

REX HEMA GUILD TOURNAMENT RULESET

TIER A

Steel Longsword (Intermediate-Advanced / All Skill Levels):

OVERVIEW

This ruleset is designed for people who have been to 3 or more tournaments or would consider themselves to be intermediate to advanced fighters. However, anyone can choose to participate if they so desire.

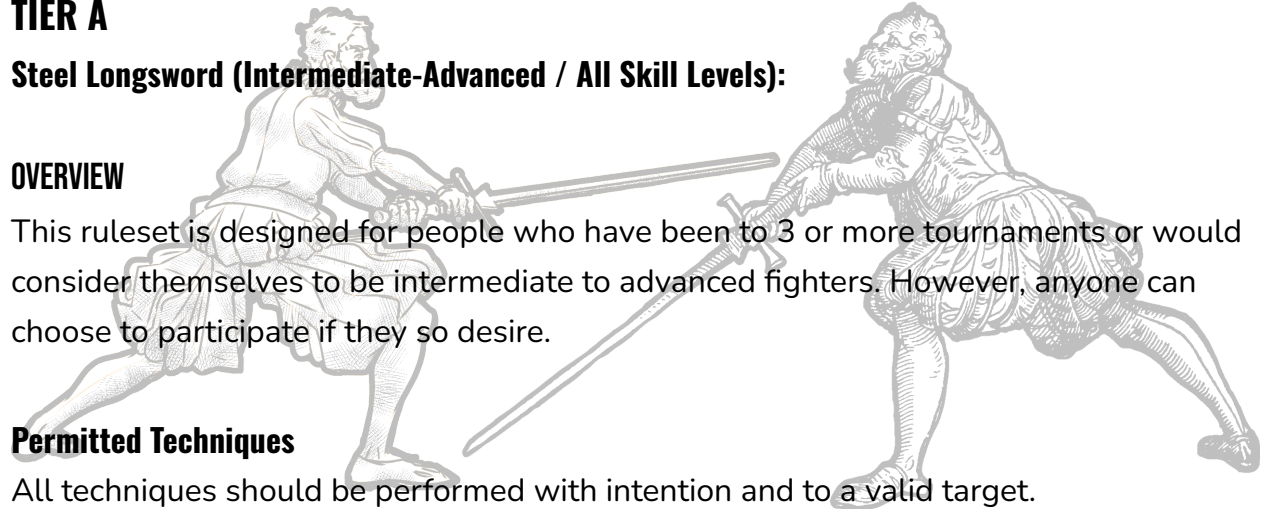
Permitted Techniques

All techniques should be performed with intention and to a valid target.

- The Three “Harmers”: Cuts, Thrusts, Slices
- Pommel Strikes: To the mask only, with control. Place pommel and push.
- Wrestling (Ringen): Allowed in close distance and brief exchanges.
 - Trips, reaping, pushes, body turns, standing takedowns.
 - Pushing arms and face to set up for a cut
 - Half-swording to grapple or thrust
- Disarms: Legal if executed safely and cleanly, such as not throwing the weapon.

Prohibited Techniques

- Grappling resulting in slams, joint locks, or pins
- Ground fighting: continuing to wrestle after a halt has been called.
- Weapon throws / Throwing the sword
- Mordhau: Turning the sword upside-down to strike with the hilt
- Intentionally turning the back to avoid engagement



SCORING SYSTEM

Technique	Target Area	Points
Cut or Thrust	Head	2
Cut or Thrust	Abdomen	2
Cut or Thrust to Limb	Arm or Leg	1
Drawing Cut (Slice)	Head or Abdomen	1
Pommel Strike	Head	1
Controlled takedown	Grappling	2
Successful disarm	Grappling	2

Prohibited Target Areas

Attacking these areas will result in no points. Repeated offenses will result in penalties

- Back of the head/neck
- Spine
- Groin
- Feet

Afterblow: If a fighter strikes their opponent and they are struck within the same tempo, meaning the opponent had already started an attack by the time the fighter hit them, this is considered an afterblow. The fighter will receive a 1-point reduction to their scoring action and their opponent will not receive any points.

In the case of a **match point** or **tie**, meaning the fighter only needs one point to win, if the fighter receives an afterblow after scoring a 1-point action, the point will be awarded with no deduction, ending the match.

Double-hit: If both fighters strike each other within the same tempo. No points awarded. After 3 doubles in a match, both fighters receive penalties.

