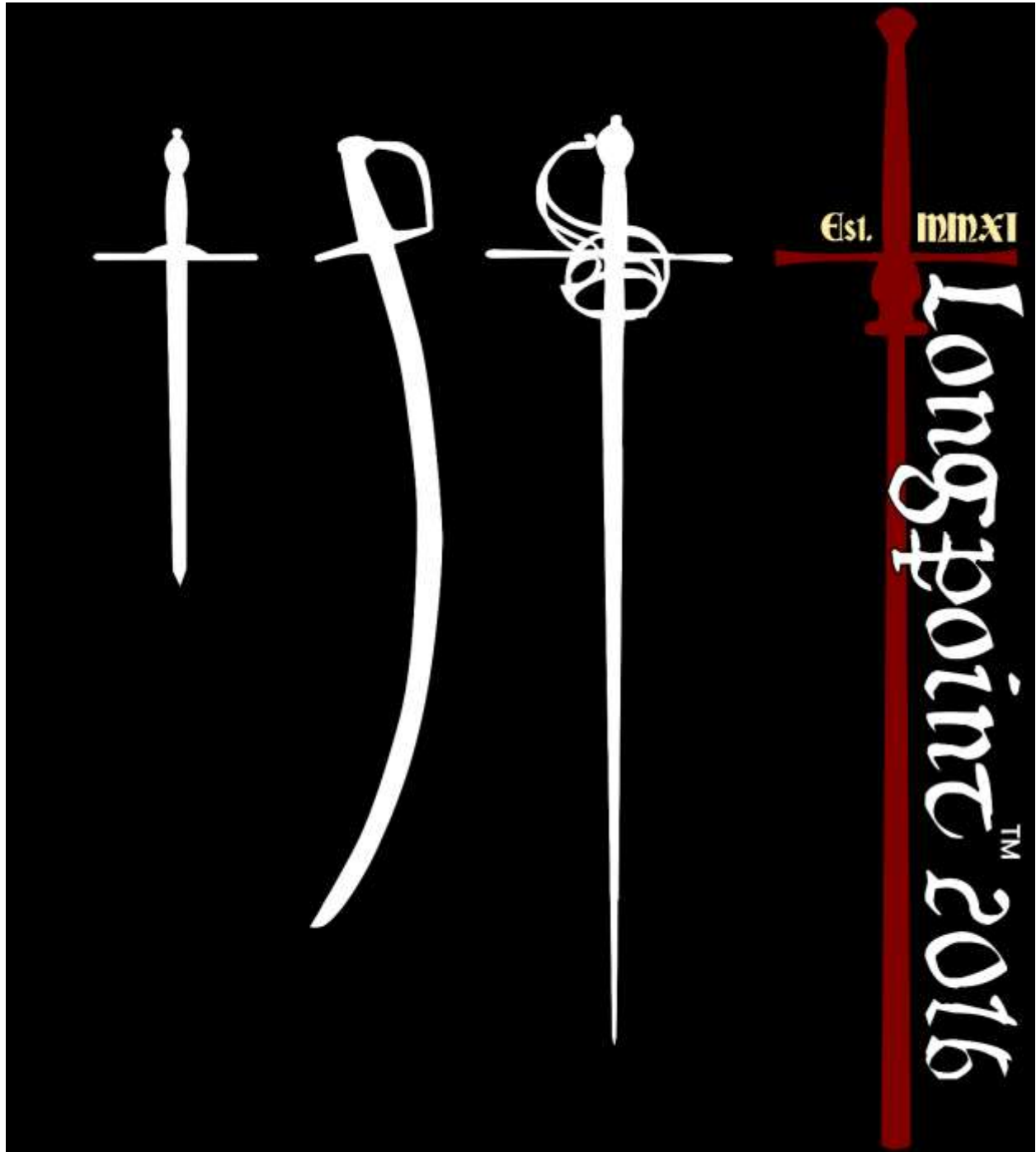


Longpoint™ 2016
Rules for All Longsword
Fencing Competitions



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SUMMARY OF CHANGES FOR 2016

In addition to minor edits and clarifications, the following changes are new to this edition:

