

# Academy of Historical Arts



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## "Short Play" Tournament Rules

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The Academy of Historical Arts asserts its right to edit this rule set at any time.

# **1 The Conduct of Matches**

This chapter will provide information about the matches and how they are to be conducted and organised.

## **1.1 *The Arena***

Matches will be fought in an arena that should be roped off or otherwise cordoned off from where spectators may stand or sit. The size and dimensions of the arena will be determined on the day of the tournament by the senior referee. If a combatant pushes or forces the other out of the ring then the match will be reset; scrappy fighting is not what the tournament is testing. If a combatant voluntarily steps out of the ring then he or she will forfeit the match.

## **1.2 *Match Time***

Matches last for three minutes. If no combatant has won by the end of three minutes, the match is declared a draw, regardless of who has the current advantage.

## **1.3 *Halting and Resetting Matches***

The senior judge will award a point for a clean and clear hit on the opponent with a legal part of the weapon.

When a hit is seen, the judging team should wait for a couple of seconds (or until the combatants separate themselves, whichever is shorter) and call "Hold!" whereupon the combatants should halt and reset. It is important that this brief wait is observed, so that the judging team can see any afterblows that land after the initial hit.

The judges should not call "Hold!" immediately upon seeing a hit.

Once the combatants have reset and the senior referee has delivered the verdict about the exchange, he will call "Fight!" and the combatants may begin again.

## **1.4 Two Consecutive Points**

A combatant must score two consecutive points to win the match. When a combatant has scored just one point, it is said that that combatant has "advantage". If the other combatant scores next, so that the first combatant cannot score a second consecutive point, then the "advantage" switches to the second combatant who only needs to score one more point to achieve the winning condition of two consecutive points.

Some examples:

*Example:*

- *The match begins. The score is 0-0.*
- *Combatant A scores a point; the score is 1-0; combatant A has "advantage".*
- *Combatant A scores another point; the score is 2-0; combatant A has won the match.*

*Example:*

- *The match begins. The score is 0-0.*
- *Combatant A scores a point; the score is 1-0; combatant A has "advantage".*
- *Combatant B scores a point; the score is 0-1; combatant B has "advantage".*
- *Combatant B scores another point; the score is 0-2; combatant B has won the match.*

*Example:*

- *The match begins. The score is 0-0.*
- *Combatant A scores a point; the score is 1-0; combatant A has "advantage".*
- *Combatant B scores a point; the score is 0-1; combatant B has "advantage".*
- *Combatant A scores a point; the score is 1-0; combatant A has "advantage".*
- *Combatant A scores another point; the score is 2-0; combatant A has won the match.*

## **1.5 Double Hits and Afterblows**

An afterblow is treated as a double hit, and an afterblow can be scored up to a second after the initial hit. As a general rule of thumb, after a hit is given, if a judge does not have enough time to say "elephant" before the next hit lands, then it counts as an afterblow. If a judge has time to finish saying "elephant", and then a moment later the second hit lands, then it is not counted as a double or an afterblow because it is simply too late, and so the initial hitter scores.

If at any point a double hit or afterblow is scored, the points are returned to 0-0 and the combatant with "advantage" loses this privilege. Effectively, a double hit or afterblow "wipes" the scoreboard and resets the match.

*Example:*

- *The match begins. The score is 0-0.*
- *Combatant A scores a point; the score is 1-0; combatant A has "advantage".*
- *Combatant B scores a point; the score is 0-1; combatant B has "advantage".*
- *Combatant A scores a point; the score is 1-0; combatant A has "advantage".*
- *An afterblow happens and the result is treated as a double hit; the score is reset to 0-0; neither combatant has "advantage".*
- *Combatant B scores a point; the score is 0-1; combatant B has "advantage".*
- *Combatant B scores another point; the score is 0-2; combatant B has won the match.*

If three double hits or afterblows occur in the same match, both combatants lose the match. This means that the onus is on the combatants to keep themselves safe and not allow double hits or afterblows to happen.

