

Cornhusker State Games

Fencing - HEMA

Rules 2020

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Safety Equipment

These are the minimum requirements. Please feel free to armor up further than the minimum. We would love to have no competition based injuries.

Please note: **Safety Equipment WILL be checked.** If equipment is not visible, it may be hit with a stick to make sure it is there. If an athlete does not have appropriate equipment, they may try to borrow some from other athletes. If none is available, they will not be allowed to participate. You may feel you are willing to risk your own injury, but we don't want others to risk injuring you.

Now, on to the important bits:

Head Protection

- A fencing mask, 350 newton minimum, in good condition, with appropriate bib. Other masks, including steel, by permission only.
- Back of head protection is required for all events
- Gorget is required for all events. Rigid is required for longsword.
- A blade catcher is recommended, especially for longsword. This can be integrated into your jacket or part of the gorget.

Jacket Requirements

- This lists the minimum required protection. More protection is encouraged.
 - Longsword: An industry standard HEMA Fencing jacket or quality gambeson in good condition.
 - Singlestick: A standard fencing jacket.
 - Rapier and Mixed Synthetics: A standard fencing jacket with rigid chest protection, such as a chest protector.
 - Gambeson recommended.
- Minimum 350 newton puncture resistance.
- Clothing needs to cover the entire upper body, no exposed skin is allowed.
 - Some acceptable manufacturers include, but are not limited, to: SPES, Neyman, Lynx, Gajardoni, Leon Paul.

Forearm Protection

- Forearm protection is required for longsword and recommended for all other events.
 - Forearm protection is required to cover the majority of your forearm/wrist
 - For Singlestick, it can be leather or foam.

Hard Covering Protection

- Hard protectors for the knees and elbows are required for all events.
- Shin protection is required for Longsword and recommended for Mixed Synthetics.
- Men are required to have a cup for all events.
- Women are required to wear a chest protector.
- Participants are encouraged to wear hard chest protectors in all events, but not required.
- For events allowing the wearing of a standard fencing jacket, wearing of motocross or hockey protection is encouraged.

Hand Protection

- Hand protection is required for all events
 - Singlestick
 - A standard fencing glove is allowed. Coverage on off hand required.
 - Mixed Synthetic: Gloves must provide sufficient padding to protect from hard strikes
 - Lacrosse gloves with Finger tip protectors is the **minimum**. Unsupplemented lacrosse gloves are not acceptable.
 - Red Dragon gloves represent a recommended minimum level of protection.
 - If the weapon has a complex hilt (baskethilt broadsword) or is a shield, that hand can use a standard fencing glove.
 - Rapier
 - A padded glove is required.
 - Examples include; PBT Light Rapier Glove, SPES Light Rapier Glove, Padded leather glove, etc.
 - Off-hand hand protection is required.
 - Longsword
 - Gloves with hard hand protection are required.
 - Examples include: Comfort fencing, Spes heavies, Neyman fencing, Sparring gloves, Absolute Force, Koenig, Black Lance, Destroyer Modz, Steel Gauntlets
 - Metal gauntlets are permitted, but no further metal armor.

Foot Protection

- Closed toed shoes are required for all events. Historical footwear and five finger shoes are allowed.

Leg Protection

- Coverage past the knee is required. If shin protection is not worn, then long pants or socks are required.

If in doubt as to whether any particular bit of protection is allowed, please contact the Sport Director at catskyfire@starpaw.com.

Weapons

Singlestick

- Singlestick will be rattan.
- Must have a hard bell or basket that fully covers the hand, wax hardened leather or synthetic recommended .

🚩 The Sport Director will have two of these available for use.

Mixed Synthetic

- Weapon must be industry standard synthetic.
 - No Cold Steel wasters.
- Daggers may be worn as back up weapons or used as a main weapon.
- Longswords allowed.
- Dual wielding allowed.
- Shields and bucklers allowed, shields can be no larger than 30" diameter.
 - Shields and bucklers may only be used defensively. Strikes will not result in points and may result in penalties.
 - If a shield has an approved spike, it can be used offensively with caution.
- No Montante or Pole arms allowed.

