



# IGX 2018 Dagger Tournament Rules

## [Overview](#)

## [Expectations & Safety](#)

[Required Gear](#)

[Forbidden Actions](#)

[3-Tier Penalty System](#)

[Quality Hits](#)

[Control](#)

[Throws](#)

## [Tournament Logistics](#)

[Field](#)

[Tournament Format](#)

[Conduct of Bouts](#)

[Scoring Metric](#)

[Clean Fighting Bonus](#)

[Point Refusal/Acknowledgement](#)

# Overview

This tournament is intended to test medieval dagger fighting techniques in a competitive context. To that end, the rules reward clean hits, committed attacks to vital targets, and defenses which prevent the opponent from striking back. Matches begin at close measure, with daggers held in the icepick grip, but grip changes are allowed during the course of the fight.

## Expectations & Safety

### Required Gear

Matches will be fought using Cold Steel daggers, provided by IGX.

The following protective equipment is required:

- Fencing mask with back of head protection
- Throat protection
- Gloves (light padded gloves or lacrosse gloves are allowed)
- Groin protection where anatomically appropriate. Encouraged for all participants.
- A fencing jacket or equivalent torso protection
- No skin is allowed to show.

### Forbidden Actions

The following actions are **ILLEGAL** and subject to the 3-Tier Penalty System:

- Deliberate attacks to the groin or back of head
- Ducking or turning one's back in such a way as to expose the back of the head to a strike
- Small joint locks (fingers, hands, wrists)
- Striking with bare hands, elbows, knees, or feet
- Chokes
- High throws
- Wrestling and/or tackling with excessive force
- Jumping or leaping onto your opponent
- Throwing the dagger
- Punching or striking with the hilt of the dagger

## 3-Tier Penalty System

### Overview

All events at IGX will use a 3-tier penalty system, enforced by the Referee. The Referee will call a penalty if he/she sees an illegal technique or other unsafe or unsportsmanlike behavior. We expect all competitors to show good sportsmanship at all times. Likewise, we expect visitors/coaches to show good sportsmanship and yield to the final decision of the Judge/Referee. The ultimate responsibility for maintaining a safe, competitive environment falls on the shoulders of the IGX Tournament Staff.

### The 3 Tiers are as Follows:

- 1st tier: Verbal warning - typically for accidental/incidental offenses
- 2nd tier: 1 point subtracted from the fighter who executed the unsportsmanlike behavior - typically for repeated/intentional offenses
- 3rd tier: Expulsion from the bout, tournament, or event as appropriate - typically for egregious offenses including injuring the opponent maliciously. If you injure an opponent to the point of withdrawal in the course of a bout, that is a potential 3rd tier offense and you can expect the Referee to respond accordingly.

Two 1st tier penalties (verbal warnings) will automatically result in a 2nd tier penalty (point deduction). Every 1st tier penalty afterward will result in a 2nd tier penalty.

### Penalty Guidelines

The Judge/Referee should make note of the following actions to determine if a penalty should be awarded. The Judge/Referee should immediately call the medical staff to assist in the following situations:

- If a fighter is knocked down and either gets up slowly/with difficulty/with assistance, or does not get up at all
- Damage to safety equipment (i.e. dented mask)
- Any other sign of potential injury (i.e. limping, bleeding)

If a fighter executes any version of a leaping attack and receives a strong hit, no penalty shall be awarded. Likewise, if a fighter receives a strong hit but states he/she is ok (“absolves guilt”) then only a verbal warning shall be issued.

### Quality Hits

A quality thrust must make solid contact with the point (not necessarily hard, but not glancing or grazing). It must be delivered with a movement from the shoulder or elbow. In particular, stabs executed by moving the wrist or forearm while the arm is pinned are not valid. Thrusts which merely touch the target but lack the reach to follow through do not score.

Placing the point against the target and pressing it in (as two separate actions) does not score. Neither does placing the point and then hammering the dagger with the off hand.

Judges should hold strikes to a high standard and avoid stopping the action for low-quality or incidental hits. If you are unsure whether a hit was good, err on the side of not calling it. It is better to miss some quality strikes than to award points for low-quality strikes. Successful fighters will be able to control their opponent's weapon and deliver clear and decisive blows.

In particular, judges should look closely for hits that graze the target or slide along it. In such cases, the attacker's forearm will often hit the target after the strike misses, making some noise and creating the illusion, from some angles, of a quality thrust. Judges should strive to avoid awarding points for such actions.

Judges should also use care when judging flurries of attacks. No quantity of grazing hits can add up to a quality thrust. However, if a judge sees several hits in close succession but is not completely sure of any of them individually, it is reasonable to award a point.

## Control

Greater points are awarded when the opponent's weapon arm (or the dagger itself) is securely grabbed, wrapped up, or pinned at the moment when the strike is delivered. Tying the opponent up in a clinch so that they are unable to deliver a stab counts as control. Merely blocking or pushing the weapon away is not sufficient, nor is controlling the opponent's body by turning them or pushing them off balance. Control should not be awarded in a situation when the opponent could have pulled their arm back and delivered another strike (even if they failed to do so).

Control is also awarded if the opponent is disarmed before or during the strike.