It is not good enough simply to land hits on the opponent; it is important to stay safe on the way in, land a hit cleanly, and stay safe on the way out again. Showing these three elements of skill will merit a point; receiving a hit at any time during one's action means that the action was not clean enough to merit a point.

*Example:*

- *The match begins. The score is 0-0.*
- *Combatant A scores a point; the score is 1-0; combatant A has "advantage".*
- *An afterblow happens and is treated as a double hit; the score is reset to 0-0; neither combatant has "advantage".*
- *Combatant A scores a point; the score is 1-0; combatant A has "advantage".*
- *An afterblow happens and is treated as a double hit; the score is reset to 0-0; neither combatant has "advantage".*
- *Combatant B scores a point; the score is 0-1; combatant B has "advantage".*
- *An afterblow happens and is treated as a double hit; this is the third double hit; both combatants lose the match.*

### **1.6 Double Hits / Afterblows in the Finals**

In the final bouts of a tournament, it is unsatisfying to have to eliminate two competitors because of double hits or afterblows, and it messes up how to award 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places. To avoid this unfortunate situation spoiling a tournament, the following rule is to be used in the final fights for 1<sup>st</sup>/2<sup>nd</sup> and 3<sup>rd</sup>/4<sup>th</sup> places.

If three double hit / afterblow / scrappy exchanges occur in one of the final fights, then rather than eliminating both combatants by making them both "lose" the fight and knocking them out of the competition, they both still "lose" the fight and they both tie for the lower ranking position appropriate to the fight. Therefore, in the fight for 3<sup>rd</sup>/4<sup>th</sup> place, if three double hits occur, then both fights will tie for 4<sup>th</sup> place and no one will win 3<sup>rd</sup> place. In the fight for 1<sup>st</sup>/2<sup>nd</sup> place, if three double hits occur, both fighters will tie for 2<sup>nd</sup> place and no one will win 1<sup>st</sup> place.

### **1.7 Scrappy Fighting**

If the fighting in an exchange is scrappy and the judges are unable to determine what happened because of the scrappiness, then exchange is to be treated as a double hit and the combatants should be urged to make their fighting clean and decisive.

Judges must differentiate between exchanges where scrappiness on the part of the combatants is the reason for not being able to follow the action and exchanges where (for whatever reason) the fault is not that of the combatants.

For example, if a judge blinked and missed a hit, that is not the fault of a competitor. Likewise, if a judge was positioned at an awkward angle and was unable to see a hit land on the other side of a combatant then it is not the fault of a competitor.

Note that if an exchange between two skilled competitors was so fast that the judges simply could not see what happened, then this should not be called scrappy. The judges should say that they did not see what happened, and it should not reflect badly on the competitors.

These examples are not necessary the "fault" of the judges, and a judge should indicate when he or she is unable to give a clear answer about what happened, but such exchanges should not be labeled as scrappy fighting and used to penalise competitors. Only exchanges that are genuinely scrappy and that cause attentive judges some confusion should be classed as scrappy for the purpose of this rule.

### **1.8 *Yielding***

As mentioned in the initial section about the arena, one may choose to forfeit the match by stepping out of the ring voluntarily. Alternatively, by calling "Yield!" a combatant may forfeit the match voluntarily. Yielding is not a recommended way to finish a match but sometimes it may be necessary to avoid problems or issues.

### **1.9 *"Gaming the Rules"***

If the senior referee believes that a participant is "gaming the rules" and trying to win the tournament by devious or underhanded methods, then a warning should be issued to the participant to stop this behaviour.

If the senior referee believes that the behaviour has continued, and that the participant is still trying to win by exploiting the rule set, then the participant should be disqualified from the tournament.

The advice of the junior referees should be sought to see if they have noticed any such behaviour from the participant, but only the senior referee can make the decision.