🚩 The Sport Director will have several different synthetics available for use.


Longsword

- Longsword must be industry standard steel Feder or tournament blunt.
 - Examples include: Albion Meyer, Arms & Armor Fechtenspiel or Fechtbuch, Baltimore Sword and Knife Works, Black Horse, Castille, Darkwood, Neyman, Purpleheart, Regenyei, and SGT Blades.
 - No synthetics will be allowed for this event.
- Rubber or leather tip must be applied to all swords.
- A competitor may wear a dagger if they choose, but may not use it.
 - The competitor accepts that it may get struck and will still count as a blow to that part of the body.

🚩 The Sport Director will not have any of these available for use. Other athletes may have some they are willing to share, but there are no guarantees on this point.

Rapier

- Rapier must be an industry standard rapier no more than 43 inches long from the guard.
 - Examples include Del Tin, Darkwood, Alchem, Hanwei, Castile, Danelli, Arms and Armor Practice. Flashing Steel rapiers from Omaha are also acceptable.
- Rapiers without a rolled tip will have a rubber cover.
- Off-hand devices may be used.
 - These include dagger (no longer than 20 inches), buckler, and cape.
 - Daggers will be tournament quality, no modified broken epee blades.
 - Opponents are not required to match the off-hand style.

 The Sport Director will have two of these available.

If there are any questions regarding weapons prior to the tournament, please contact the Sport Director at catskyfire@starpaw.com.

Tournament Procedures

Starting time

- The starting time, as listed in the schedule, is for close of registration. All athletes will have checked in by that time. Late entries may be disallowed.
- Athletes should arrive and check in well in advance of starting time. The first event of each day is at 9:00 a.m. and the Sport Director will be there by 8:00 a.m.
- Athletes should be in their gear by starting time. If enough people are in gear before starting time, equipment check may begin.
 - Safety gear will be checked. Gear that is not visible may be hit with a stick to ensure its presence.
- Once close of registration is complete, the Sport Director will address the crowd.

Sport Director Address

- Welcome everyone to the 2020 Cornhusker State Games.
- Bellevue University is a lovely host with a gorgeous gym. Do NOT hurt the floor. It is beautiful.
- Athletes are reminded to self-identify blows against them.
- Athletes are reminded that they can decline points awarded to them if they feel they were not valid.
- Referees are reminded to accept self-identified blows unless they can articulate a reason to decline.
- Questions are answered.
- Potential judges are directed to a designated Referee for further instruction.
- Volunteers are directed to a designated Volunteer for further instruction.
- The Sport Director asks all athletes to prepare for their event and finishes setting up the pools.
 - The Sport Director hopes to have much of the pools entered into the system in advance, but reminds athletes that day-of entries or drop outs may occur.

Event Procedure

- The Sport Director will give pool information to Tables.
 - The intent is to have pools of eight or less, based on number of participants.
 - Pools will be announced verbally and posted at Table.
 - The number of active rings will depend on the number of Referees and Judges available for the event.
- Athletes will get their gear and go to the Ring their pool is at.
 - Rings will be 20" squares.
- Athletes will check in with Table.
- Table will announce who is about to fight and who is on-deck.
 - About to fight means your gear should be on, weapon in hand, with armband on, moving to position.
 - Your position will be the corner with the letter that matches your armband. B for Blue, R for Red.
 - On-deck means get your gear mostly on, have it in hand, and get the armband on.
 - Please do not delay matches by being unprepared when it is your turn.