## Throws

A throw with dominance occurs when one fighter lands on top of the other, in such a way that the opponent's weapon is controlled. If the opponent's weapon is free, or there is no clear position of dominance (dog fall), then both fighters will lose 1 point.

Points for a throw are awarded in any situation where one fighter remains standing while their opponent is on the ground. Judges will not attempt to distinguish intentional throws from slips and falls.

If a fighter is able to land a quality thrust on their opponent while being thrown, or immediately after, they receive points for the thrust and the throw does not score. However, thrusts made while falling should be judged stringently, as they will tend to have poor mechanics.

# Tournament Logistics

## Field

Bouts will take place on a rectangular “lane,” 12’ wide by 20’ long, on indoor turf. At the center of the lane will be starting markers roughly 2m apart.

## Tournament Format

The Dagger Tournament will be divided into weight classes, with the number and weight limits to be determined based on the number and weights of participants. Each weight class will be held in 3 stages: a qualifying stage with pools, an eliminations stage with pools, and a single-elimination finals stage with the top 4 contenders. This format may change if timing at the event is delayed or otherwise impacted by outside forces that prevent the tournament staff from following this prescribed format.

At the start of the bout, each fighter starts with 5 points. For every scoring action a fighter receives, his/her total points are reduced by the number of points the target is worth (e.g. if a fighter receives a blow to the head, which is worth 1 point, the fighter’s score is reduced to 4).

Each bout in the pool runs until one of the following conditions occurs:

- 4 passes
  - A pass ends when one or more fighters executes a scoring action.
  - Any scoring action counts as a pass, whether it is a strike, throw, or disarm.
- One fighter’s score is reduced to 0 points
  - A fighter’s total score cannot go below 0 points.

The following does not count as a pass:

- If after the conclusion of an exchange, it is determined that no scoring action occurred (judges’ error, messy fighting).
- If a halt is called for safety or similar reason.
- If either fighter exits the ring for any reason.

Fighters who intentionally delay the bout with overzealous retreating or backing out of the ring will be warned. Judges/Referees have the authority to declare that a pass cannot be refought and/or assess penalty points to fighters who have multiple, successive unclean exchanges/ring-outs.

## Conduct of Bouts

At the beginning of each pass, fighters are positioned as follows:

- Standing with the rear foot on the starting marker
- Dagger held in icepick grip, in contact with the fighter's hip, with the point down.
- The off hand may be in any position but may not be touching the dagger

Once a pass begins, fighters may move freely around the ring and change grips on the dagger. The pass continues until a scoring action occurs or a halt is called for any reason. If a pass is halted with no score (e.g. for a safety issue), the fighters will reset to their original positions and the pass will resume.

When a scoring action occurs, the Judge/Referee will pause long enough to allow for an after blow, and then call "Halt!" The FIRST scoring action by EACH fighter that occurs before "Halt" is called will be scored. (e.g. If a fighter scores twice before "Halt" is called, once to the arm and then to the head, only the first strike to the arm scores). If both fighters score points before "Halt" is called, the fighters' points will be reduced equal to the number of points the target is worth.

*For instance:*

Both Fighter A and B score 1 point. Both fighters' total score will be reduced by 1.  
Current bout score: 4-4.

At the end of the bout, the number of doubles/after blows that occur in the bout is recorded by the scorekeeper. The winner of the bout is awarded victory points equal to the difference between the fighters' remaining bout points. Each fighter (including the loser) is awarded an additional 1 victory point if there were no doubles/after blows in the bout.

*For instance:*

Fighter A wins a bout 3-0. There were no doubles or after blows. Fighter A is awarded 3 victory points. Both fighters are awarded 1 victory point for a clean fight, so the final score for this bout is 4-1.

Fighter B wins a bout 2-1. This bout had a couple doubles. Fighter B is awarded 1 victory point. Neither fighter is awarded a "clean fighting" victory point, so the final score for this bout is 1-0.

After the qualifying stage, overall standing in the tournament is determined by victory points. Ties are broken based on least number of total doubles. Further ties are broken based on bout points. **It pays to fight clean!!**

## Scoring Metric

Points are awarded for the following actions:

- A quality thrust to the head or torso is worth 1 point.
- A thrust made while controlling the opponent's weapon is worth 2 points.
- A throw with dominance is worth 1 point (e.g. both fighters fall but one has clear dominance/control of the other).
- A throw where both fighters go down with no clear dominance (dog fall) is worth 1 point against both fighters.
- A throw where one fighter remains standing is worth 2 points.

Disarms, slicing attacks, light or low-quality thrusts, attacks to the limbs, and ring-outs do not stop the action or score.

## Clean Fighting Bonus

At the end of the bout, both fighters will be awarded 1 victory point if there were no doubles or after blows in their match. This is to award clean fighting for both fighters. Even if you lose a bout, you still get points!

## Point Refusal/Acknowledgement

If a fighter is assessed points but does not believe that he/she earned them, the fighter is allowed to refuse the points. Likewise if a fighter receives a good hit and it is not called by the Judges, the fighter is allowed to acknowledge the hit and the Judges/Referee shall take the fighter's acknowledgement under consideration for scoring. A fighter cannot otherwise modify the Judges'/Referee's decision in any way and must yield to the final decision of the Judges/Referee.