- Changed order of sections for clarity
- Equipment: Added several swords to the approved list. Clarified Red Dragon gloves as unacceptable hand protection for steel longsword. Added requirement for lightly colored or florescent tape on the tip to assist judges in seeing thrusts.
- Point values have been lowered across the board to a spread of 0-1-2-4 (previously 0-1-3-6 in 2015), and scoring for Failed Withdraw has been altered.
- “Mercy kill” point spread lowered to 6 points; clean hit or grapple still required.
- Assistant Judges now carry two batons and are allowed to flag the Exchange.
- Clarifications to role of Director.
- Clarifications and simplification to Control Point Criteria:
 - Thrusts completed in the bind/on the sword (examples: *zorn ort*, *absetzen*, *ansetzen* resulting in a bind, *mutieren*).
 - Cuts completed in the bind/on the sword (examples: *duplieren*, *shielhaw* vs. *pflug* or *oberhaw*, *zwerch* vs. *oberhaw* or as a counter to a *zwerch*).
 - Cuts or thrusts performed as a result of a *schnitt* or grappling action (examples: arm wraps, weapon grabs/disarms, elbow pushes).
 - Throws, takedowns, or pins with the sword presented as a threat.
- Last exchange rule added. The final exchange of a match will always be at least 10 seconds long. If time runs out during an exchange which started with more than 10 seconds on the clock, the match is over. If an exchange starts with less than 10 seconds remaining, 10 seconds will be added to the clock. No further exchanges will be fought, regardless of how many seconds are left at the conclusion of this last exchange.
- Rule added to allow fighters to refuse points which are awarded to them.

A video explaining some aspects of these rules can be found at <https://youtu.be/aPlmxZsQf7M>

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Longpoint is an annual tournament and workshop series hosted by the xKDF Network under the auspices of the HEMA Alliance, a 501(c)3 educational nonprofit dedicated to the restoration, preservation, and practice of historical European fighting systems. Learn more about the HEMA Alliance at www.hemaalliance.com. Learn more about Longpoint at www.fightlongpoint.com. Learn more about the xKDF Network at www.xkdf.org.

GENERAL INFORMATION

This rules document is divided into two sections. **General Information** gives an overview of the conduct of the Longpoint 2016 tournaments, and must be read by all participants. **Staff Information** includes a more detailed breakdown of how the tournament operates and the roles of the various participants, and must be read by all judges, scorekeepers, timekeepers, and other staff. Fighters with specific questions may also find answers in this section.

Format

The Open and Women's Longsword tournaments consist of three phases. (1) Pools, wherein each fighter will be placed into a pool of 4-8 other fighters, each of whom will fight the others. The top fighters from the pools will be entered into an (2) Elimination phase using a bracket system. The final four will fight in the (3) Finals to determine 1st, 2nd, and 3rd place. The specific determination of format, including number of fighters in the bracket and whether bracket will be single or double elimination will be defined by the Longpoint 2016 Conduct of the Tournaments.

All matches of these tournaments will use a four-level evaluation pyramid. In this system, up to four (4) points may be awarded in a single exchange. The match is finished at the end of 90 seconds (in the pools) or two minutes (in the elimination rounds and beyond), or when either fighter's score exceeds his opponent's by six (6) points after a Clean Hit or Grapple. This is further described below, in the section Exchange and Scoring Criteria.

Required Equipment

All fighters will present themselves and their equipment to the equipment inspector prior to the beginning of the tournament for compliance inspection and approval.

The Longpoint 2016 Open Steel Longsword and Women's Longsword tournaments are "Bring Your Own Steel;" weapons will not be provided by the event. Longpoint will provide Purpleheart Armory synthetic longswords (Type III or better) for the Rookie Training Tournament, but participants may also use their own appropriate weapons.

Participants must provide and wear the following:

1. **Weapon** (Steel/Women's Longsword, Rapier): Fighters will provide their own sword from this approved list, all of which have seen extensive use in international competitions (or comparable events) and have reputations for durability, safety, and quality. Fighters wishing to use a sword not on this list must inquire with contact@fightlongpoint.com at least one week before the tournament date. The Tournament staff and administration will not review off-brand/off-model weapons on-site at Longpoint 2016 unless previous arrangements have been made. *All models of sword not featuring an integral safety tip/button/rolled tip at least 1 centimeter wide must be tipped with a metal washer (or equivalent) and sturdy leather or arrowhead blunt properly secured with strong tape.*

All tips must either be lightly-colored or have lightly-colored tape on them to assist judges in seeing thrusts. White, yellow, and florescent orange, green, or pink are all acceptable.