- The bout will take place.
 - Athletes will salute Referee and Judges and fight when called to do so.
 - Athletes will acknowledge hits to them when they believe they are good.
 - Referees shall accept hits unless they can articulate a reason not to.
 - Athletes may decline points if they feel their attack was not good.
 - Bouts will last three minutes or ten points, whichever comes first.
 - After the bout is over, athletes will acknowledge each other before leaving the ring.
- After the bout is over, athletes will allow the Squire to take the armband so they may put it on the on-deck athlete.
- At the end of each bout, the Runner will bring the score sheet to the Sport Director for entry into the computer.
 - If an athlete wishes, they may request to see the score sheet.
 - Score sheets will be kept at the Tournament Table until the end of the Games.
- When all pools are complete, the Sport Director will calculate the Direct Eliminations.
- Direct eliminations.
 - The top eight will compete in direct eliminations and will be eligible for the Championship award as well as medals.
- The number of active rings will be based on the number of available Judges and Referees.
- When all eliminations are complete, the Sport Direct will award medals.

Please note the time of your events! If your event is scheduled at 1:00 p.m. and you show up at 9:00 a.m., do not be upset that another event is taking place and that you are doing nothing.

Lunch will likely take place between the end of one event and the beginning of another. Remember that events can run long/short, and be prepared to adjust. (This is also why athletes being ready when on-deck helps a lot.)

Scoring

Each bout goes to 10 points or 2 minutes, whichever comes first. Ties will be resolved by sudden death of 30 seconds.

Targets and Points

- Head – 2 points
- Torso – 2 points
 - The arm seam will determine torso vs. arm.
 - Torso will be defined as bottom of the jacket. In cases where it is of an unusual length, it will be addressed at that time.
- Arms/hands – 1 point
- Legs/feet – 1 point
 - In singlestick, only strikes above the knee are counted
- Pommel/buckler to the mask – 1 point

Attacks

- Thrusts
 - A thrust can be made to any part of the body and is defined as pushing the point of the weapon towards the opponent and making solid contact.
 - A thrust can be made from even a very small distance but must exhibit enough force to pierce normal heavy clothing.
 - It does not take much pressure to do this, but a thrust that barely touches will not score a point.
- Cuts
 - All cuts must be with the actual or perceived edge of the blade.
 - Cuts must have sufficient speed and rotation to allow the blade to cut through normal heavy clothing and cause simulated injury. Typically, 45 degrees or more.
 - Cuts must be with the upper two thirds of the blade.
 - Cuts made with the strong of the blade (lower third) are not counted.
 - Cuts do not have to hit hard, but they need to display the cutting possibilities above.
- Draw cuts
 - A draw cut can be delivered when there is insufficient rotation for a cut. It is pulled across the opponent to cut the blade into the body.
 - At least half the blade must be pulled in the draw for it to count.
 - Draw cuts must be made with sufficient force as to move your opponent or otherwise disrupt their balance.

- Pommel to the mask
 - You may present a strike to the front or side of an opponent's mask with the pommel of your sword.
 - In Singlestick, this can be done with the guard.
 - Presenting a strike setting up and intentionally stopping your attack, or very lightly tapping the mask.
 - These attacks to the mask should NOT be delivered with force. Force used with these attacks will be penalized.
 - The attack is judged valid on the basis that you could have delivered the strike with sufficient force against your opponent.
 - Strikes where your arm is tied up with your opponent or other situations in which the judges deems it unlikely you would have been able to deliver sufficient force with the attack will not be counted.
 - This must be an intentional act. Accidental hits would not have the force to do damage in a real fight and are ignored the same way accidental cuts are.

- Buckler to the mask
 - You may present a strike to the front or side of an opponent's mask with the side of your buckler.
 - Presenting a strike setting up and intentionally stopping your attack, or very lightly tapping the mask.
 - These attacks to the mask should NOT be delivered with force. Force used with these attacks will be penalized.
 - The attack is judged valid on the basis that you could have delivered the strike with sufficient force against your opponent.
 - Strikes where your arm is tied up with your opponent or other situations in which the judges deems it unlikely you would have been able to deliver sufficient force with the attack will not be counted.
 - This must be an intentional act. Accidental hits would not have the force to do damage in a real fight and are ignored the same way accidental cuts are.

