

# Davenriche European Martial Artes Tournament Rules

Revised 12/4/2024

Universal Rules	Page 1
Rapier	Page 5
Longsword	Page 6
Mixed Weapons	Page 8

## Universal Rules:

Below are a set of universal rules that apply to all our tournaments. Each individual tournament has an additional set of rules which supersede the universal rules in the case of any overlap.

### What Counts As Scoring

**Valid Thrusts** should demonstrate some form of visible flex outside of synthetic.

**Valid Cuts** are expected to have sufficient rotation and will only score if the edge of the weapon makes contact. Cuts that do not have at least a 45 degree arc will not score. Cuts done with only the last inch of the sword will not score either, fighters should aim to cut as close to the center of percussion as possible.

**Draw cuts** should visibly displace the structure of the other fighter.

**Pommel strikes** must be done to the face of the mask for the sake of protection.

**Excessive force/unsafe** calls will deny any points for the fencer that they are called against and depending on the case may face ejection from the event.

**Poor sportsmanship** calls may result in warnings, point deductions, and ejection from the event depending on severity

**Out of Bounds** fighters are expected to keep **at least one foot in the ring**. If one foot is not in the ring and the fighter steps **ON OR OVER the fencing line** with their remaining foot, it will be considered out of bounds and their opponent will score a point for a ring out.\*

\* Due to safety of our audience, we had to rule no feet out of the ring

### Target Areas

Head: This includes the mask and bib (or throat area if the bib is integrated into the jacket)

Hitting the back of the head may incur a penalty to the fighter who dealt them

Arms and legs: From the shoulder (where a hem on a shirt would be) to fingers

Hand Hits: are permitted

Foot hits: are not permitted

**Blocking with the arm:** If you move your arm in the way of a strike that would have been a better scoring hit, the better scoring hit will be counted.

**Doubles:** Same tempo action, 3 doubles in a bout will result in a loss for both participants.\*

\*We will not double out the finals, but we may double out any match leading up to finals

There will be a maximum of 10 scoring exchanges in any match. Though doubles do not provide score, they count as a scoring exchange.

### Equipment

All equipment, with the exception of mask and gloves, must be worn when checking out at gear inspection. Mask and gloves must still be brought to gear inspection along with any/all weapons.

#### Protective Equipment Requirements

##### No Exposed Skin

**Mask** with **back of the head** protection required and must be in decent shape

**Gorget** or Rigid trachea protection is required

**Groin protection** is required for all fighters

**Hard protection** for both the **knee** and **elbows** are required and expected to cover the three points

**Gloves:** Must be heavy gloves (SPES Heavy, Infinity, ProGauntlet, ect.) if the Sword does not have some form of complex hilt that actively protects the hand

**Gambesons:** Heavy gambesons or Light/medium gambesons with rigid plates required

#### Protective Equipment Recommendations

**Plastrons** are highly recommended

#### Weapon Equipment Requirements

All swords must be made of steel and have a reasonable amount of flex.

#### Tournament Management and Conduct

Each ring will have one marshal, up to four judges, and table staff.

**Marshals** are responsible for starting and stopping the exchange, ruling on the order of operations of actions in a fight, halting the fight in case of safety concerns, calling if an action was or was not sufficient, making any warnings, and making points calls. Marshals can cast a tiebreaker vote, but cannot overrule majority vote. If judges don't agree, marshals can declare a wash and nothing done. If majority vote is for one fighter, but no consensus on action, the lowest scoring target will be chosen. Marshals can veto the judges for no quality or excessive force. Marshals can call hold for 10 seconds of inaction for the purposes of making sure a match finishes. Marshals have final say in their ring.

**Judges** watch for scoring actions and call hold when they see them. Each judge's vote has equal weight. A judge may cover their eyes to indicate they did not see the exchange. They may make an X lower on the body to indicate the point was insufficient.

**Table** announces fencers for the current match, announcing fencers on deck, keeping track of match time, and points scored. After the match, the table will announce the winning fencer.

**Self Calling** can not be called in your favor

You may call a hit to yourself, or correct a hit to a higher scoring target. The marshal may veto this form of self call if they believe the hit was insufficient.

You may decline a hit that was awarded to you that you believe was not proper quality

When **"Hold"** is called, both fighters need to cease fighting and move back to their starting positions. Continuation of fighting after the hold is called will not be scored and will result in a penalty call and points deductions. A separate excessive force call may be made in addition if the action in question had too much force behind it.

**Start of Match** will happen after the table calls the victor of the current match. Each ring will have a place for the fighters on deck to be. If you are not on deck by the time that the match before you is called, you will be deducted points.

