

FOTS17 Tournament Ruleset

Bout Rules

1. Fencers start at opposing edges of the ring as directed by the Referee.
2. At the start of each bout, Fencers start with seven (7) points.
3. At the Referee's call, Fencers bout until the Referee calls "Halt".
4. The Referee will call "Halt" when they see a good blow (or blows in the case of a double hit) landed.
5. The Referee may also call "Halt" at any time to preserve the safety of any person.
6. A double hit will be called when blows are struck in the same tempo (ie: a blow that has commenced before the other has completed)
7. Determination of whether the blow is good is made by the Referee. However, factors that will be considered will be if the blow has correct edge alignment in the case of cuts and slices, if the blow is glancing (eg: not tippy in the case of cuts) and delivered with intent.
8. The Referee will call the good blow (or blows in the case of a double hit) that they saw and appropriate points (see below) will be deducted from the appropriate Fencer(s) score.
9. In the case of a double blow, both Fencers lose the appropriate points.
10. The bout continues until one or both Fencers has zero (0) points.
11. At the end of each bout each Fencer's point total is recorded and added to their aggregate score.

Scoring – Longsword and Singlesword

1. For each blow that lands a deep target (head or torso – including shoulders) on a Fencer, that Fencer loses three (3) points to a minimum of zero (0) points.
2. For each blow that lands on a shallow target (limbs) on a Fencer, that Fencer loses one (1) point to a minimum of zero (0) points.

Scoring – Rapier/Smallsword

1. For each thrust that lands a deep target (head or torso) on a Fencer, that Fencer loses three (3) points to a minimum of zero (0) points.
2. For each thrust that lands on a shallow target (limbs) on a Fencer, or any cut that lands on a Fencer, that Fencer loses one (1) point to a minimum of zero (0) points.

Ring Outs

1. There will be a 1m edge of the ring. If a Fencer steps into this area, the Referee will call "Ring" and provide the Fencer with a reasonable time to leave this area. If they are unable to do so, the Referee will call "Out" and a penalty of one (1) point will be accrued by the offending Fencer.
2. Any attempt to force a Fencer out of the ring entirely or commence a grappling action in the 'edge' of the ring will be considered dangerous play and penalised accordingly.

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Grappling

1. In Open, all grappling is permitted.
2. In Restricted, grappling rules are determined at the commencement of the bout as per below.
3. If a grapple is commenced (and is permitted), the Referee will call "Grapple" and permit a reasonable time for the Fencers to resolve or exit the grapple.
4. At any time after "Grapple" has been called, the Referee or either Fencer may call "Halt" or tap out. No matter who calls "Halt" the exchange must stop immediately.
5. If the Referee calls "Halt", they will make one of the following rulings:
 - a. Determine that the grapple is "Inconclusive" and score zero (0) points;
 - b. Determine that one Fencer had "Advantage" over the other Fencer, and deduct one (1) point from the disadvantaged Fencer; or
 - c. Determine that one Fencer had "Control" over the other Fencer, and deduct three (3) points from controlled Fencer.
6. What amounts to "Advantage" or "Control" will be at the Referee's discretion.
7. If a Fencer calls "Halt" or taps out, they concede the grapple and lose three (3) points.
8. Fencers may use grappling as 'set up' for a follow up blow with the weapon. If this occurs the blow will be scored as per normal.

Pool Mechanics

1. Fencers are divided into two (2) pools.*
2. Fencers bout all opponents in their pool
3. Once Fencers have fought all opponents in their pool the Fencers are ranked from highest aggregate score to lowest aggregate score.
4. In case of a tie, the aggregate score of the bouts between the tied Fencers will determine ranking.

Finals Mechanics

1. After all pools have concluded, the top half of the pool is allocated to the senior finals pool and the bottom half of the pool is allocated to the junior finals pool.*
2. Fencers' aggregate scores are re-zeroed.
3. Fencers bout all opponents in their finals pool.
4. Once Fencers have fought all opponents in their finals pool the Fencers are ranked from highest aggregate score to lowest aggregate score.
5. In case of a tie, the aggregate score of the bouts between the tied Fencers will determine ranking.

* Dependant on numbers. If required, 3 or more pools may be used.

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Additional Rules:

Restricted Tournaments

In Restricted tournaments the following rules will also be in place:

1. Fencers may nominate to use synthetic weapons. If this is the case, their opponent must also use synthetic weaponry.
2. At the start of the bout, at the Referee's request, Fencers will nominate "No Grappling", "Grappling at the Sword" or "Grappling at the Body". The bout will proceed with the highest mutually acceptable grappling condition.
3. Referees will regulate the intensity of bouts and may "Halt" the bout to intervene in situations where the intensity has risen above what they are happy with.
4. Fencers may advise the Referee if they are uncomfortable with the given intensity of a bout and the Referee will take this into consideration in moderating the intensity of the bout.

Penalties

1. Penalties are available at the Referee's discretion and may be for 1-3 points, forfeit of the bout or referral to the event organisers for disqualification from the tournament.
2. Situations which merit a penalty include (but are not limited to):
 - a. intentional cruelty;
 - b. dangerous play;
 - c. failure to follow Referee instructions;
 - d. fencing after "Halt" is called; and
 - e. poor sportsmanship.
3. In Restricted tournaments, penalties will also be enforced for:
 - a. exceeding intensity; and
 - b. grappling when not permitted.
4. A Referee may or may not issue a warning to an offending Fencer before proceeding to penalties, depending on the severity of the incident.
5. A Fencer will receive one (1) warning during a tournament for a given offence. Any further incidents throughout the tournament for that given offence will incur a penalty.