- One handed longsword attacks, with or without afterblow, are only worth one point if a valid hit.

Clean Hits

- Clean hits have no effect on scoring.

Afterblows

- All afterblows will deduct 1 point from the primary strike.

Open Doubles

- If the athletes attack each other, making no effort at defense, and each strikes the other, it will be an open double.
- If the athletes have three open doubles in a match, they both lose and the match ends.
 - In eliminations, the individual with the highest score will enter the next bout with a -3 start.

Closed Doubles

- If the athletes attack each other, the weapons have contact, but blows get through anyway, the Referee may call a closed double or no decision.

Ring Out

- If an athlete leaves the ring with both feet, their opponent will be awarded one point.
- If an athlete leaves the ring after causing a successful strike, they do not get the points for the attack and their opponent will be awarded one point.
- If an athlete forces the opponent out of the ring using grappling techniques, they will receive a warning and no points will be awarded.
- If an athlete leaves the ring after receiving a successful strike, they receive no points for afterblow, but the opponent will not get an extra point for the ring out.

Disarming

- There are no points gained for causing your opponent to be disarmed.
- There are no points lost for being disarmed.
- Being disarmed repeatedly will cause the Sport Director to remind you of the floor's beauty.

Grappling

No Ringen/Grappling, takedowns, throws, kicking, and wrestling at the sword.

- In case of a close quarter encounter, fighters will have until the count of three (3) to come to a resolution before the match is broken up and fighters are instructed to reset. Individuals abusing or gaming this portion of the rules will result in warning, point deduction, and possibly even expulsion if deemed dangerous or reckless intent.
- The No Grapple Rule is due to the beauty of the floors of the venue. Athletes should do all they can to protect that floor.
- Arm-checking is permitted but scores no points without a valid blow from the sword.
- Hand parries are permitted if they are performed as deflections (without gripping the blade), in rapier only.
- Grabbing the opponent's arm or sword hilt is legal. Grabbing the opponent's blade will count as a hand strike.

Dangerous or Unsportsmanlike Conduct

Dangerous or Unsportsmanlike conduct will not be allowed at any CSG event.

- Dangerous Conduct includes any act that puts spectators or competitors at unnecessary risk
 - HEMA is a dangerous activity, but when practiced correctly, that danger can be limited. Actions that place participants and spectators at risk beyond the normal course of the event will not be tolerated.
 - This includes:
 - Attacking with intent to hurt, injure, or incapacitate another person.
 - Throwing weapons.
 - Hitting with excessive, unnecessary, or unmartial levels of force.
 - Striking an opponent outside of an exchange, or well after halt has clearly been called
 - Use of techniques deemed excessively dangerous in the circumstances of the tournament, such as throws.
 - Sparring, drills or competing without full safety gear.
 - Anything else that the Judges, Referees, or Sport Director deem excessively dangerous.
 - Dangerous Conduct will be dealt with on a case-by-case basis, based on severity, intent, and recurrence.
 - Unsportsmanlike Conduct- behaving in a manner that is disrespectful to other competitors, judges, or staff.
 - All competitors are expected to behave appropriately and respectfully to all others present at the tournament.
 - Unsportsmanlike Conduct will be dealt with on a case-by-case basis, based on severity, intent, and recurrence.
 - Potential repercussions may include:
 - A warning to cease the behavior
 - Loss of 2 points
 - Forfeiture of the round
 - Removal from the competition
 - Removal from the tournament with no refund
- ✚ Referees have full discretion to offer warnings, loss of points, and forfeiture of the round. Higher levels require the Sport Director's approval.
- ✚ Should anyone at the tournament believe someone is behaving unsafely, they will bring the issue to the attention of the Sport Director. The Sport Director may confer with Judges and Referees and/or may choose to observe. The Sport Director will make decisions for the safety of all participants and to maintain the rules and spirit of the Cornhusker State Games.