Approved makers and models for 2016:

- Regenyei Feders
- Pavel Moc Feders
- Ensifer Feders
- Mac Arms Feders
- SGT Blades Feders
- Black Horse Feders
- Chlebowski Feders
- Albion Meyer
- Arms & Armor Fechtspiel or Fechtbuch Sword
- Comfort Fencing “Dobringer” Feder
- Darkwood Armory Feders
- Baltimore Sword and Knife Works Feders
- Castille Armory Feders

*Additional models may be approved **in advance** by contacting contact@fightlongpoint.com with photos, measurements (include weight, length of blade, length of hilt, point of balance, edge width at narrowest point, blade width 6 inches from the point), and maker contact information or website.*

2. **Mask w/ Back of Head Protection:** 3-weapon mask in good condition with no discernible rusting, breaches of the mesh, tongue, or bib. The mask must completely cover the participant’s ears and be neither too large nor small to snugly fit the competitor. Other headgear (i.e. steel helmets) will be allowed pending inspection for similar criteria as above.
3. **Neck Protection:** Some form of rigid neck protection that covers the larynx must be worn.
4. **Gauntlets:** Fighters must wear gloves or gauntlets which protect the hand, fingers, and the portion of the wrist nearest the hand. Gauntlets must have rigid and padded protection; unpadded gloves are not sufficient. Steel gauntlets are acceptable but the wearer shall NOT use hand-based striking techniques in a match.
 - Steel Tournaments - Absolute Force gloves, Sparring gloves (“Ensifers”), Black Lance gloves, Comfort Fencing gloves, SPES plastic clamshell gauntlets, Destroyer Modz, steel gauntlets, or modified lacrosse/hockey gloves with significant rigid exoskeleton and fingertip protection are required. Unmodified Red Dragons and lacrosse/hockey gloves are expressly forbidden. Contact us if you have any questions about the acceptability of your gloves. Gloves not on this list must be pre-approved. No exceptions will be granted on the day of the tournament.
 - Rookie Invitational Tournaments - As steel tournaments, plus Red Dragon gloves (fingertip protectors required), and lacrosse or ice hockey gloves with some rigid material outside of the padding, no gaps in coverage over the back of hands or fingers, and which have padding or similar protection along the outer sides of the pinky and index fingers and along the fingertips. Motocross gloves with rigid knuckle protection are NOT acceptable hand protection, nor are Field hockey gloves, ladies lacrosse gloves, padded fencing gloves, or equivalent.
5. **Groin/Breast Protection:** Use of rigid groin protection (cup/box) is mandatory for males. Females are strongly encouraged to wear rigid breast protection. Pelvic protectors are

recommended for female participants. Rigid chest protection is recommended for all participants.

6. **Jacket:** Fighters must wear a padded jacket that completely covers the torso, back, and arms. Coaches fencing jackets or padded reproduction gambesons are recommended. Gaps in the armpits are not acceptable.
7. **Elbow/Knee Protection:** Use of rigid elbow and knee protection is mandatory. The protection must completely cover the knee and elbow.
8. **Footwear:** Fighters must wear some kind of enclosed toe footwear. Historical reproduction footwear is acceptable, as are minimalist shoes.
9. **Shin:** Rigid shin protection is only mandatory for steel-weapon events, but is recommended for all participants.

Scoring of Matches

Each exchange is worth 0, 1, 2, or 4 points, as follows. For details about the definitions of each of these types of exchanges, see Exchange and Scoring Criteria, below.

Points	Clean Hit	Failed Withdraw	Grapple	Double-Hit
0	Contact	Contact Quality	Unresolved	Closed* Open*
1	Quality	Target	Ring-out	
2	Target	—	Takedown Throw	
4	Control	—	Control	

* A Double where the swords are in contact is called as Closed and thrown out. A Double where the swords are not in contact is called as Open and incurs a foul.

Point Refusal

If a fighter is assessed points but does not believe that he/she earned them, the fighter is allowed to refuse the points by an appropriate indication to the director (either by the fighter or his/her coach). A fighter cannot otherwise modify the Judges' decision in any way (such as requesting a reduced point award), but must either accept or refuse the points as awarded.

The Longpoint rules *do not* allow a fighter to protest any action called *against* him, including disputing whether he landed his “revenge strike” in a Failed Withdraw scenario. A fighter who attempts to protest, other than refusing point awards, may be deemed disruptive and warned or issued a Yellow Card.

