

Tournament Ruleset Document

All fencers must have the complete safety kit and weapon for their categories, refer to “Safety Equipment and Weapon Requirements” at the bottom for more specifics.

Both weapon events, foam saber and steel saber, will be using the Unshamed Ruleset. Fencers will be provided a coloured arm band, red or blue, and will be referred to as Red Fencer and Blue Fencer. Each match will have a head judge, one side judge, a score keeper, and one first aid volunteer. Rings will be 14 x 14 ft squares.

General progression:

At the very start of the match both fencers will be asked if they are ready: this includes ensuring they are wearing full protective gear, have an appropriate tipped weapon, and are willing to fence. Fencers will then be asked to salute their opponent. At the command, “Fence!”, the fencers may then step into the ring and begin their exchanges.

When a legal hit is landed by a fencer, a “Point, Hold” call will be made. During the time of “Point, Hold” the other fencer may return a legal hit of their own. Legal hits require correct edge or point alignment/placement, intent and control to the discretion of the judges. If no legal hit is returned during the time of “Point, Hold” then an Unshamed Token is awarded to the fencer who landed the legal hit and an Injury Token is awarded to the fencer who was hit. If a legal hit is returned, then both fencers receive an Injury Token. Both fencers are to return to their starting positions while tokens are being awarded. The head judge may discuss the exchange with the side judge but ultimately the tokens are awarded by the head judge.

Each round will begin with a “Fencers ready?” “Fence!”. Once one or both fencers have received 5 Injury Tokens a Slain Token will be awarded to the fencer(s) with 5 Injury Tokens and the match is over. Matches will also be limited to 2.5 minutes of fencing time. If 2.5 minutes of fencing time is reached while the fencers are still engaged the match will continue until the next “Point, Hold” call is made and tokens are awarded. At any point the head judge, side judge, fencers, or volunteers may call a “Hold” for safety concerns such as a faulty piece of equipment. When this happens both fencers must immediately stop fencing and return to their starting positions if able.

Infractions:

There will be a yellow, red, and black card system in place. These cards will be assigned by the head judge or side judge. Infractions will be given for behavior demonstrating disregard for one's fencing partner's safety, intent to injure, and inappropriate conduct with volunteers and judges. The level of severity of the offense will dictate what type of card is assigned. A fencer can receive negative Unshamed Tokens which will be applied against their total score in pools and in eliminations.

A yellow card serves as a warning and alone does not carry any immediate penalty. Two yellow cards in a single match will result in a red card.

A red card will negate a legal hit given from the offending fencer in the current exchange and remove an Unshamed Token from the total score from the offending fencer.

A black card represents removal from the tournament. Three red cards in a single match will result in a black card and subsequent removal from the tournament. A black card can also be given for egregious examples of other infractions. It is up to the discretion of the head judge to determine the severity of an offence.

Examples of card offenses include but are not limited to the following:

Yellow Card:

- Warning for a less severe example of red card offense (excessive force for example or lack of weapon control)
- Influencing judging (calling hits, denying hits, disputing infractions (asking for clarification is not a dispute))
- Deliberately presenting your back to your opponent
- False start to a match

Red Card:

- Strikes to the feet or back of head
- Initiating an action after a "Hold" command
- A pommel strike which hits the mask of an opponent from the side (hook strike)
- Excessive striking force, demonstrating a disregard for one's fencing partner safety and/or intent to

injure (for any type of strike, such as intentionally striking at the groin)

- Throwing of one's sword or gear
- Percussive hits such as punches, kicks (other than a push kick), or headbutts
- Insubordination towards volunteers or judges
- Striking a downed fencer

Black Card:

- Mistreatment of volunteers, verbal and/or physical
- Three red cards in a single match
- Extreme versions of any red card offense
- Striking with the quillon/cross

Additional rules:

Grappling and Pommel Strikes/Percussive Hits:

Only linear pommel strikes to the front of the mask are allowed, provided the fencer is demonstrating control and no excessive force. Head butts, punching, kicking, elbows, knees or any other percussive strikes with the body will not be permitted. Grappling of the blade will be permitted but a legal hit is required to finish the exchange. No joint or key locks will be permitted. No takedowns will be permitted (ex: single leg or double leg takedown, hip throws). Pushes and shoves particularly to the elbow or chest will be allowed. We will not be allowing charging with the shoulder. Enclosing a limb or grabbing around a person will count as a successful "grapple". A successful grapple will earn that fencer and Unshamed Token and the grappled fencer will receive an injury token. If both fencers do this within time then no tokens will be awarded and the exchange will be reset.