Refereeing and Judging

- Referees oversee the bouts. The usual term is Director, but as the title of the person handling the tournament is Sport Director, I don't want confusion in terms.
 - Judges assist the Referee in observing the exchanges.
 - After athletes register for the Games, they may receive an email asking their level of skill in judging and Refereeing. The Sport Director will try to have a large enough pool of each to allow athletes to fully enjoy competing while also providing an appropriate level of judging at all stages.
 - If any athlete knows someone who wishes to attend the event purely to act as Judge or Referee, they are encouraged to have that person contact the Sport Director at catskyfire@starpaw.com.
 - Similarly, if any athlete knows someone who wishes to attend the event and is willing to act as a volunteer, also have them contact the Sport Director.
 - Each Ring will have a Referee and two Judges.
 - The Referee may override the Judges, but must be able to articulate the reason for doing so.
 - The Referee may override an athlete's self-identification of a blow, but must be able to articulate the reason for doing so.
 - Reasons can include that a strike was flat, was not from the correct part of the blade, was too weak, etc.
 - Reasons should not include "I didn't like it."
 - Referees may indicate no action occurred if they cannot clearly identify the exchange.
- ✚ Referees and Judges who let the Sport Director know of their interest in those positions a week before will receive a lunch each day. The Lunch is very likely a turkey sandwich.
- ✚ Referees and Judges who let the Sport Director know of their interest in in those positions two months before the tournament will receive a CSG Volunteer t-shirt in their requested size. Those who do not commit until close to the tournament, or weekend of, may receive a shirt but no size is guaranteed.

Volunteers

A tournament needs people to aid the Sport Director outside of the tasks of Refereeing and Judging. The Sport Director requires four people per Table for maximum effectiveness. Each Table is set next to the ring it will be assisting.

Scorekeeper

- The Scorekeeper keeps score, marking each exchange on the score sheet.
- After the Referee calls out the score, the Scorekeeper calls it out, loudly.
 - Example: Two points, blue.
 - If the Scorekeeper does not clearly hear the Referee, they shall immediately ask for the Referee to repeat the awarded points.
 - Referees sometimes negate points after announcement, based on athletes declining the points.
- As requested, the Scorekeeper calls out the score.
 - If the Table has a visual score display, the Scorekeeper will keep it updated.

Timekeeper

- The Timekeeper keeps the time.
 - Simple timers will be provided, although Timekeepers are allowed to use their own timekeeping devices, such as phones, if they choose.
- Bouts begin with three minutes on the clock.
- Each time the Referee starts the bout, the Timekeeper starts the clock.
- Each time the Referee calls Halt, the Timekeeper stops the clock.
 - Occasionally, Timekeepers don't hit stop correctly. It is expected that Timekeepers will adjust for these instances, so as not to deprive any athlete of the potential full time.
- When requested, the Timekeeper loudly announces remaining time.
- The Timekeeper will also loudly announce the time at one minute and thirty seconds.
- If time runs out and the bout is still occurring, the Timekeeper loudly announces "Time."

Squire

- The Squire puts the appropriate color armband on ready athletes.
- The Squire removes the armbands from athletes who have just finished a bout and puts them on the on-deck athletes.
 - This is the position that allows volunteers to observe matches the most, as armband duty is pretty much all they do.
 - This position requires no knowledge of the sport itself, only the ability to make people stand still long enough to get/receive armbands.

Runner

- The Runner brings scoresheets to the Sport Director after each bout is completed.
- If the Sport Director needs to communicate with the Table, they may signal the Runner to convey messages.
 - This position requires no knowledge of the sport itself.

- ✚ Volunteers who let the Sport Director know of their interest in volunteering a week before will receive a lunch each day. The Lunch is very likely a turkey sandwich.
- ✚ Volunteers who let the Sport Director know of their interest in volunteering two months before the tournament will receive a CSG Volunteer t-shirt in their requested size. Those who do not commit until close to the tournament, or weekend of, may receive a shirt but no size is guaranteed.