No exchange: If a halt is called but the judges agree that no target was hit, neither fighter receives a point.

No quality: If a halt is called but the judges agree the target area was not hit sufficiently, no points are rewarded. This could be due to insufficient:

- Velocity
- Edge Alignment
- Intention (clearly accidental)

TIER B

Steel Longsword (Beginner-Intermediate):

OVERVIEW

This ruleset is designed for people who have little to no tournament experience or who consider themselves beginner to early intermediate fighters.

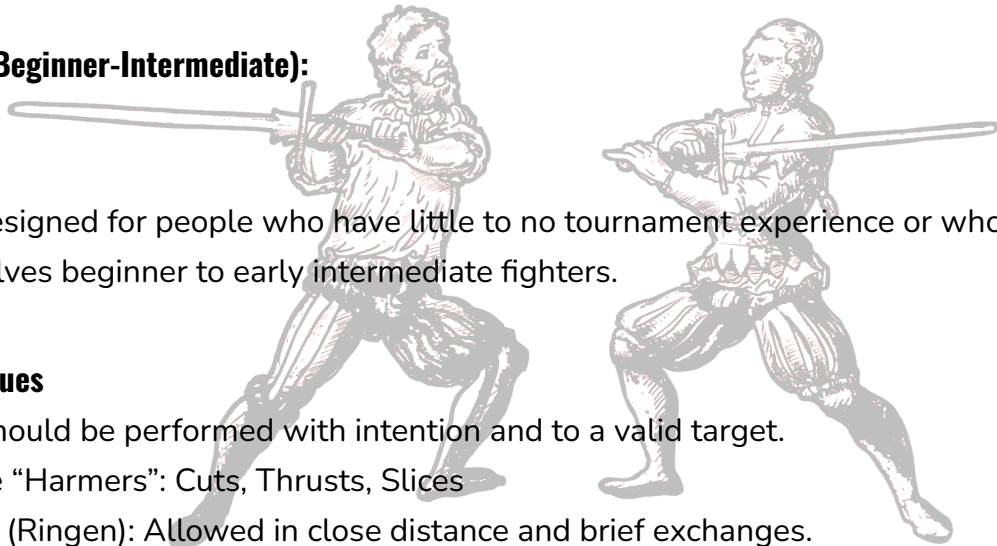
Permitted Techniques

All techniques should be performed with intention and to a valid target.

- The Three “Harmers”: Cuts, Thrusts, Slices
- Wrestling (Ringen): Allowed in close distance and brief exchanges.
 - Body Turns and Hip Throws only. No leg manipulation.
 - Pushing arms and face to set up for a cut
 - Half-swording to grapple or thrust

Prohibited Techniques

- Grappling resulting in slams, joint locks, or pins
- Ground fighting: continuing to wrestle after a halt has been called.
- Weapon throws / Throwing the sword
- Mordhau: Turning the sword upside-down to strike with the hilt
- Intentionally turning the back to avoid engagement
- Disarms: since disarms require some degree of joint manipulation.
- Pommel Strikes: To the mask only, with control. Place pommel and push.
- Throws that require manipulating the legs: reaps, picks, double/single legs, etc.



SCORING SYSTEM

Technique	Target Area	Points
Cut or Thrust	Head	2
Cut or Thrust	Abdomen	2
Cut or Thrust to Limb	Arm or Leg	1
Drawing Cut (Slice)	Head or Abdomen	1
Controlled takedown	Grappling	2
Successful disarm	Grappling	2

Prohibited Target Areas

Attacking these areas will result in no points. Repeated offenses will result in penalties or Disqualification.

- Back of the head/neck
- Spine
- Groin
- Feet

Afterblow: If a fighter strikes their opponent and they are struck within the same tempo, meaning the opponent had already started an attack by the time the fighter hit them, this is considered an afterblow. The fighter will receive a 1-point reduction to their scoring action and their opponent will not receive any points.

In the case of a **match point** or **tie**, meaning the fighter only needs one point to win, if the fighter receives an afterblow after scoring a 1-point action, the point will be awarded with no deduction, ending the match.

Double-hit: If both fighters strike each other within the same tempo. No points awarded. After 3 doubles in a match, both fighters receive penalties.

No exchange: If a halt is called but the judges agree that no target was hit, neither fighter receives a point.