## **2 How to Score Hits**

This chapter will describe the kinds of strikes that will result in scoring points, along with kinds of strikes that may or may not be allowed on the day. It will also cover the types of striking that will always be forbidden for safety reasons.

### ***2.1 Calling Hits on One's Self***

It will always be appreciated when a competitor shows good sportsmanship and calls hits that land against himself or herself. After an exchange has finished and the combatants separate, if the judges have not called "Hold!" and announced a verdict, it is encouraged for competitors to call the hits that they have received. This will be taken into account when determining the sportsmanship announcement at the end of the event.

Individuals who do not call hits that they receive will not be penalised for it, but will not receive sportsmanship recognition at the end of the event.

Sometimes the judges will choose not to award a point to a combatant, even if the opponent acknowledged a hit. For example, the strike may have been weak and "tippy", or it may have landed with the flat of the blade. Judges will always welcome the honesty of competitors who call hits upon themselves, but the judges will still have the final say about awarding the point.

### ***2.2 Awarding Points for Clean Blows***

Points will only be awarded for a clean strike, and only for strikes made cleanly with the point or edge of the blade that are struck in a controlled fashion with intent.

The strike need not be "killing" or "disabling", and it is recommended that judges do not try to make this subjective decision about likely injuries. If the strike landed cleanly and was performed with skill, then the clean hit should count for a point.

On-target flailing will be discounted. Uncontrolled flailing on the other combatant will be discounted (and should be punished). "Tippy" strikes that lack strength, structure, intent and/or meaning will also be discounted.

The only strikes that will be rewarded with points will be controlled strikes that hit a correct target, and that could reasonably do some kind of damage if made at full power with a sharp weapon. This is to encourage correct technique and to discourage combatants from merely swinging wildly.

### **2.3 *Strikes Not Using the Blade***

The tournament organiser may choose to allow or disallow pommel strikes and other forms of strikes, and this may be revised (or announced in the first instance) on the day of the event.

This decision will usually be made for safety reasons: perhaps some of the weapons present have flanged pommels that are unsafe for use, perhaps some of the combatants have not studied unarmed combat and so elbow and knee strikes would not be appropriate.

The tournament organiser must make all combatants aware of what techniques are allowed and what techniques are not allowed before the tournament begins.

### **2.4 *Disarms, Takedowns and Throws***

Disarms, takedowns and throws do not count for any points during a match, as these merely inconvenience an opponent instead of directly causing damage.

However, if a disarm, takedown or throw is followed up by a killing or disabling blow or any other cleanly landed strike, then the person who performed both the disarm/takedown/throw and the finishing technique will automatically win the match, regardless of the current score.

This simulates how these advanced techniques do not necessarily win a battle by themselves, but do greatly decrease the victim's chances of winning or surviving.

### **2.5 *Extended Grappling***

Extended grappling will not be allowed in tournaments run by the Academy of Historical Arts unless specific rules are developed for a specific tournament. If this is the case, then all combatants will be made aware of these rules prior to the tournament; otherwise it is to be assumed that there should be no extended grappling.

Disarming, throwing and takedowns are allowed in tournaments as long as they are performed safely and with perfect control, as described above. However, the referees should make a point of halting any disarms, throws or takedowns that turn into extended grappling to avoid the inherent safety risks.

## **2.6 *Dangerous Use of a Weapon***

Dangerous use of a weapon will result in a warning from the senior referee for a first infringement, followed by loss of two points from the competitor's tournament score for a second, followed by disqualification from the tournament for a third infringement.

This is measured across the whole tournament; it is not one warning per match. If a combatant is warned about control and safety in the first round of a tournament and then shows dangerous techniques or a lack of sufficient control in the final round, then in that final round the combatant will be docked two points from his tournament score because of the warning in the first round.

This is very draconian in terms of punishing participants for lack of control, but for that very same reason participants will be exposed to fewer unsafe or uncontrolled techniques and opponents. The overall goal of these rules about safety is to both increase safety for participants and to encourage participants to display appropriate control over their weapons.

