



Duration of a Fight

A fight consists of one three-minute round. Finals will be 2 three-minute rounds. There will be no scheduled breaks in a fight, and the time will keep running during scoring. Each fight will last a maximum of ten exchanges. Only the referee and judges are allowed to call for a time-out. A time-out may be called for judges to confer, or in order to repair or replace a broken piece of equipment of one of the fighters. A fighter and coach are at all times allowed to notify the judges or referee of a broken piece of equipment. When "time" is called, you are allowed to continue the last exchange until 'BREAK' is called.

What is Counted as a Hit?

A hit occurs when one of the fighters is hit by the edge or point of the opponent's weapon in a cutting, thrusting or slicing action. Contact with the flat of the blade is not counted nor called as a hit. A slicing action (Schnitt) is required to physically move the opponent's structure. Only contact that the judges identify as a hit are counted. All fights are presided over by a referee, the judges score the points.

Scoring

This tournament will use weighted scoring. The following actions will earn points:

Any hit on the head, and thrusts on the torso	2 points
Any hit on the limbs, and cuts on the torso	1 point
Any hit made with sword in one hand	1 point
Opponent moves out of the arena	1 point
Successful disarm	2 points
Successful throw	2 points
Unsuccessful throw, but ending up in a dominant position	1 point

Winning a fight will give you 9 MP (match points), a draw will give you 6 MP and a loss is worth 3 MP.

Additionally, the following rules will be in effect:

- 1) If a fighter hits his opponent multiple times, without being successfully hit in the meantime, the highest scoring hit will count.
- 2) From the third double hit in a fight onwards, all double hits will give you a -1MP penalty. (three double hits = -1MP, four double hits = -2MP etc.)
- 3) An *afterblow* is only counted if it is a hit on the head or a thrust on the torso.
- 4) A successful *afterblow* will subtract two points from the opponent's original hit (down to 0).
- 5) Uncontrolled contact/strikes aimed at the hands and fingers will be sharply judged by the referees. If the referee suspects there is safety issue there will be an immediate warning.
- 6) Uncontrolled actions, like hitting the floor/mats will result in a warning.
- 7) Pommel strikes to the front of the mask are allowed. Pommel strikes to the mask will not score any points, but can be used to set up another action.



Illegal Actions

- 1) Using locks or breaks.
- 2) Punching and/or kicking.
- 3) Striking with the crossguard, mortschlagen.
- 4) Attacks to an opponent who is on the ground.
- 5) Pommel strikes to anywhere but the front of the mask.

Illegal targets

- Neck and/or back of the head
- Spine
- Groin
- Feet

Afterblow and Double Hit

An afterblow is defined as:

a hit made by a fighter in the action immediately following the initial hit on the fighter.

A double hit is defined as:

an action that is started while the action of the opponent is still in progress.

For example:

Red Fighter hits Blue Fighter with a cut or thrust. Immediately after this hit, Blue Fighter starts a cut or thrust that hits Red Fighter in return. This is considered an afterblow. If the afterblow is a hit on a 2 point scoring area, it is scored as valid.

Red Fighter starts a cut or thrust and hits Blue Fighter. During this action, Blue Fighter starts a cut or thrust, before being hit by Red Fighter. Blue Fighter hits Red Fighter in return. This is considered a double hit.

The first two double hits in a fight will not result in loss of Match Points. The third double hit, will subtract 1MP. Any further double hits will subtract 1 MP each.

Whether an exchange is scored as Afterblow or Double Hit is up to the discretion of the judges and referee. A successful afterblow will immediately subtract points based on the target that has been hit. Here are some examples:

1) Blue fighter hits the head (+2), Red fighter hits the arm with an unsuccessful afterblow (-0)

Final score: +2 Blue

2) Blue fighter hits the torso with a thrust (+2), Red fighter hits the head with a successful afterblow (-2)

Final score: 0 points

3) Blue fighter hits the arm (+1), Red fighter hits the head with a successful afterblow (-2)

Final score: 0 points.