No quality: If a halt is called but the judges agree the target area was not hit sufficiently, no points are rewarded. This could be due to insufficient:

- Velocity
- Edge Alignment
- Intention (clearly accidental)

SIDE SWORD (EARLY RAPIER)

Steel Rapier (All skill levels)

OVERVIEW

This ruleset is designed for people of all skill levels that wish to compete in a sidesword tournament.

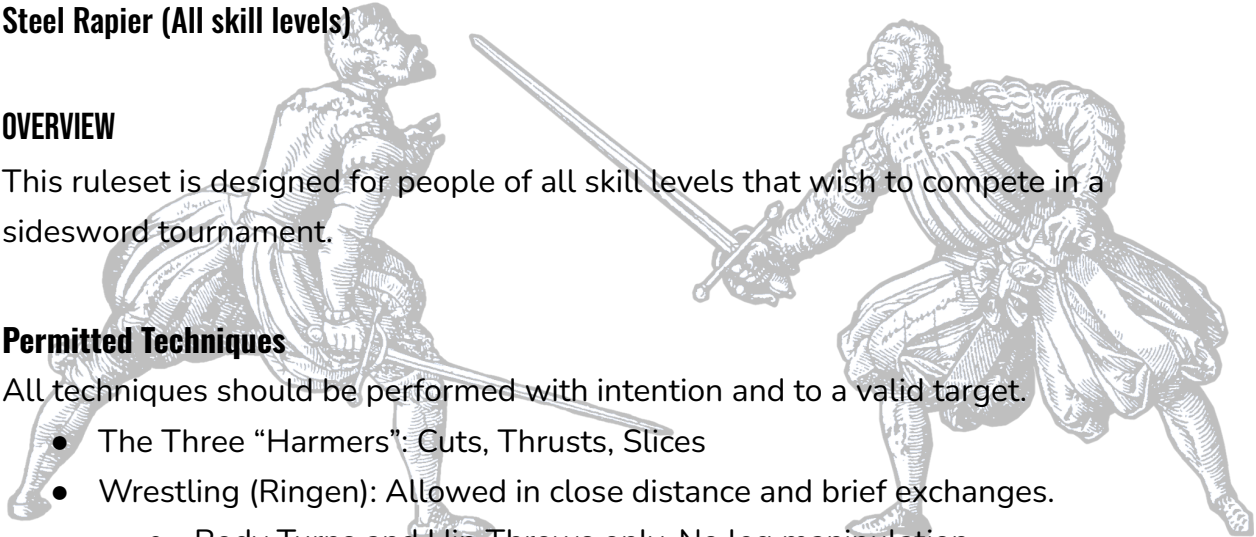
Permitted Techniques

All techniques should be performed with intention and to a valid target.

- The Three “Harmers”: Cuts, Thrusts, Slices
- Wrestling (Ringen): Allowed in close distance and brief exchanges.
 - Body Turns and Hip Throws only. No leg manipulation.
 - Pushing arms and face to set up for a cut
 - Half-swording to grapple or thrust

Prohibited Techniques

- Grappling resulting in slams, joint locks, or pins
- Ground fighting: continuing to wrestle after a halt has been called.
- Weapon throws / Throwing the sword
- Mordhau: Turning the sword upside-down to strike with the hilt
- Intentionally turning the back to avoid engagement.
- Disarms: Due to the likelihood of fingers being caught in the guards.
- Pommel Strikes: In this division, no pommel strikes will count.
- Throws that require manipulating the legs: reaps, picks, double/single legs, etc.



SCORING SYSTEM

Technique	Target Area	Points
Cut or Thrust	Head	2
Thrust	Abdomen	2
Cut	Abdomen	1
Drawing Cut (Slice)	Head or Abdomen	1
Cut to Limb	Arm or Leg (no hands)*	1
Controlled takedown	Grappling	2

Prohibited Target Areas

Attacking these areas will result in no points. Repeated offenses will result in penalties or Disqualification.

- Back of the head/neck
- Spine
- Groin
- Feet

***Hand Hits:** Due to the large disparity in hand protection between sidesword models, all strikes or thrusts that land only on the **main hand** will not be counted. This is to encourage fighters to rely on skill instead of the sword they purchased. However, if a strike extends past the hand such as the forearm, striking both the forearm and the hand simultaneously, the point will be counted. If a thrust or cut lands directly on the **off hand**, it will be counted normally.