**Seconds** will be allowed to stand on deck with their fighter. If seconds get in the way of judges moving around, they will be sent back to the audience. Seconds are not allowed to dispute calls or argue on behalf of the fencer

## Tournament Format

Tournament Format will largely depend on the size of the fighter pool. We want everyone to get their fill of fencing in, but at the same time need to finish at a reasonable hour.

Small format (under 20):

Two sets of pools, the second set of pools will be generated using the first set results.

Finals will be single elimination with 8 slots using overall results.  
Alternatively, we may run one set of pools and true double elims for top 8

Medium format (20+):

One set of pools.

Finals will be double elimination with 16 slots

Large format (40+):

One set of pools

Finals will be single elimination with 20 slots

Pre-approved list of weapons (Mixed Weapons Specifically)

Mixed Weapon Pre-approved weapon sets that follow the equipment criteria

Baskethilt

Longsword

Rapier (36" blade max)\*

Rapier (36" blade max) + offhand\*

Sword and Buckler

\*Length limitation to rapiers only applies in the Mixed Weapons tournament, not in the Rapier tournament

Mixed Weapon Weapon sets allowed as exceptions to the equipment criteria  
(non-comprehensive)

HAMA:

Iklwa (under 30" total) and shield

Japanese:

Katana (Blade under 32") plus Wakizashi (Blade under 25")

Pre-approved weapon makers

Akado Armory (will require rubber tips)

Albion

Blackfencer

Castille Armory

Chlebowski

Darkwood Armory

Ensifer

Krieger Armory

Kvetun

Regenyei

SGT Blades

Sigi Forge

VB (will need to test flex)

Zen Warrior



# Rapier Specific Rules

## Match End

Point limit of 9 is reached, or time limit of 90 seconds is reached. If time is called in the middle of an exchange, that exchange will be permitted to be finished. The Marshal may call hold for 10 seconds of inaction.

## Point Scoring

Head: 3 thrust or cut, 1 for pommel or shield boss to the face of the mask

Torso: 3 thrust, 2 on cut

arms/legs: 2 thrust or cut

Ring Out: 1

Afterblow: first afterblow is -2, successive afterblows are -3

Sword Grabs: Hand parries are permitted if they would not reasonably cut you, blade grabs are permitted for one tempo, but will award the opponent a hand hit if the tempo does not finish with a scoring point. If the opponent frees themselves from the blade grab, they are awarded 3 points.

Grappling: Are prohibited due to the nature of the complex hilt

Disarms: Are prohibited due to the nature of the complex hilt

## Equipment

**Gloves:** May be light leather gloves or heavier

Gambesons: Light/medium gambesons do not require hard plates outside of elbows and knees

## Weapon

The rapier must reasonably resemble a historic rapier

No blades longer than 43" from quillon to tip

All blades must have rubber tips or equivalent with high contrasting tape to secure them

Blades are expected to have a reasonable flex

Only rapier blades are permitted, sport fencing blades will not be permitted.

## Offhand

**Dagger:** No blades longer than 20", it must have a rubber (or equivalent) tip taped down with high contrast tape and the blade must have a reasonable amount of flex.

**Buckler:** No spikes permitted and must be no more than 14" diameter.

**Capes:** Allowed, but the marshal may disallow it's further use in a bout when it's being used to disrupt the time a bout is taking

# Longsword Specific Rules

## Match End

Point limit of 9 is reached, or time limit of 90 seconds is reached. If time is called in the middle of an exchange, that exchange will be permitted to be finished. The Marshal may call hold for 10 seconds of inaction.

## Point Scoring

Head: 3, 2 for pommel, 4 for dagger thrust

Torso: 3

arms/legs: 2

Disarm: 4

Ring Out: 1

Afterblow: first afterblow is -2, successive afterblows are -3

All scoring points are expected to be done with both hands on the weapon with the exception of pommel and dagger hits. The only time a one handed attack will qualify for scoring is when the fighter has one hand on their opponent.

Sword Grabs: Allowed, but if a hit or disarm is not scored in two seconds, it will award the other fighter points for a hand hit. Be aware that depending on the nature of the sword grab, it may be scored as a hand hit instead.

Disarms: Will award the fighter 4 points for a disarm of the sword, if the sword is simply dropped as part of the action, it will not be scored as a disarm.

Grappling: allowed for the purposes of disarms, daggers, and pommels. Takedowns are not allowed and will be deemed excessive force and may result in a yellow or red card.

Daggers: Must start sheathed, or tucked in belt/boot/etc.