Ring outs:

Ring outs are defined as both feet outside of the ring and will result in an injury token for that fencer who stepped out and Unshamed token for the opponent (the same as a clean strike with the weapon).

Downed Fencer:

If a fencer becomes “downed” during a match. The opponent will receive an Unshamed Token and the downed fencer will receive an injury token. “Downed” is considered to be 3 points of contact on the ground or butt or torso fully on the ground. We do not want to see any fencers striking a downed fencer for any reason.

Gear Malfunction/Injury:

In the event of gear or sword breakage and malfunction, a “Hold” will be called and the fencer must substitute these items to continue.

At any point a fencer may choose to concede a match. If a fencer concedes during the match, they forfeit all Unshamed tokens earned during the course of that match. The opposing fencer will keep all earned Unshamed tokens and Injury tokens, and receive one additional Unshamed token. Concessions require a discussion with the head judge.

Injuries during matches will be treated separately than concessions. Fencers are encouraged to alert the head judge in the event of an injury during the course of a match. In the event of an injury, the match will be paused and the injured fencer will be evaluated by the first aid staff. If after 15 minutes, or to the discretion of the first aid staff the fencer is able to rejoin the match will resume where it left off. In the interest of keeping the event running smoothly, the next scheduled matches will begin during the pause for the injured fencer.

Tournament Structure

Pools:

For both weapon events, there will be pools of 6-8 fencers. Each fencer will have a match with everyone in their pool. Fencers are expected to stay geared and ready until their pools are completed.

Individual matches will not be tracked as wins or losses.

Each fencer’s Unshamed, Injury and Slain Tokens will be tallied and accumulated across all their matches. Fencers will be seeded for elimination based on their total number of Unshamed Tokens. In the event of ties in the number of Unshamed Tokens, the fencer with the lowest number of Injury Tokens will be ranked higher. If both Unshamed and Injury tokens are matched it will then move to

lowest number of Slain Tokens. If all three token numbers are identical, the tie between these fencers will be settled by their pool match result. In the event that there is a tie in all four of these factors then a sudden death exchange will be used. Each fencer will be assigned a rank in their respective pools and will have an elimination match with a fencer from another pool.

Eliminations:

Fencers will be cross seeded from their rankings after pool matches. For example, the 1st ranked fencer in the first pool (Pool A) will fence the 4th ranked fencer in the second pool (Pool B). This can be represented as follows:

A1 vs B4

A2 vs B3

A3 vs B2

A4 vs B1

Fencers ranked 5th to 8th in the pools will move to the UnderKing division and will also be cross seeded for their elimination matches as follows:

A5 vs B8

A6 vs B7

A7 vs B6

A8 vs B5

In the event of a fencer drop out or injury, there may be an automatic bye in the UnderKing division.

Eliminations will use the same ruleset as the pool plus one additional rule. A match must end on an Unshamed Token acquired by the victor and there cannot be a tie in the number of Unshamed Tokens.

Unshamed and Injury Tokens continue to accumulate until this condition is met.

Cases to explain likely elimination match scenarios:

Case 1A)

Red Fencer has 0 Unshamed Tokens and 4 Injury Tokens, Blue Fencer has 2 Unshamed Tokens and 2 Injury tokens. If Blue Fencer delivers a legal hit to Red Fencer, with no response from Red Fencer then Blue Fencer will receive an Unshamed Token and Red Fencer will receive an Injury token. 5 Injuries on Red Fencer and the Unshamed Token by Blue Fencer ends the match. Blue Fencer would win the match.