Penalties (Cards)

The Director may assess penalty points to a competitor, after a warning, for any disallowed technique.

1. **Yellow Card.** The first time a fighter uses a disallowed technique, the Director shall issue a penalty warning.
2. **Second Yellow Card.** If the infraction is repeated, the Director may assess a three (3) point penalty to be removed from the fighter's current score.
3. **Third Yellow Card or Red Card.** If the infraction is again repeated, the violating fighter will lose the match by disqualification.

In the event that the Director, in conference with the Line Judges, determines that a competitor has egregiously and intentionally used one or more disallowed techniques, the Director may escalate such penalties immediately to point penalties (second Yellow Card) or disqualification (Red Card). This includes fouls that are determined to have been committed in order to spoil the Last Exchange, such as fleeing the ring.

Fighters who are identified by the Tournament Administrators as consistently using disallowed techniques across multiple matches may be ejected from the tournament (a.k.a. Black Card).

Allowed and Disallowed Targets and Techniques

Penalties for using disallowed techniques are covered in the Role of the Director, above.

- Fighters are expected to conduct themselves in a mature and sportsmanlike manner throughout the tournament. There will be no derogatory insulting, back-talk, or baiting of other fighters, coaches, Director, Line Judges, staff, or spectators by any fighter or coach during the tournament. Violators will be given an Administrative Warning/Yellow Card.
- The entire body is a valid target area except for the groin, back of the head, neck, and spine. Strike delivered to non-valid target areas will result in warnings or penalties (Yellow Card).
- The point and edge are valid striking surfaces of the sword over the entire target area. Pommel strikes are only valid when delivered to the mask.
- A strike which ricochets, caroms, or otherwise makes multiple contacts in a single blow will be scored as a single hit against the first target struck.
- Incidental strikes, which strike a valid target with a valid striking surface unintentionally may be recorded as a Clean Hit only (see Scoring Criteria, below), or may be not be counted at all, at the Judges' discretion.
- Fighters who step completely out of bounds with both feet for any reason will be penalized by awarding one (1) point to the opponent (see Ring-outs, below). Fighters who do this repeatedly or are judged to be doing it intentionally will also be penalized with a Yellow Card, and a further 3-point penalty at the Director's discretion.
- Only "straight" kicks above the waist and below the neck are allowed. Kicks are not scoring techniques, but may be used to set up follow-on techniques (e.g., to gain a Control point), to create space, or to push an opponent out of bounds.
- Closed-fist punches are forbidden. Open-palm strikes, "straight-arms," pushes, traps, and checks are allowed (though non-scoring) hand/arm-based techniques. Fighters wearing metal gauntlets may not strike with their hands in any fashion; violators will be penalized with a Yellow or Red Card, at the Director's discretion.

- Blade grabbing is allowed provided the weapon's energy has dissipated or the weapon is generally static. For example, grabbing a blade immediately after parrying is acceptable; grabbing a blade as it executes a cut is not. Grabbing a thrusting blade is acceptable provided the grab is performed in fashion consistent with the direction of the thrust. Judges have discretion in determining whether a blade-grab has been performed or whether to score a hit against the grabber for the blade contact.
- Fighters who lose their weapon for any reason before, during, or immediately after a strike cannot earn the Quality point. Fighters may discard their weapons when performing grappling techniques with no penalty.
- Fighters who fall immediately before, during, or after performing a strike will not earn the Quality point. Fighters who fall to the ground repeatedly will be warned and then penalized as with other disallowed techniques. If the Director perceives that a fighter is falling to the ground to exploit the rule against hitting fallen opponents, he/she will be penalized immediately and may forfeit the match at the Director's discretion. A fighter is considered "fallen" if any part of his body other than his feet or more than one hand or knee (or one hand and one knee) touches the ground.
- Striking with the cross of the sword is forbidden, including punching with the cross and "mortschlag"-type techniques.
- Throwing the sword or other equipment is forbidden.
- Intentionally striking a fallen or incapacitated opponent is forbidden. A fighter demonstrating that he/she is capable of striking a fallen opponent, however, may be awarded points at the Director's discretion.
- Any means of delaying the action via the tournament administration processes are forbidden. Examples include, but are not limited to, walking slowly back to the corner between exchanges, communicating with anyone other than the fighter's own coach who is outside of the ring during the bout, and excessive celebration. Violators may be given a Yellow Card at the Director's discretion.
- Grappling is allowed in all competitions covered by these rules. All grappling will be halted once the Line Judges or Director identify a scoring technique, or after a verbal five-count, whichever comes first.
 - Submission grappling techniques whose inherent nature is serious injury (fractured bones, dislocated joints, suffocation, and the like) MUST be stopped short of full application by the competitors. Failure to do so will result in ejection from the tournament (Black Card).
 - All throwing techniques whose inherent nature is to deposit an opponent onto their head are forbidden. Regardless of the intent, throwing an opponent onto their head will result in ejection from the tournament (Black Card).
 - Neck-wrenching and small-joint manipulation techniques are forbidden.