Note: at the discretion of the tournament organisers, it may be permitted to hit forcefully (if competitors are wearing the correct safety equipment), but it is NEVER permitted to strike too hard and risk causing injuries.

## **2.7 *Instant Disqualifications***

The following will lead to an instant disqualification from the tournament:

- Intentionally throwing an opponent in a dangerous fashion so that he or she lands in a compromised position, for example by landing on the head or neck. This is very dangerous and will not be tolerated.
- Any behaviour with the intention of actually damaging an opponent. At any time, a match can be stopped (by either of the junior referees or by the senior referee) in order that the referees

may discuss the perceived intention of one or both of the combatants. If the referees decide that one or both of the combatants acted with malice then disqualification will ensue. This behaviour is very dangerous and will not be tolerated.

- Deliberately attacking an opponent who is not currently wearing critical safety equipment. If a combatant's fencing mask is knocked off for example, then both combatants must stop until both combatants are safely equipped again.

- Misuse of correct finishing methods against an opponent on the ground. While simulating a strike to the head by stamping in a controlled manner on the ground beside the head counts as a valid finishing move, for example, stamping on the head is very dangerous and will not be tolerated.

- Injuring an opponent to the extent where he or she can no longer compete in the event (or where a first aider believes that he or she should no longer compete in the event). The senior referee may offer clemency to a competitor and disregard this rule if the injury was caused in such a fashion that the competitor could do nothing to stop it from happening, since there would be no behaviour to warrant punishment of disqualification.

### 3 Match Scoring

This chapter will describe how to translate the results of each match into a tournament score for each competitor, and how to use this to select individuals for progression into the final rounds.

#### 3.1 Match Results

Each competitor will build a "tournament score" from his or her performance across all the matches in the tournament.

At the end of the match, if one person has won the match, the winner adds 3 points to his tournament score. The combatant who did not win the match adds 1 point to his tournament score.

If the match ended in a draw after the time limit expired, both combatants add 2 points to their tournament scores.

If three double hits occurred in the match and both combatants lost the match as a result, both combatants add 0 points to their tournament scores.

*Example:*

*If combatant A fights five rounds and wins once, is beaten twice and draws twice, then he will score  $3 + 1 + 1 + 2 + 2 = 9$  points.*

*If combatant B fights five rounds, wins twice and doubles out three times, then he will score  $3 + 3 + 0 + 0 + 0 = 6$  points.*

*If combatant C fights five rounds and never wins, but manages to draw three times, then he will score  $2 + 2 + 2 + 1 + 1 = 8$  points.*

As the example shows, a steady stream of matches where a combatant does not double out will allow the combatant to progress quite steadily in terms of points.

Indeed, being beaten cleanly in every match is preferable to winning one match but doubling out in the rest. In the example above, combatant C might never have won a match, but he will still score better in the tournament than combatant B, who has won twice and doubled out three times.

This is intended to penalise people who double consistently and who fight without due regard for their own safety, while allowing people who genuinely try to keep themselves safe (but who are not quite so skilled yet) to move ahead in the tournament rankings.

### **3.2 Progressing to the Final Rounds**

The tournament should run for a set number of rounds, with everyone participating in an equal number of fights. Once all of these rounds have been completed, every competitor should have a tournament score between 0 and twice the number of rounds played. So in a five round tournament, scores may range between 0 and 15 depending on wins, draws, losses and penalties for excessive double hits. These scores will allow for ranking of the competitors, and a certain number of people at the top of the list should be selected to go forward into the quarterfinals, semi-finals or finals (as appropriate).

*Example:*

*20 combatants have participated in a five-round tournament. At the top, one person has 10 points, two people have 9 points, and five people have 8 points. Everyone else has 7 points or less. This makes the selection process very easy, since eight people are needed for a normal quarterfinal round, and there are eight people at the top of the rankings. The quarterfinals will thus involve four fights, with the four winners going forward into the semi-finals, and the two winners of that round going forward into the finals.*

However, this process can become more complicated if there are not eight people with a clear dividing line such as that in the example above.

