



# IGX 2019 Victory Points Tournament Rules

For Longsword and Mixed Weapons Tournaments

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# Expectations & Safety

## Required Equipment

### Longsword Tournaments

- Weapons
  - Open/Women's/Wisdom: Blunt, steel longswords
  - Beginner: Synthetic longswords may be used if desired, but preference will be for steel
  - Steel longsword tips must be either rolled or tipped. All longsword tips must have brightly colored tape to better see thrusts.
- Protective Equipment
  - Head/back of head
  - Throat
  - Heavy hand protection
  - Rigid elbows/knees/shins
  - Groin and chest protection required where anatomically appropriate. Encouraged for all participants.

### Mixed Weapons Tournament

- Weapons
  - Blunt, steel weapons
  - Synthetic weapons where no steel equivalent is available
  - Off-hand weapons can be steel or cold-steel equivalent
- Protective Equipment
  - Head/back of head
  - Throat
  - Light hand protection
  - Rigid elbows/knees/shins
  - Groin and chest protection required where anatomically appropriate. Encouraged for all participants.
- Shields must not exceed 24" at its largest point.

### In Addition

- No skin is allowed to show.
- No open-toed shoes or bare feet allowed. 5-toe shoes are ok.

# Forbidden Actions

- The following actions are ILLEGAL and will be subject to the 3-tier penalty system:
  - Actions in which effectiveness comes from joint injury, such as small joint manipulation, full arm bars, and kicks to the knee.
  - Punching. The use of the open hand to push during wrestling is permitted.
  - In any Mixed Weapons tournament, buckler punches are not permitted. While a valid action, it is too likely to cause a concussion.
  - Pommel strikes to the top or back of the head.
  - Strikes to the groin or to the back of the head.
  - Anything you would describe with the word flying – flying kick, flying tackle, flying Double Swedish Forbidden Grip – is something you already know is not a good idea.
- Push kicks above the belt are allowed; all other kicks are not.
- Anyone who sees other safety issues, such as loss of equipment, should immediately call halt. Bouts will resume once the issue has been remedied.

# 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 judges. 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 arguing with the judges, complaining about the quality of judging, not following reasonable requests from staff, disrupting/intentionally delaying the bout, repeated/intentional offenses, etc.
- 3rd tier: Expulsion from the bout, tournament, or event as appropriate - typically for egregious offenses such as deliberately injuring your opponent, being a danger to yourself or tournament staff or spectators, or other unsportsmanlike behavior.

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. It is possible to receive a 2nd or 3rd tier penalty without first receiving a 1st 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.

## **Excessive Force/Unsafe Fighting**

Striking an opponent with force IS allowed; however, it is up to the Judge, and, ultimately, the Referee, to monitor power levels and assess when force is excessive. Timely communication between IGX Tournament Staff and fighters is KEY – it is much more difficult to resolve a problem after the fact than addressing it immediately, or preferably preventing it during escalation. To help ensure communication channels remain open, the following are recommended Best Practices:

Referee and Judge Safety Protocols: If at ANY time the Judge or Referee suspect there might be excessive force or unsafe fighting, they are expected to halt the action IMMEDIATELY. Once halted, the following protocol should be observed by the Referee:

- Referee approaches fighter who is potential subject of excessive force/unsafe fighting.
- Question 1: "Are you OK"? Assess if there is injury.
- Question 2: "Do you feel this is excessive or you are in danger of being injured?" Assess if there is risk of future injury.
- Referee approaches fighter who is potential party responsible for excessive force/unsafe fighting. Assess legitimacy of excessive force or unsafe fighting.
- From assessments, give feedback to fighters and coaches, apply penalties as appropriate.

## **Quality Hits**

A hit will be considered "good" or be of good "quality" if it follows the below criteria. This criteria is similar to the one employed at Longpoint.

The blow must be delivered with sufficient authority, force, stability, balance, and poise. This does not mean that the blow needs to be "hard." The fighter must be in full control of his/her movement—balanced or grounded, not stumbling, falling, or wildly lunging.

Strikes must have sufficient force. Sufficient force is defined as follows:

- Cuts: The blade must travel approximately 60 degrees or more, and strike the target with obvious intent. The blow must hit with the weak (schwech) of the weapon. Light snips that travel little distance, lazy blows, and strikes with the strong or flat will not count as quality hits.
- Thrust: Any hit with the point with forward motion of the blade (motion towards the opponent with the point) that obviously makes contact. Bending the blade is not necessary. A good rule of thumb is a divot should appear on a fighter's jacket to show where the thrust landed.
- Slice/Press: Drawing cuts must be clearly demonstrated, drawing or pushing at least half the length of the blade. The fighter receiving the slice should be moved by the slice. Gently caressing your opponent with your sword will not count as a quality hit.