Case 1B)

Red Fencer has 0 Unshamed Tokens and 4 Injury Tokens, Blue Fencer has 2 Unshamed Tokens and 2 Injury tokens. Blue Fencer and Red Fencer both deliver a legal hit within a "Point, Hold" time. Red Fencer now has 0 Unshamed Tokens and 5 Injury Tokens, Blue Fencer has 2 Unshamed tokens and 3 Injury tokens. Red Fencer is at 5 Injury Tokens but that match must end on an Unshamed Token. The match continues.

Case 2)

Red Fencer has 2 Unshamed Tokens and 4 Injury Tokens, Blue Fencer has 3 Unshamed Tokens and 4 Injury Tokens. Red Fencer is able to acquire an Unshamed Token in the next exchange. Red Fencer is now at 3 Unshamed Tokens and 4 Injury tokens, Blue Fencer also has 3 Unshamed Tokens and 5 Injury tokens. The match cannot end on a tie in Unshamed Tokens. The match continues until the next Unshamed Token is scored which decides the winner.

Case 3)

Red Fencer has 1 Unshamed Token and 4 Injury Tokens, Blue Fencer has 3 Unshamed Tokens and 4 Injury Tokens. Red Fencer is able to acquire an Unshamed Token in the next exchange. Red Fencer is now at 2 Unshamed Tokens and 4 Injury tokens, Blue Fencer has 3 Unshamed Tokens and 5 Injury tokens. The match will not end because Red fencer scored the last Unshamed token, but is behind in Unshamed tokens. Blue fencer needs one Unshamed token to win, and Red fencer needs 2 additional Unshamed tokens to win.

Case 4)

Red Fencer has 2 Unshamed Tokens and 5 Injury Tokens, Blue Fencer has 2 Unshamed Tokens and 5 Injury Tokens. Red Fencer receives a red card on the next exchange. Red Fencer is now at 1 Unshamed Token and 5 Injury tokens. The match continues. Red fencer will need two exchanges with Unshamed Tokens to be able to win the match, Blue Fencer will only need one Unshamed Token.

Case 5)

The match reaches 2.5 minutes of fencing time with neither fencers at 5 Injuries or having met the condition of winning on an Unshamed Token with no tie in Unshamed Tokens. The match continues to the Unshamed Token finish requirements regardless of Injury Token numbers.

Semi-finals and finals:

From eliminations we will move to semi-finals and finals using the same considerations from eliminations to ensure one victor per match. For the Top bracket of the event there will be Bronze, Silver and Gold prize positions. For the UnderKing bracket there will only be one prize position which is the the UnderKing.

Safety Equipment and Weapon Requirements:

Foam Saber Division:

Safety equipment checklist:

- light to medium padded gloves (ex: red dragons, lacrosse gloves, black kevlar gloves)
- gorget
- historical fencing mask
- athletic cup is recommended but not mandatory

Weapon:

- GoNOW padded heavy saber, Purpleheart edition also welcome

Steel Saber Division:

Safety equipment checklist:

- medium to heavy padded gloves (ex: red dragons and lacrosse gloves would be considered acceptable but at participant's risk, Thokks, Gabriel's, superior fencing medium gloves)
- hard plate gorget
- historical fencing mask with back of head protection
- padded historical fencing jacket with no exposed armpit or chest openings
- hard joint protection at elbows, knees, and shins
- forearm protection is recommended but not mandatory
- athletic cup is recommended but not mandatory
- plastron and thigh protection recommended but not mandatory

Weapons:

- military sabers only (ex: Kvetun Easton III, SIGI sabers)
- blades no longer than 36 inches and sabers no lighter than 750 grams *some exceptions listed below*
- no basket hilts
- if you have a sword you aren't certain about, please reach out to us directly at crabshistoricalfencing@gmail.com

Exceptions

- Castille "Lil Ugly", lighter in weight, less hand protection

If you have any questions, considerations or would like further clarity on these rules, please email us at crabshistoricalfencing@gmail.com