*Example:*

*20 combatants have participated in a five-round tournament. At the top, one person has 10 points, two people have 9 points, and six people have 8 points. The rest of the competitors have 7 points or less. This means that nine people are eligible to go forwards into the next round, which is not a clean and easy process.*

In this example, it becomes more difficult to select who will go forward into the next round. The top three people are easy enough to determine, but which five of the six people with 8 points should

go through?

As well as counting the tournament score for each competitor, the event secretary should keep a record of how many double hits (or afterblows, or scrappy exchanges; anything that counts as a double hit) each competitor has suffered. This event secretary can then use this information to filter the list for progression.

*Example (continued):*

*Of the six people with a score of 8 points, two of them have suffered no double hits. One person has suffered 1 double hit, one person has suffered 2 double hits, one person has suffered 3 double hits and one person has suffered 5 double hits. The person who suffered 5 double hits can be ranked at the bottom of the group with a tournament score of 8 points, and so this allows the event organisers to decide which person will not go through to the next round: the person with a record of 5 double hits will not go through to the semi finals.*

By keeping track of the double hits suffered, the tournament rankings can be sorted even more accurately in measure of each individual's ability to defend him or herself from opponents. The same method of keeping track of double hits can be used to allow for an alternative solution to the same problem:

*Example (continued, alternative solution):*

*Three people are assured of progressing to the next round. To fight the semi-final round, only four competitors are needed. To this end, the most successful of the people with a tournament score of 8 points can be selected to join them, and the quarterfinals can be bypassed. Since in this example, two people in the 8-point group have scored no doubles, these two individuals can fight a qualifying round, with the winner going through to the semi-finals. If this fight results in a draw, then it can go to "sudden-death". If the combatants both lose this fight because of double hits, then the next person in line for progression may be selected instead, or may fight for the right to progress if there are more people at an equal ranking.*

The intention is to pick the simplest, fastest and easiest method to find 2, 4 or 8 people who may go through to the next round. Counting double hits suffered in order to filter the tournament score rankings will allow this to happen more easily.

## **4 Etiquette**

This chapter describes the etiquette by which all participants and audience members are expected to comport themselves.

### ***4.1 Arguing with the Referee***

Arguing with any of the referees carries the same penalty as dangerous use of a weapon. Any and all calls by the referees are final.

Fans or audience members who argue with or heckle the referees will be summarily removed from the tournament location. Other participants who argue with a call made by a referee, on behalf of another combatant, will risk disqualification both for himself or herself and for the other combatant.

This is rather draconian, but the purpose is to encourage self-discipline and to provide a safe and pleasant environment in which the referees may discharge their duties.

### ***4.2 Challenging a Decision***

If a combatant wishes to challenge a referee's decision then a polite challenge may be requested. It is at the discretion of the senior referee whether or not to allow the challenge: if the competitor has shown a high level of sportsmanship throughout the tournament then a request should probably be granted; if a competitor has shown poor sportsmanship and has asked to challenge several calls then the referee is not bound to grant the request.

The request should be made immediately after the decision is announced, with the combatant stating to the senior referee: "I would like to challenge that decision." The judging team should then move closer to the combatant, and the other competitor should join the circle as well. The combatant will be given an opportunity to explain why he or she believes that the decision should be challenged, and the senior referee may decide to annul the decision, change his decision, or let the decision stand.

From the moment a competitor requests to challenge a decision until the refereeing team resets the combatants ready to start the next exchange, the match timer should be paused.