The following actions will not count as quality hits:

- Blows that are sloppy, wild, twist in the strike, or otherwise fail to show authoritative control, angle, and blade presence. Judges should especially look for these indicators when single-handed/off-handed strikes such as daz gayszlen are performed with a longsword.
- Blows made with the strong (starck) of the sword, especially during a grapple.
- Weak blows made blindly against an opponent in a grapple, such as “wrap shots” around the opponent’s back or over one’s own shoulder with the back edge.
- Strikes that ever-so-barely scrape an opponent’s clothing or mask, but made no significant contact.
- Blows made wildly from high-risk leaps, rolls, stumbles, etc. If it doesn’t look like it would have hit with presence and placement, it should not be considered a quality hit.
- Blows delivered as a fighter falls or fumbles their weapon will not count as a quality hit.

Finally, the Judge/Referee will NOT assess good hits differently for different fighters. The standard will be universally applied to all fighters, regardless of the perceived skill level, age, or gender of the fighter.

# Tournament Logistics

## Field

Bouts will take place in a rectangular lane, 12' wide by 24' long, on indoor turf. Starting lines will be marked 7' from the center of each lane.

## Tournament Format

### Format

The Longsword and Mixed Weapons Tournaments 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.

### Hit Points

At the start of the bout, each fighter starts with 5 "hit 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 2 points, the fighter's score is reduced to 3).

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 assess penalty points to fighters who have multiple, successive unclean exchanges/ring-outs.

When a scoring action occurs, the Judge/Referee will pause long enough to allow for an afterblow, 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, both fighters’ points will be reduced equal to the number of points the target is worth.

*For instance:*

Fighter A scores 2 points and Fighter B scores 1 point. Fighter A’s total score will be reduced by 1, while Fighter B’s total score will be reduced by 2. Current bout score: 4-3.

At the end of the bout, the number of doubles/afterblows that occur in the bout is recorded by the scorekeeper.

### **Victory Points**

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 1 additional victory point if there were no doubles/afterblows in the bout.

*For instance:*

Fighter A wins a bout 3-0. There were no doubles or afterblows. Fighter A is awarded 3 victory points ( $3 - 0 = 0$ ). Both fighters are awarded 1 victory point for a clean fight, so the final victory point total for this bout is 4-1.

Fighter A wins a bout 2-1. This bout had a couple doubles. Fighter A is awarded 1 victory point ( $2 - 1 = 1$ ). Neither fighter is awarded a “clean fighting” victory point, so the final victory point total for this bout is 1-0.

After the qualifying stage, overall standing in the tournament is determined by victory points.

## **Conduct of Pools**

1. The Scorekeeper announces who is currently fighting and who is on deck. Arm bands are distributed to the fighters called.
2. The fighters go to their assigned side of the lane, accompanied by their coaches.
3. The Judge and Referee take up positions across from one another on the long edge of the lane.
4. The Referee asks if the Table is ready. After confirmation, the Referee asks if the Judge are ready. After confirmation, the Referee asks if the fighters are ready. After confirmation, the Referee says, “Fight!”
5. When an exchange occurs, the Judge and/or Referee will call “Halt!” This command will be issued after a scoring action occurs, with time allowed for any afterblows.
6. The Referee will confer with the Judge as needed to determine what action(s) they saw completed and what target was struck, if any.

7. The Referee describes the scoring action to the fighters, and announces the number of points fighter(s) lose, including whether the pass was “clean” (no doubles/afterblows) or “unclean” (doubles/afterblows).
8. At the end of the bout the Referee announces the winner.

## Scoring Metric

### Sword Strike Scoring Actions

- A strike must be with the sword edge, point or pommel. Pommel strikes are allowed only to the grill of the mask.
- To score, a strike must demonstrate sufficient intention and ability to injure.
  - A strike with the edge must travel approximately 60+ degrees of arc
  - A thrust must travel at least six inches
  - A slice must travel across the target and push against the body or limb such that it is moved.
  - A pommel strike must travel at least two inches and have the arm behind it – we are looking for a pommel “thrust,” not a sideways backhand pommel.
- Points are awarded for strikes as follows:
  - 2 points for cuts to the head. The head includes the top of the shoulders, to the seam of the jacket sleeve.
  - 2 points for thrusts to the head and torso. The torso includes the shoulder and extends to the bottom of a standard jacket.
  - 1 point for cuts to the torso.<sup>1</sup>
  - 1 point for cuts/thrusts to any other area of the body (except groin or back of head/neck - do not deliberately target these areas!).
  - 1 point for pommel strikes to the front of the mask.
  - 1 point for slices (not to be confused with a hand press).

### Other Scoring Actions

- Throws with dominance: 2 points.  
*Dominance requires the fighter either remains standing while your opponent is down, or ending the throw on top and in control. Throws that do not clearly demonstrate control will not earn a point or count as a pass unless there was another scoring action.*
  - “Down” shall be considered shoulders and hips. If a fighter’s knee touches the ground, it shall be up to the Judge/Referee to assess the safety of the situation and call “Halt” appropriately.
  - Special note: If you trip or otherwise throw yourself while your opponent remains standing, 1 point will be deducted from your bout score. Stay on your feet.