Afterblow: If a fighter strikes their opponent and they are struck within the same tempo, meaning the opponent had already started an attack by the time the fighter hit them, this is considered an afterblow. The fighter will receive a 1-point reduction to their scoring action and their opponent will not receive any points.

In the case of a **match point** or **tie**, meaning the fighter only needs one point to win, if the fighter receives an afterblow after scoring a 1-point action, the point will be awarded with no deduction, ending the match.

Double: If both fighters strike each other at the same time. No points awarded. After 3 doubles in a match, both fighters receive penalties.

Pools matches - The match ends and the score is washed for both fighters.

Eliminations - The match ends. Both fighters are removed from the bracket.

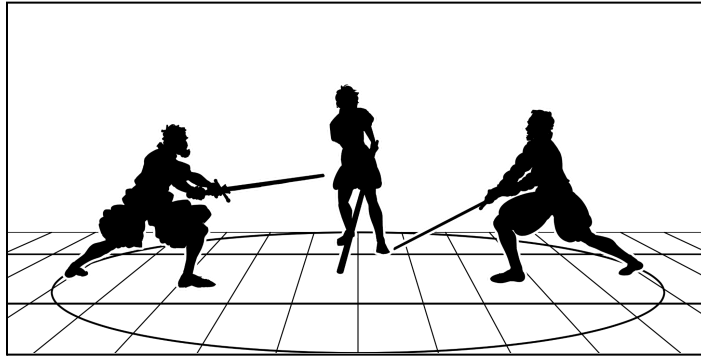
Finals - The match ends. The fighter with the least **total doubles** wins.

No exchange: If a halt is called but the judges agree that no target was hit, neither fighter receives a point.

No quality: If a halt is called but the judges agree the target area was not hit sufficiently, no points are rewarded. This could be due to insufficient:

- Velocity - Edge Alignment - Intention (clearly accidental)
- Flex during a thrust

TOURNAMENT FORMAT



MATCH STRUCTURE

2 25ft. Diameter Arenas

3 Pools - Each fighter is matched up with each other once.

Finalist Pool - Top 2 fighters from each Pool will enter the Finalist Pool (Top 6)

3:00 minutes or first to 8 points wins

JUDGING

HeadJudge: Holds the quarterstaff. They call halts between bouts and make the final call for the scored point. When the Lead Judge shouts “halt” you will immediately stop fighting and return to your corner.

Assistant Judge(s): Holds colored batons. They will call out when they believe a point is scored and raise the color of the fighter they believe scored a point. Assistant Judges will shout “point” when they believe a point was scored.

Table Operator: Responsible for recording the score and time, and operating the bracket. They will also be responsible for calling fighters to the ring.

Starting a Match

- 1) Before the match begins, you will **wait outside the ring**.
- 2) The Lead Judge will **walk to the center of the ring**, physically and verbally indicating for you and your opponent to come to the center of the ring.
- 3) Once you and your opponent come to the middle, you will **shake hands in front of the Lead Judge**, who will recite the **Peace Covenant**:
“By shaking hands, you agree to fight honorably in this match and respect your opponent during and afterwards, regardless of the results.”
- 4) **Accept the Peace Covenant** by nodding or verbally affirming by saying “yes.”

- 5) You will **return to your corner** of the ring and wait outside of it.
- 6) Then you will bow to the Lead Judge
- 7) Bow to your opponent.
- 8) Get ready and wait until the beginning of the first bout.

Starting a Bout

- 1) When the Lead Judge is ready to begin, **they will place their staff on the ground in front of them.**
- 2) The Lead Judge will first check with the Assistant Judges and Table if they are ready to begin: **“Judges ready?” “Table ready?”**
- 3) Afterwards, the Lead Judge will ask if you and your opponents are ready to begin. **“Fighters ready?”**
- 4) When the Lead Judge calls **“Fight!” or “Begin!”**, **they will lift their staff into the air.** Immediately enter the ring and begin fighting.
- 5) The Assistant Judges will shout “point” whenever they perceive a scoring action. However, **this does not mean the bout has ended.**
- 6) **Only when the Lead Judge calls “Halt” or “Stop”**, immediately stop fighting and **return to your corner.** The Judge will place the staff between you and your opponent in case you did not hear.

Halt Conditions:

- A scoring technique is perceived.
 - Any safety concern arises.
 - One or both of the fighters leave the ring during an exchange.
- 7) Wait until the Lead Judge makes his ruling and starts the next bout.