Some examples of challenging a decision:

*Example:*

*Combatant A hits combatant B squarely on the mask but the judges believe that B managed to parry the hit. Several seconds later, combatant B goes on to score a hit against A that the judges notice and call. The senior referee awards a point to combatant B.*

*Combatant A may request to challenge the decision, since he scored a clean hit, combatant B chose not to acknowledge the hit, and the judges misinterpreted what occurred. The senior referee may choose to annul the decision and award no points to anyone so that neither combatant benefits from an exchange that judges may have misunderstood. Alternatively, he may give the point to combatant A instead of B if the judging team agrees that A's hit did actually land on B's mask, or he may decide to let his original decision stand and give B the point (A's hit may not have been decisive enough to be noticeable).*

*Example:*

*Combatants A and B hit each other simultaneously but the judges only notice the hit delivered by combatant A. In this instance, combatant B may request to challenge the decision and might point out that it was a double hit. The senior referee will then decide how to handle the challenge, taking advice from the junior referees to inform his decision.*

*Example:*

*Combatant A lands a hit on combatant B and the judges call the hit. However, combatant A believes that the hit landed flat and wishes to show a high level of sportsmanship, so he may request to challenge the decision. The senior referee may choose to annul the point thanks to A's honesty, and should probably commend A on his sportsmanship.*

A competitor who makes a habit of challenging decisions to gain an advantage in the tournament may quickly find that the senior referee will stop accepting the requests. However, a competitor who makes a habit of challenging decisions to say that a point scoring hit had in fact landed flat, or that the point that the judges had awarded him had been given in error, should find that the senior referee will be quite willing to grant his requests to challenge due to

his high level of sportsmanship.

To place a definite limit on the above paragraph: there may be a maximum of three challenges per competitor (across the duration of the tournament) where the intention is to influence a call in favour of that competitor and/or to acknowledge a hit that the competitor landed on his or her opponent. There may be any number of challenges where the intention is to call against the challenger himself (for example: acknowledging hits against, or acknowledging that the hit he scored was in fact flat).

Referees may always make mistakes and should be willing to have mistaken calls challenged, but no competitor should be allowed to abuse this.

### **4.3 *Etiquette for Each Match***

This section describes the etiquette that begins and ends each match, so that all referees and combatants know what is supposed to happen at each stage in each match.

#### **4.3.1 Beginning a Match**

Every match should begin as follows:

- Combatants will enter the arena fully prepared (for example: masks on and secured, gloves on and secured, etc.) carrying their weapons in their hands. They will face each other across the arena.
- The senior referee will address both combatants to confirm that they are prepared for the match. He will say: "Salute your opponent."

*Note: there is no saluting of the referees in this rule set, because the intention is to hurry up and get on with the fighting, so that a tournament can be conducted in a short space of time.*

- The combatants will salute their opponent in a manner appropriate for their weapons. Some schools have a formal salute, other schools have informal saluting guidelines, other schools do not have guidelines at all; it should be borne in mind that some kind of salute is required, but not every school will salute in the same fashion. Competitors from schools with a salute that involves touching weapons with the opponent may find that the opponent will have a different salute that does not involve touching weapons.

- The senior referee will then say: "Combatants ready."
- The combatants will turn to face each other again and will take up their weapons in a ready position.
- The senior referee will then make eye contact with each of the junior referees, who should nod to show their readiness to begin the task of refereeing.
- Finally, the senior referee will state clearly: "Fight!" This is the command to begin the next exchange; combatants should never start fighting before this command is issued.

*Note: the command should be "fight" and not "lay on". Part of this change is because the word "fight" travels better and it is easier for combatants to hear the call. Part of the change is because "fight" sounds much more correct and professional than "lay on".*

#### **4.3.2 Halting and Resetting a Match**

When a match is to be halted and reset after an exchange, then the etiquette is as follows:

- At least one of the judging team will call "Hold!"
- The combatants will halt, move apart, face each other again and will take up their weapons in a ready position for the next exchange.
- The senior referee will call out who scored the point and will call the current score, so that the combatants and the audience know what is happening.
- The senior referee will then make eye contact with each of the junior referees, who should nod to show their readiness to continue the task of refereeing.
- Finally, the senior referee will state clearly: "Fight!" This is the command to begin the next exchange; combatants should never start fighting before this command is issued.