INFORMATION FOR STAFF

This section gives more detailed information that may not be relevant to fighters. However, it is included in the standard rules document so fighters can consult it on any questions they have.

Match/Bout Conditions

1. **Ring size:** The tournament ring will be a circle, marked on the ground, approximately eight to ten (8-10) meters in diameter. There will be a mark on each side of the ring for the initial starting position of each fighter (by color).
2. **Director:** The Director starts and stops the fight, communicates with the fighters, ensures all participants are ready, controls safety in the ring, and interprets the Line Judges' calls for the Scorekeeper and the audience. The Director may also overrule the Line Judges in some situations. The Director carries a staff as a symbol of office and to separate fighters as necessary. Sometimes the Director is referred to as the Referee or Head Judge.
3. **Line Judges:** Line Judges interpret and score the action of the fight. There are two types of Judges: Senior Judge and Assistant Judge. There will be four (4) Line Judges for each match: two Senior Judges and one Assistant Judge for each color (red and blue). At no point should anyone but the Ring Boss, Tournament Administrator, or Director address the Line Judges or otherwise communicate with them. Any fighter or coach attempting to communicate directly with the Line Judges will receive a warning.
4. **Fighters.** There will be two fighters for every match. No more than two fighters are allowed in the ring at the time. Each fighter may be attended by one coach. The coach may enter the ring when invited by the Director, but must otherwise stay outside of the ring and may not interfere with the Line Judges, Director, other fighters, or any tournament staff. Fighters must report to the ring when called. Any fighter called to the ring three (3) times in a one-minute period without reporting will forfeit the match.
5. **Scorekeeper.** The Scorekeeper tracks the action of the match as reported by the Director, and updates the digital scoreboard for the match. The Scorekeeper also informs the Director and fighters of the points awarded for any exchange. Any fighter or coach attempting to communicate directly with the Scorekeeper during a match will receive a warning.
6. **Timekeeper.** The timekeeper starts and stops the time for each match and may update the digital scoreboard for the match. The timekeeper will pause the time in the middle of the match if instructed so by the Director. Any fighter or coach attempting to communicate directly with the Timekeeper during a match will receive a warning.
7. **Ring Boss.** The Ring Boss assists in organizing the queue of fighters for the ring, designates colors and fields any ring-specific questions from the fighters. If there is no Ring-Boss available, the Scorekeeper and Timekeeper may serve as Ring-Boss between matches, but are still not to be communicated with during a match.
8. **Administrative Warnings.** All fighters and coaches are subject to a three-warning system for actions made in or out of a match. Any fighter to receive two formal warnings in a single match will lose the match. Any fighter to receive three warnings over the course of the tournament will be eliminated from the tournament. Any warning issued to a coach is applied to that coach's fighter. Warnings may be issued by the Director or a Tournament Administrator. These warnings are specifically for outside-of-match conduct, separate from the penalty system for in-match actions described in Role of the Director.

Staff Positions and their Roles

Line Judges

The role of the Line Judges is to observe, identify, and indicate valid scoring techniques performed by the competitors in accordance with the rules of the tournament. There are two types of Line Judges:

- **Senior Judges:** Each Senior Judge will have one blue and one red baton or flag for signaling their votes. Each Senior Judge will watch the action between the fighters and determine the sequence of blows for the purpose of classifying the Exchange. Senior judges may also signal the score, if they so desire.
- **Assistant Judges:** Each Assistant Judge will have one blue and one red baton or flag for signaling their votes. Each Assistant Judge focuses on the actions of one fighter (one judge for the red fighter, one for the blue fighter) and is expected to be an expert on if and where each strike thrown by that fighter landed. Assistant Judges are also allowed to signal the sequence of blows, if they so desire.