Ending a Match

- 1) The judge will indicate the winner by pointing and declaring “match [color of fighter]!”
- 2) You and your opponent will then meet in the middle of the ring one more time and shake hands (or hug).
- 3) Swiftly exit the ring for the next match.

VIOLATIONS AND PENALTIES

In many historical fencing schools the punishment for performing illegal moves or fighting dishonorably would warrant that person to be forcibly removed from the arena and beat soundly. Finally, they would be removed from the premises and disqualified from the competition.

In a modern Fechtschule, we skip the fun part and go straight into disqualification. The violations vary in degree of severity: 1-point (yellow card), 2-point (orange card), and 3-point (red card). If the total score of violations adds up to three, the fighter is disqualified.

1-POINT (YELLOW CARD)

Poor weapon handling:

Loss of Control - Dropping or throwing your weapon a short distance without being disarmed or thrown.

Poor Weapon Discipline - Swinging outside of the boundaries of the arena or handling the weapon in a way that puts innocent parties at risk of being hit.

Attacking with poor quality - Repeatedly striking flat, flicking the weapon, or using poor footwork / unable to return to Waage after every action. Specifically, stepping in a way that causes one to stumble. Not everyone is perfect.

Self-Endangerment:

Performing actions or reactions that could lead to oneself getting injured, such as hitting themselves, facing their back towards their opponent, running into attacks causing them to be more dangerous than intended, and turning away from oncoming strikes to expose the back of their head or spine. This violation is given whether the actions are intentional or not.

Striking After Call

Striking, grappling, or otherwise continuing to engage after the judge has called a “halt.” Striking after call put the other fighter in danger since they have stopped protecting themselves

2-POINT (ORANGE CARD) 

Injury Risk:

Striking non-target or unprotected areas, attacking sensitive targets like the groin or back of the head, or striking way too hard even accidentally demonstrates lack of control, intention and regard for safety. This can also be applied if you use a technique that is not permitted in your division.

These go outside the normal range of acceptable injuries, which can always happen. Sometimes an opponent will walk into an attack, causing it to be more harmful than the attacker intended. This would not be penalized. Injury Risk occurs when the fighter demonstrates blatant carelessness and is swinging hard just hoping something will land somewhere and then injures their opponent.

Insubordination to the Judge

Contrarianism - Every fighter has the right to plead their case if they think the judges are clearly biased or being unfair. However, the judge is the ultimate authority figure in the ring and every fighter must adhere to the final ruling of the Main Judge. If the fighter is disputing most of the Judges’ rulings or continues to argue after a ruling has been made, they will receive this penalty.

Failure to Obey Orders - Sometimes it is difficult to hear and see with gear on, so misunderstandings are common. However, consistently failing to respond to Judges’ call-outs such as stopping when told, starting too early, or any other instructions the Judge explicitly gives the fighter will result in this penalty.

Rudeness or Dismissal - Being a Judge is hard and sometimes requires you to make hard decisions. Insulting, scoffing at, or rolling eyes at the Judge after making a ruling demonstrates an inflated ego and is unbecoming of a disciplined martial artist.

Note, however, that it is fine to express one’s own displeasure. Losing doesn’t feel good, and may cause involuntary sighing or murmuring. As long as one’s anger is directed towards one’s own lack of ability and not the Judge’s. Alternatively, a Judge should not penalize a fighter simply for looking sad or disappointed during a match.

3-POINT (RED CARD)

Verbal Abuse:

Screaming, throwing tantrums, using offensive language (slurs, hate speech, excessive or loud cursing) will result in immediate disqualification.

Screaming - Screaming at full volume or shouting in someone's face is considered assault in most states and will not be tolerated. There is nothing worth committing a crime over during a friendly competition.

Foul Language - Excessive and/or loud cursing is not respectful and inconsiderate of the people present at a competition. Sometimes accidents happen when a fighter either gets hurt or believes they injured their opponent. However, repeatedly cursing, whether directed at someone or no one, or using vulgar language to intentionally make someone uncomfortable will not be tolerated.

Offensive Language - Degrading language against anyone based on their race, ethnicity, or religion will not be tolerated. The fighters make a covenant to not hold anything against their opponent outside the bounds of the tournament. Comments of this nature fundamentally prove otherwise.