## Equipment

### Longsword

Longswords and Feders are both allowed.

No blade longer than 40"

Overall length no longer than 54"

Siderings are allowed, but an enclosed cage is not allowed in order to allow for disarms

Any **rolled tip must be capped or taped.**

Any **non-spatulated tip must be capped**

A reasonable amount of flex will be expected

Any and all burrs will need to be removed before the start of the tournament.

#### Longsword Offhand

A dagger is allowed to start in or from a fighter's belt or boot. If at any point your dagger is removed from your person, you will not be allowed use of your dagger for the rest of your match. If you have another method of bringing a dagger into the fight, it will be approved on a case by case basis, but it is not allowed to start from the hand.

Dagger: No blades longer than 20", and the blade must have a reasonable amount of flex.

Daggers are expected to resemble rondels, but cases may be made for other daggers that are considered companion daggers to a longsword. Coldsteel rubber daggers are allowed.



# Mixed Weapon Specific Rules

## Match End

Point limit of 9 is reached, or time limit of 90 seconds is reached. If time is called in the middle of an exchange, that exchange will be permitted to be finished. The Marshal may call hold for 10 seconds of inaction.

## Point Scoring

Head: 3, 2 for pommel

Torso: 3

arms/legs: 2

Ring Out: 1

Afterblow: first afterblow is -2, successive afterblows are -3

Two handed weapons strikes are expected to be done with both hands on the weapon with the exception of pommel and dagger hits. The only time a one handed attack will qualify for scoring with a two handed weapon is when the fighter has one hand on their opponent.

Sword Grabs: Allowed, but if a hit is not scored in two seconds, it will award the other fighter points for a hand hit. Be aware that depending on the nature of the sword grab, it may be scored as a hand hit instead.

Grappling: Are prohibited to allow complex hilts without risking unnecessary danger

Disarms: Are prohibited to allow complex hilts without risking unnecessary danger

## Equipment

You will be allowed **a single two handed weapon, or up to two one handed items**. All weapons will **require a steel blade with reasonable flex**. If your weapon does not have an enclosed guard (like a basket hilt or cage), you are required to wear heavy gloves. If your weapon does have an enclosed guard, we expect you to wear the heaviest glove that you can still operate your weapon with. Please note that single layer deerskin gloves will not be allowed.

If your hilt is 10" or longer, it will be considered a two handed weapon. However, we are working with practitioners of non-HEMA disciplines to include lists of weapon combinations that do not strictly fit our rules. If you have a historical weapon set that is not represented, feel free to reach out for a case by case approval. Please note that as we are running a Rapier+Offhand tournament, we are not making exceptions to allow in rapiers that do not already fit our definition of one handed weapons.

Not having a bladed weapon that fits the criteria is grounds for being disqualified.

### All Bladed Weapons

Any **rolled tip must be capped or taped.**

Any **non-spatulated tip must be capped**

A reasonable amount of flex will be expected

Any and all burrs will need to be removed before the start of the tournament.

Blades will be measured from where they meet the quillons to the furthest point of the blade

### Main Weapon - Two handed weapons

Defined as weapons effectively wielded with two hands

No blades longer than 40" from the quillons

Overall length no longer than 54"

### One Handed Weapon Rules

Defined as weapons effectively wielded with one hand

No blades longer than 36" from the quillons

Overall length must be under 50"

### Shields and Bucklers

The boss of the buckler may be pressed against the face of the mask to store a pommel strike

The sides of the mask being hit with the buckler may be considered as unsafe behavior

Using the rim of the buckler to hit may be considered as unsafe behavior

Shields and bucklers are allowed a maximum diameter of 14 inches

Shields and bucklers may not have any spikes on them

### Spears (and other pole weapons)

Your weapon must still obey the Two Handed Weapons restrictions listed above

Spears are still expected to have a metal blade with reasonable flex. Kvetun sells a head that is acceptable. For 2025 there is an exception to the this rule if you have reached out in advance

The butt end of any spear must be capped in rubber. Hits with the butt will count as pommel strikes and can only be done to the mesh of the facemask for safety concerns.

**Strikes with the shaft will not count and may be ruled for excessive force.**

### Stored dagger (optional and in addition to your weapon set)

A dagger is allowed to start in or from a fighter's belt or boot. If at any point your dagger is removed from your person, you will not be allowed use of your dagger for the rest of your match. If you have another method of bringing a dagger into the fight, it will be approved on a case by case basis, but it is not allowed to start from the hand. No dagger blades longer than 20", and the blade must have a reasonable amount of flex.