

# Rapier tournament rules 2019

**Rule n°1:** The organisers are always right in any situation.

**Rule n°2:** If the organisers are wrong, please check rule n°1.

**Rule n°3:** Respect your opponent, the judge and the organisers.

**Rule n°4:** You are responsible of your opponent safety, don't do to the others what you wouldn't want to be done to you.

## Generalities

### Purpose:

Propose a playful tournament in two phase:

- Pool phase : simulating indoor sparring
- Final phase : simulating a real duel

### Manners:

Courtesy is required as a fighter, as a judge, or as a simple observer.

### Inscription:

People who would like to take part to the tournament have to register to the reception during the event. As the equipment will be controlled during the registration, be sur to bring all your equipment, otherwise you won't be allowed to attend the tournament.

### Equipment:

We have a preference for metal simulator but every rapier simulator should be blunted (but we also can ask the participant to blunt his dagger if it's judged too tapered). Leather band and adhesive tape will be available at the reception.

The organisers reserve the right to refuse the participation of any person if the equipment is judged inappropriate and they can reclaim a replacement for any piece of the equipment.

The simulator (sword and dagger) have to be checked before every fight.

### Minimal equipment:

- Fencing mask (and a back of the head protection if possible)
- Adapted gauntlet
- HEMA or fencing jacket
- Throat protector
- Chest protector
- Groin protector (for men)

You are authorised to wear additional protection for leg. Metal armour aren't authorised.

We do not lend equipment, so please be sure to have all the adequate equipment.

The organisers can check every piece of the equipment at any moment of the tournament.

## **Behaviour:**

Your gesture should be measured, every blow with excessive force could be penalised (particularly if it hit a vulnerable part as hands, back of the head ...). Voluntary targeting one or several spot aiming to hurt or injury, is liable of expulsion.

Every hit considered as dangerous or excessive by the judge is punishable. Throwing a weapon to the opponent (rapier or dagger) is forbidden. Every hit gave after the end of the timer is not valuable.

Take care of the environment. Be sure to listen and ear the judge's instructions.

## **Arbitration:**

Each participant will be part of the arbitration, however, if someone is uncomfortable with arbitration, the person is allowed to ask for help.

The judge could be wrong, it append, but it is unacceptable and strictly forbidden to threaten, insult or coax the judge. The guilty person will be excluded instantly of the tournament.

Judges are asked to clearly and audibly announce their instructions. If an exchange seems unclear to a judge, it can be considered as null and asked to be restarted.

## **Wrestling and funny things:**

Wrestling is authorised, and a properly done technique worth a hit. However, fighters shouldn't go to a dangerous situation.

Hand-to-hand combat should end as soon as the judge ask for. Strength should be controlled.

A correctly done disarmament worth a hit.

# **Pool phase**

## **Purpose:**

The aim of this phase is to warm-up the participant and to rank them. This phase last 30 minutes.

Based on an indoor fencing with a single rapier, the participant fight politely. Indeed, if the head is touched, the exchange stop immediately and the hitting person lose the fight, the touched win.

The hit should be marked and clean, a "scratch" has no value, the judge only can determine who the winner and who the loser is.

No participant is eliminated during this ranking phase.

## **Development:**

It's an up and down. Participant are reunited into group of 3 person, as one person is the judge.

Each exchange end at the first touch but can't exceed 50 second maxima. At the end of the time, participant move according to the result of the exchange:

- The winner is the one who wasn't touched: he goes up.
- The loser is the one who was touched or the one that touched the head of the opponent: he goes down and become the judge.
- The judge is the loser from the upper fight, he became a fighter at the end of the fight he is arbitrating: he stay at the same place and fight against the winner of the lower fight.

So the fight oppose the one who goes up and the one who was arbitrating, except on:

- Place 1: the winner is arbitrating for the next fight, the one who was arbitrating is fighting the one who goes up and the loser goes down.

In case of double touch/after-blown/no touch at the end of the time: the fighters compete in a single round of paper-scissor-stone. The winner goes up, the loser goes down.

Between each fight, 20 second allowed the participant to check their blunt and equipment and to move. If someone need more time to change a blunt or an equipment, a staff member should be warned.

## Final phase

### **Purpose:**

It is a direct elimination tournament, based on an honour duel, the aim is to stay alive.

Possibility to use sword and dagger or single rapier.

### **Development:**

Participant are ranked according to the pool phase: the first against the last, the second against the before-last.

The exchange last 10 minutes maxima, then we considered than the police come to stop the duel.

- Dead shots: head, throat, torso. If touched, the person is dead and eliminated, the fight end.
- Hurting shots: legs, arms, hand, foot. if touched, the person is hurt and bleeding : he have to finish the fight in 1 minutes or he will die from his bleeding.
  - o A bag will be attached to the injured member.
  - o If touched a second time, a new bag is attached and the remaining time is divided by 2.
  - o If touched but winner, the fighter keep the bag for the next fight but not the time limit as the bleeding stopped but not the pain.
- In case of double touch or after-blown :
  - o On the legs/arms/hands/foot, the two are hurt, a bag is fixed on each person and the time is divided for the two.
  - o On the head/throat/torso: the two are dead and eliminated, end of the fight.
  - o One on a member, the other to a dead shot: the injured one should have a bag fixed on his injured member, the other is dead and eliminated.

The exchanges continue between alive people until it remain one person alive.