Throwing Tantrums - Screaming, wailing, flailing, and generally child-like behavior in reaction to a ruling or comment. Stomping on the ground repeatedly, or throwing equipment. These actions are usually associated with other forms of verbal abuse and will not be tolerated.

Intentional Injuring:

Striking non-target or unprotected areas, attacking sensitive targets like the groin or back of the head, or striking way too hard with the intention of hurting or injuring the other person will result in immediate disqualification.

Punching and Kicking - Pushing with the arms and legs is legal and it doesn't take much force to successfully push the opponent. However, strikes with the arms and legs have no other purpose during fencing other than to inflict harm, since they are not scoring actions.

Slamming - Performing a takedown where the fighter slams their opponent into the ground. Most of the time, when a throw is performed with adequate technique, gravity will do most of the work. Even on mats, slamming people to the ground can be fatal.

Joint Locks - Using grappling to manipulate the joints to cause pain or injury. Certain holds are meant to be uncomfortable or even painful to allow the opponent to be controlled. However, finishing a submission such as an arm break, elbow lock, small joint manipulation, or particular holds that are particularly painful, like bicep and calf slicers, are unacceptable.

Mercilessness:

Continuing to fight after your opponent has yielded, has indicated that they no longer wish to fight, or the judge has called for a halt. If at any point, your opponent asks for you to stop what you are doing, STOP IMMEDIATELY. If the judge calls a halt, you should no longer pursue your opponent as soon as possible.

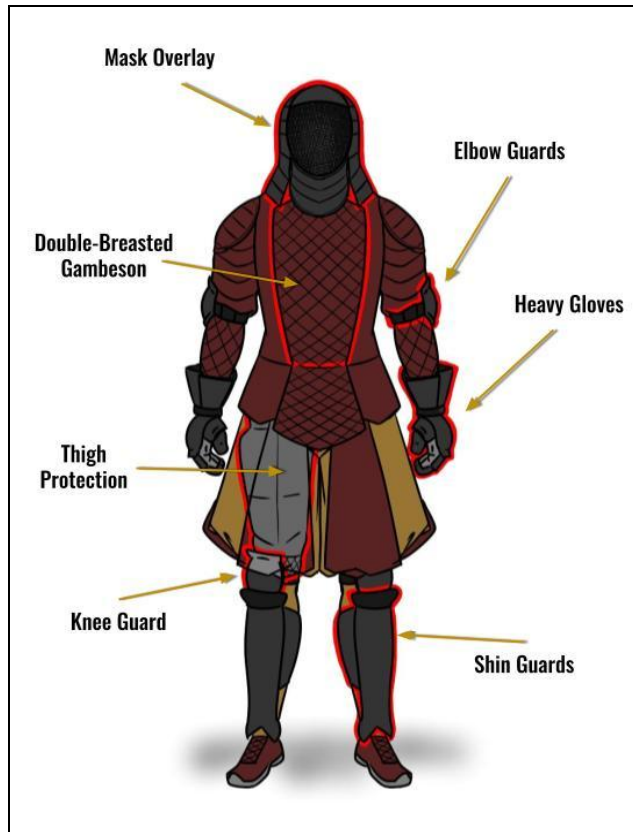
Directly related to this violation, if you say that you yield simply to cause your opponent to stop and open themselves up for an attack, you will be charged with the same violation and immediately disqualified.

Sportsmanship

Most of you reading these rules will not have to worry about them as long. These rules should be followed naturally by anyone who respects others and respects the art that they practice. The list is comprehensive to guide your training as a martial artist in general, as well as for the tournament.

Judges are not trained or encouraged to seek out opportunities to give out violations and penalties. The rules exist to maintain safety and respect as much as possible. We hate red tape as much as you do, just don't be a jerk and we'll all be fine.

Thank you for being a part of our first official tournament!



Gear Check: These are the minimum gear requirements. You can always have more protective gear to suit your needs.

Fencing Mask - designed for HEMA

Mask Overlay - back of the head protection included.

Gambeson - double-breasted design

Gorget - neck protection with bib

Heavy Gloves (longsword) - Rigid shell

Medium Gloves (sidesword) - some rigid pieces in high-risk areas.

Elbow Guards - Rigid plates

Knee and Shin Guards - Rigid Plates

Sword Check:

- Feder designed for tournament use.
- Light to Medium Flex
- Rolled or Spatulated tip
- Free from sharp ornamentations.
- NOT a blunt sword or Stage combat sword.

