

Steel Jam Rules

Rule Highlights:

- You must be properly protected to participate in open sparring. See the “Free Fencing” section for more information.
- There will be **NO THROWING, TAKEDOWNS, OR GROUND GRAPPLING ALLOWED**. The floors are not padded.

General Rules

Rules are subject to change up to the commencement of the tournament.

All participants must be 18 or older. You will be required to sign a waiver to participate.

Facility:

Parking is available behind the facility, or streetside.

Respect the bathrooms of this borrowed space. Clean up after yourself. If there is an issue of concern, PLEASE find a Steel Jam member to help sort it out. We would rather know about a problem and sort it out than leave it unresolved and get in trouble with the facility.

Do not, under any circumstances, interact with the gear or other property of the Clermont City Center that is not part of the Steel Jam event.

Tournaments

In the use of HEMA weaponry there are times when you would wish to use more or less debilitating striking mechanics, but if you don't demonstrate high quality strikes when asked to, it shows you are not capable of them. It is our goal to stress test high quality striking interpretations and push the fighters to achieve these. There are many other existing venues which test a fencer's skill and ability to achieve touches.

Match Conduct

- All fighters will be expected to fight with both skill and control.
- Fighters are expected to act professionally, and respectful to the officiating staff.
- Fighters are expected to follow the commands of the tournament staff at all times.

Self Calls

Fighters are able, and encouraged, to self-call attacks received; however this is not required. A fighter who self-calls is only able to provide information to the match director, who may choose to use or discard the information as appropriate (e.g. if the attack was flat). A fighter may only self-call in a manner which rewards their opponent. Valid self-calls are:

- Indicating they were struck if judges missed the call.
- Indicating they were struck in a higher value target than the judges are indicating.
- Indicating that they did not strike the opponent.
- Indicating that they struck the opponent in a lower value target than indicated.

Penalties

Penalties will be assessed as Safety or non-Safety. Safety penalties are escalating in nature, and follow the following escalation:

Verbal warning.
Point(s) deduction.
Forfeit of the match.
Expulsion from the tournament.

Based on the severity of the infraction a director may choose to skip steps of escalation. Safety penalties are tracked across all tournaments and the director will base the escalation of the first offense based on the fighter's prior safety record.

Non-Safety penalties are point deductions, and do not result in any disciplinary action.

Promptness

All fighters are expected to be ready to fight as soon as their match is called. This includes:

- Being queued up behind their corner.
- Having all their gear on.

Open Sparring Rules

General

Open sparring matches run to a limit of 10 exchanges, unless no one is waiting to use the ring.

Anyone, including spectators, may call a hold for safety reasons at anytime, so please pay attention.

Mixed weapon matches are allowed, but each competitor must be properly geared up to protect them from the weapon **that the other person is using**.

Do not mix steel and synthetic weapons in any match. Steel on steel, or synthetic on synthetic.

There will be **NO THROWING, TAKEDOWNS, OR GROUND GRAPPLING ALLOWED**.

Match Conduct

- All fighters will be expected to fight with both skill and control.
- Fighters are expected to act professionally, and respectful to the officiating staff.
- Fighters are expected to follow the commands of the tournament staff at all times.

Equipment:

- Padded Gambeson or Jacket rated to at least 350N (Puncture resistance is not required for singlestick)
- Pants, skirt, or kilt that extend at least from the knee to the waist.
- No exposed skin.
- Masks with back of the head protection are required.
- Trachea protection that protects the throat from a direct thrust is required.
- Testicle protection is required.
- Rigid breast protection is recommended but not required.
- Hard elbow protection, that covers the 3 points of the elbow.
- Hard knee protection that covers the knee and side of knee.
- Sufficiently protective gloves for the weapon you are fencing against.
 - Example - in a match between a longsword fighter and a rapier fighter, the rapier fighter is required to wear sufficiently heavy gloves to take a hit from a longsword, unless the hand is completely enclosed in a guard.

- Shin and forearm protection are highly recommended.