

HEMMA RULESET (COMBAT)

Combat Longsword has had a variety of ruleset changes since its official 2024 testing. Also we have an acronym now by accident! Heres a quick gloss of the official rules for fighters getting into the fray!

Quick links to videos of our ruleset and rulesets before:

July 2024: https://youtu.be/8KJ_DD0Rlwk?si=dvSiCLrNm4udafv4

May 2025:

https://www.youtube.com/live/Fo6eEotJsPs?si=tURYLB_6PSk7AanP

July 2025:

https://youtu.be/SAyNNDHywzQ?si=wcylN3_VmSW_xckb

August 2025:

<https://youtu.be/KlwuiSbcuVI?si=oRp-pAeyerv-EOz5>

<https://youtu.be/sVMweKkUFH8?si=VTgCBdDD50xQpFZ4>

<https://youtu.be/kSEGvpcxK5Y?si=bMUAG0VzhYsWD7Gf>

LONGSWORD:

Gear Requirements:

350N padded gambeson/Jacket
Rigid forearm and elbow protection.
Rigid knee and shin protection.
350N pants preferred, minimum no skin showing.
Rigid Gorget
350N Fencing Mask with back of head overlay.
Rigid hand protection, clamshells preferred.
Groin protection.

Conducting a Bout:

Some events may have an old school bracket set up to fill time. This could result in you fighting several rounds that day. We do recommend heavy pell work/cardio intensive stuff in gear to help ourselves before the fight. Always do more than you think you're going to.

Some rules may be changed per fight due to fighter requests. We are always open to people having the kind of fun they want to.

Bouts are 3 rounds at 90 seconds each, per round judging. Ties are counted as ties and do not extend the match by another round. (Unless the fighters and crowd may seem to be ok to go and all parties want that to occur).

Fighters may have 1-3 coaches in their corner. Not 3 yelling wackos though, but rather truly 3 coaches that are working/worked for you in some way for this fight.

Each match requires one ringboss, a time keeper, and 2-4 line judges with clickers. Are valid strikes to be counted when landed, afterblows and doubling does not exist in this ruleset. We only call hold on deep targets in order to break and refresh the action, unless the fighters are breaking themselves seemingly in tempo. (IE: Someone smacks a guy in the head and backs out, then continues into the next exchange fluidly, or thrusts to the body and immediately out.

Hold may be called but the stick might not be into play unless to break up ugly clinch style action or excessive doubling.).

Fighters are expected to be at the venue and hydrating when notified. Fighters are to enter the ring when their name is announced, and are occasionally given walkout music depending on the venue. Fighters go to their corner, and wait for the ring boss's instructions. We will also experience a rules briefing from the ringboss beforehand during hydration.

Medical halts can stop a fighter from fighting despite contest depending severity. Medical and Ringboss have discretion here. Fighters will be asked if they are ok, but obvious shit is obvious shit.

Scoring and Other Permitted Actions:

Blows where the blade or tip connect sufficiently to the limbs count for 1 point and head and torso count for 2 points.

Strikes to the front and side of the mask with fists are permitted but do not score. If the defending fighter fails to defend themselves within an appropriate amount of time then a halt will be called and the fight will resume after the reset. This applies especially in the case of ground and pound.

Strikes with the feet, shin, and knee are permitted to the front and sides of the torso.

Throws and throw reversals score 1 point each. If your throw is reversed, you are not the scoring fighter at that moment, but have the opportunity to do ground work for a finish.

Ground finishes such as a 10 second pin, ground and pound, or armbar/kneebar submissions are allowed and award 2 points.

Pins must be both opponents shoulders on the mat, the opponent unable to advance position for 10 seconds.

Sword use on the ground is worth the same value as standing and halts the action.

Gear failure will cause a pause time in the fight before the fight resumes alongside any other administrative times (IE: Warning/Carding a fighter)

Gear failure on the ground may not always constitute a halt in the action depending on where swords are located, and where your hand is located.

Pommel strikes are 1 point each and do not constitute a halt in the action unless the defending fighter is not defending properly in an appropriate amount of time.

Clinches may be broken for long periods of inactivity, or tired sweaty hugging instances.

Fighters PLEASE tap out or verbal tap or submit for any exchange you are not comfortable in, this is including pinned positions if you wish. We honor your tap or withdrawal from fighting.

Penalties/Non Permitted Actions:

Penalties may occur as warnings, yellow cards, or red cards. Yellow cards are official infractions that can result in red if you are displaying the same behavior you were carded for. Red cards are a round loss or match loss depending on severity. This is to the ringboss's discretion.

Hitting the back of head, kidneys/spine, back of knee will result in a penalty.

Crossguard strikes result in a penalty.

Being drunk is a red card.

Elbow strikes result in a penalty.

Submissions other than kneebars are armlocks are penalties.

Cranking submissions is grounds for a penalty, we recommend holding them without finishing. Showing control of the arm or leg is the goal. (IE: good form, no crank). This penalty can be issued by severity via ringboss discretion.

Behind the back bending ass suplexes are a penalty and fall under the severity discretion.

Malicious intent during an infraction can result in a boost to severity factor.

Continuing after a halt is a penalty.

Scissor sweeps are a penalty and fall under the severity discretion (Kani Basami specific/against the knee directly. Tani Otoshi would be permitted. I really just don't want knee contact bending it or against the bend. This doesn't apply to scissor sweeps from bottom guard.)

Black cards exist too, and you won't be able to fight again. You would have to try really hard for that here, but we are strict.

We especially do not disrespect any staff or judging during the event. Fighters are to honor and obey the ring boss's commands at all times. Throwing a fit after a round can seriously just make you lose the next one.

Contesting a penalty is allowed, respectfully though.

The ring boss has the discretion on sportsmanlike conduct, respect, and civility during any calls

about disrespect. Please don't give anyone shit is what we are asking. This will be covered by the ring boss in their rules briefing.

Severely injuring your opponent results in a match loss. Minor injuries can as well, to judges and fighters discretion. Malicious intent ending in severe injury is a red card, pending black card.

Most importantly:

Have fun don't be a dick or get someone seriously hurt intentionally.

Malicious intent is a red card, pending black card. Malicious intent is determined by judges and the director, and includes any action fencers take far exceeding the normal bounds of the competition. Retribution hits, hitting an opponent before fighting is authorized, striking an opponent walking away, ignoring tapping out, striking with the pommel, etc. are examples of but are not an exhausted list of malicious intent.

[Disqualifications for Behaviors and Advised Disciplines - Google Docs](#)