognize the point.
- Trash-talking or taunting opponents.

Red Card Offenses

- Dangerous, violent, or vindictive action.
- Dishonest fencing.
- Receiving Second warning in a Match.
- Direct hit to non-valid target with intent to injury, e.g., the back of the head or groin.

Black Card Offenses

Black card offenses are the most serious kind and generally represent actions that are blatantly dangerous or a complete violation of the rules. Black carded fencers are expelled from the tournament and the venue. Their results will posted as "FENCER EXCLUDED."

- Throwing the mask or weapon for any reason.
- Deliberate cheating.
- Refusing to fence an assigned opponent.

Tournament Structure

- Announced start times represent the close of registration. Fencing will commence a few minutes later after the event has been seeded into pools.
- All fencers will be assigned to a pool.

- The pool is a round-robin. Each fencer will fence each person in the pool once.
- 100% of fencers from pools will be promoted to single direct elimination.
- Seeding is calculated from a composite of the following:
 - Win ratio: Victories / Bouts
 - Indicators: Touches Scored - Touches Received
- Fencers will be seeded into a bracket of best vs worst narrowing down to the finals.