#### **4.3.3 Announcing the Winner of a Match**

After the final point in a match has been scored, the senior referee should call "Hold!" and stop the match. The score should then be

called out and the winner of the match announced. The combatants should then remove their masks, shake hands and leave the arena.

#### **4.4 Sportsmanship Recognition**

At the end of the tournament, once the winners have been announced, the tournament organiser should give due recognition to competitors who have acted with a high level of sportsmanship throughout the event. These individuals should have their names read aloud by the tournament organiser and they should be upheld as good examples and role models in the community.

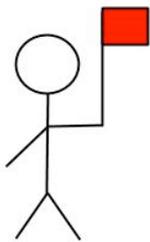
The refereeing team may add an individual to this list if they feel that he or she deserves it. Actions that might merit inclusion in this list are as follows (but not limited to):

- Calling hits received against his or her own person when the judges do not see them.
- Annulling his or her points scored against an opponent because the hit was not clean or legal (hitting with the flat, for example), even if the judges were prepared to award the point.
- Deferring to the decisions of the refereeing team with good grace.
- Acting with a high level of sportsmanship throughout the event.
- Losing gracefully.
- Winning gracefully.

The purpose of the tournament is for everyone to have fun and to enjoy themselves, in addition to testing martial skills. Good sportsmanship from the competitors will help to foster a safe and enjoyable atmosphere and community.

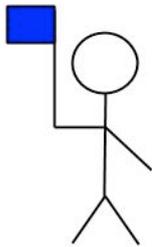
## 5 Flag Signals

This chapter describes the signals that the judges will use to show what has happened during an exchange.



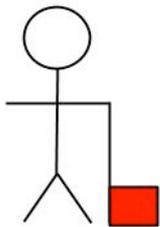
### **“Good Hit by Red (on Blue)”**

Hold up the red flag out to the side to show that red has scored a point (against blue).



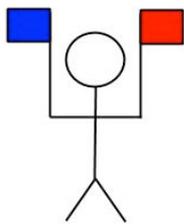
### **“Good Hit by Blue (on Red)”**

Hold up the blue flag out to the side to show that blue has scored a point (against red).



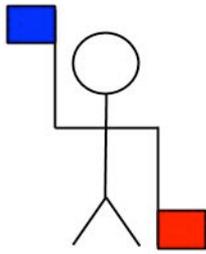
### **“Poor Hit by Red”**

Hold the red flag out to the side in a “thumbs down” position to show that red landed a hit but that it was not a good hit and not worth counting as a point. To show that blue made a poor hit, hold out the blue flag in a “thumbs down” position instead of the red flag.



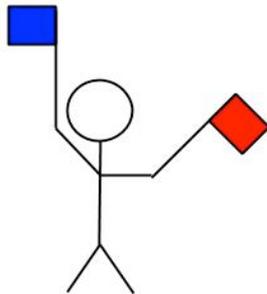
### **“Double Hit” or “Afterblow”**

If an exchange results in a double hit or afterblow, hold up both flags out to the sides, to show that both combatants landed score-worthy hits, and that the result is a double hit.



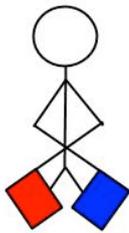
### **“One Good Hit, One Bad Hit”**

If blue lands a good hit on red, but red lands a poor hit (flat, tippy, whatever) on blue, then this can be signaled by a “thumbs up” gesture for the good hit from blue and a “thumbs down” gesture for the poor hit from red.



### **“Afterblow on Red”**

To show an afterblow by blue on red, hold up the red flag as normal to indicate a hit by red, and then raise the blue flag into the air above your head to show that blue made an afterblow to follow the initial hit by red.