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<sup>1</sup> Mittelhau, Zwerch-to-pflug, Mezzani, or other cuts that hit the opponent on the torso below the arms only score 1 point. We want to disincentivize these actions since they often cause doubles.

- Disarms: 2 points. A fighter shall not be counted as disarmed until fighters are separated from each other. Therefore, loss of weapon during wrestling does not score until the fighters separate.
- Any scoring action performed while wrestling in such a manner as to control the opponent's weapon is worth 2 points. This is intended to disincentivize fighters from using their forearm to block a strike to their head.
  - At the beginning of a wrestling exchange, the Referee will count out-loud to 10. If no scoring action occurs during that time, the Referee will call "Halt!" and the fighters must disengage.
  - No ground fighting is allowed.

### **Afterblows/Doubles**

A double is when attacks from both fighters arrive simultaneously. Doubles show one or both fighters' inability to recognize danger and prioritize defensive fighting over scoring a hit.

A valid afterblow must begin immediately after the opponent's attack arrives, and be completed with a single motion of the sword (no feints or other preparations). It must arrive before halt is called. An afterblow shows a fighter's inability to properly defend him or herself after delivering an attack.

There is no distinction between doubles and afterblows as far as scoring is concerned.

### **Clean Fighting Bonus**

At the end of the bout, both fighters will be awarded 1 victory point if there were no doubles or afterblows 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 Judge, the fighter is allowed to acknowledge the hit and the Judge/Referee shall take the fighter's acknowledgement under consideration for scoring. **A fighter cannot modify the Judge's/Referee's decision in any way and must yield to the final decision of the Judge/Referee.**

## **Video Replay**

In the semifinals and finals, slow-motion video replay will be available. Once per match, after a call is announced, a fighter may challenge the call and request a review of the video. The Referee will ask the fighter what they think happened (e.g. my cut landed on the head, but you called arm). Then the Referee and Judge will review the video and confer. There are three possible outcomes to a challenge:

- Original call is upheld. No change to the score.
- Call is revised after reviewing the video. The Judges may change the score, or decide that no clear scoring action occurred and refight the pass.
- Inconclusive: the video does not clearly show the action. In this case the original call stands, but the fighter is granted an additional challenge which can be used on a subsequent pass.

## Staff Roles

For each ring there will be:

- 1 Referee
- 1 Judge
- 1 Scorekeeper
- 1 Ring Boss

### Referee

The Referee is in charge of the safety of all staff and participants of the pool and the smooth execution of the pool. The Referee calls all participants to the pool, conducts equipment checks before the start of the pool, and maintains order throughout the pool. The Referee settles all disputes and delivers any penalties. During a bout, the Referee watches both fighters. The Referee confers with the Judge before awarding points, and is the final authority with regards to point awards to fighters.

### Judge

The Judge supports the Referee in maintaining safety and order in the pool. During a bout, the Judge watches both fighters, and assists the Referee in awarding points after a scoring action.

### Scorekeeper

The Scorekeeper monitors the score for each pass in each bout in the pool, and announces the current pass number. In addition, he/she announces which fighters are currently fighting and which fighters are on deck, along with the fighters' designated color according to the scoring machine.

### Ring Boss

The Ring Boss is the “runner” between the lane and the Tournament Administration table. The Ring Boss may help attach armbands to fighters, and assist in the smooth execution of the lane throughout the duration of the pool. The Ring Boss will float between two lanes.

# Quick Reference Guide

## Bout Format

- Fighters start with 5 points
- A bout runs for 4 Passes, or until a fighter's points are reduced to 0

## Scoring

- 1 point
  - Strike on the opponent's arms/legs
  - Cut to the torso
  - Pommel strike to the grill of the mask
  - "Good" one-handed strike
  - Slices (not hand presses)
- 2 points
  - Strike/thrust to the opponent's head
  - Thrust to the opponent's torso
  - Disarm with control
  - Throw with dominance
  - Any scoring action performed while wrestling in such a manner as to control the opponent's weapon
- Victory Points
  - At the end of the bout, victory points are awarded to the winner at the difference of bout points.
  - An additional victory point is awarded to BOTH fighters if the bout did not have any doubles or afterblows.
- Afterblows/Doubles
  - There is no distinction between doubles/afterblows, scoring-wise.
  - Doubles: A double is when attacks from both fighters arrive simultaneously.
  - afterblows: A valid afterblow must begin immediately after the opponent's attack arrives, and be completed with a single motion of the sword (no feints or other preparations). It must arrive before halt is called.
- Fighters may acknowledge hits on them and decline points awarded to them.