### **“Saw Nothing to Call”**

If you cannot tell what happened, then cross the flags down to the ground in front of you. This shows that the judge cannot make a confident call, for whatever reason.

## 6 Terminology

This chapter describes various pieces of terminology used in this document and in the administration of tournaments.

**Judge:** In some rule sets, a judge (or sometimes "line judge") is a person who looks for hits and whose only job is to signal the result of exchanges; in such rule sets, a judge is usually different to a referee. In this rule set, the terms "judge" and "referee" can both mean the team of people watching each match and signaling with flags to indicate to each other what they saw happen.

**Referee:** In some rule sets, a referee is the person who collates the signals from the line judges and calculates the outcome of an exchange; in such rule sets, a judge is usually different to a referee. In this rule set, the terms "judge" and "referee" can both mean the team of people watching each match and signaling with flags to indicate to each other what they saw happen.

**Junior Referee:** In this rule set, a junior referee is an assistant to the senior referee, to help watch for hits and to help the senior referee decide on the outcome of each exchange.

**Senior Referee:** In this rule set, the senior referee is effectively the "director" of the match. He should take advice signaled by the junior referees, but may choose to ignore the advice and apply his own knowledge, judging experience and skill at the work to make decisions.

**Exchange:** An "exchange" is the term given to a small unit of time during a match, when combatants exchange blows with each other and the judges are looking to see if a hit occurs. An exchange may be inconclusive, in which case the combatants will most likely separate themselves and then initiate another exchange (no judge input required), or it may be concluded by one combatant landing a hit on the other (and so the judges call a halt and award points as appropriate).

**Match:** A match is a fight between two combatants, consisting of several exchanges.

**Round:** A round consists of several matches, so that every combatant fights once per round.

**Double Hit:** A double hit is the correct call to make when the combatants hit each other virtually simultaneously.

**Afterblow:** An afterblow is the correct call to make with one combatant strikes the other within a second of receiving a hit. If combatant A hits combatant B, then B makes a strike that lands on A, that is an afterblow. If both strikes are launched at the same time and land at virtually the same time, that would be a double hit.

**Clean Hit:** A clean hit is a strike that lands on the opponent with decent force, structure and intent. Furthermore, the combatant must land the hit and then escape without suffering an afterblow, otherwise the hit cannot be deemed "clean". Only a clean hit merits a point in a match.

**Tippy Hit:** A hit that is deemed "tippy" by the judges is a hit that lacks the force, structure or intent to merit a point. It does not count as a clean hit, even if the combatant strikes and escapes without taking a hit in return, because it simply isn't a good enough strike to warrant a point.

## 7 Staffing Arrangements

This chapter describes ideal staffing arrangements to allow a tournament to run smoothly and to time.

**Full Judging Teams:** Each judging team should contain one senior referee and three junior referees. Each individual should possess a red flag and a blue flag, with which to signal hits.

**Partial Judging Teams:** Sometimes, in the interests of moving through a competition swiftly (or because of a lack of trained staff), it is impossible to recruit a full judging team for each fighting arena. If this is the case, then a partial judging team may be substituted. A judging team must always contain a senior referee, but might have two junior referees – or even just one junior referee – to assist the senior individual.

**Secretary:** There should be an event secretary to keep track of the tournament score for every competitor, including notes about number of doubles/afterblows suffered. The secretary should also maintain a list of sportsmanship recommendations passed along by referees.

**Timekeeper:** There should be a timekeeper for each arena to ensure that the fight runs to time and does not exceed the limit of three minutes. This task should not be delegated to one of the judging team, as these individuals cannot afford to split their attention between watching the fight and watching the clock.

**First Aider:** There must be a qualified first aider with a well-stocked first aid kit present at the event, to deal with any minor issues and to take responsibility for contacting an ambulance in case of more serious injury. Ideally, the designated first aider should not be one of the other staff members; certainly, the designated first aider should never be one of the combatants, as the combatants run the highest risk of receiving an injury and needing attention from the first aider.