Senior Judges and Assistant Judges begin the match standing at roughly equidistant points around the circle, with the Senior Judges opposite each other and the Assistant Judges on the same side of the ring as the fighter they are evaluating. Each Line Judge may move anywhere along his/her half of the ring. Line Judges should endeavor to not bunch up with each other; they should also be careful not to obscure the view of other Line Judges working on their side of the ring.

Line Judges will call “POINT” when they witness a valid scoring technique during the match. Line Judges will raise their batons or flags to indicate votes after the Director has halted the action and called such. Line Judges’ semaphore guidance is found at the end of this document.

Line Judges will participate with the Director and may be called upon to explain their calls. These explanations should be given loudly enough for the fighters and audience to hear them. The director may also call all Line Judges to the center of the ring to confer and resolve some event not covered by the rules or to clarify particulars of the rules or any particular call.

Directors

Directors will govern bouts between fighters, maintain safety in the arena, and enforce the rules of the tournament. Directors will carry a staff to serve as a symbol of office and to safely separate fighters as required.

The Director is responsible for the safety of the competitors and officials within the ring. The Director may halt the action and/or stop the clock for any reason including, but not limited to, grappling stalemates, immediate safety hazards, injuries, equipment failures, Ring-Outs, or any other reason.

If necessary, the Director will coordinate with the other ring officials to resolve any problems or issues arising from concerns of the competitors.

All competitors, coaches, and spectators will obey the Director at all times. Violations of this rule are punishable by yellow card, red card or ejection from the tournament and/or the venue depending on severity.

The Director is the most experienced Judge in the ring and often has the best line of sight to the action. As such, the Director has the final responsibility for assessing points to competitors for all scoring actions, though he/she makes these decisions with input from the line judges; while the Director has the ability to overrule the Line Judges at any time, this will generally take the form of supporting a minority opinion against the majority (and the Director should never overrule if three or more Judges are in agreement). If the Director chooses to overrule a majority judgment, he/she must declare to Line Judges and the fighters what he/she saw and why he/she believes the other Judges to be in error (for example, a hit that was scored but which he/she saw to be flat).

The Director will frequently take the lead in making calls regarding Double-hits and Grapples, both of which are further discussed in Exchange and Scoring Criteria, and may do so without consulting the Line Judges.

Scorekeepers and Timekeepers

Scorekeepers will document the results of each exchange and bout or match, based on the conclusions of the Director. Scorekeepers will document number of Clean-Hits, Failed Withdraws, Double Hits, Grappling actions, and penalties. Scorekeepers will also announce the results of each bout and which fighters will next compete in each arena.

Timekeepers will start and stop the time-clock in accordance with the direction of the Director. The Timekeeper will signal the end of regulation time to the Director who will halt the bout. Time will only run between the calls of “Fight” and “Halt” to maximize fighter time.

Any concerns or issues regarding the officiating shall be addressed only to the Director, rather than to the Table Staff (Score- & Time-keepers).

Conduct of Bouts

1. The Ring Boss, Scorekeeper, or Timekeeper will announce the immediately scheduled fighters as well as the names of those fighting in the following bout (e.g., “On deck”).
2. Fighters competing in the bout must check in with the Ring Boss to verify names and color assignments.
3. Fighters will enter the ring, dressed to compete, and take positions at the Blue and Red starting markers in accordance with their assigned colors. The Director will invite the fighters forward to take shake hands at the center of the ring. Only the Director and two fighters will be within the ring during each bout. One coach per fighter may kneel outside the ring near their fighter’s starting position.
4. Fighters must begin each exchange with their weapons in their hands and all equipment up to the standards given in Required Equipment, above.
5. The Director will signal to the fighters, Timekeeper, Scorekeeper, and Line Judges that the bout is about to begin. The Director will call “FIGHT” to signal that the bout has begun and the Timekeeper will begin the clock.

6. Upon witnessing a valid scoring technique, Line Judges will call “POINT”. The Director will call “HALT” and separate the fighters with his staff. The Timekeeper stops the clock upon hearing the halt. Both fighters are to return to their starting marks. If the Director sees a valid scoring technique that the Judges do not, he/she should allow a beat for the Withdraw and then call “HALT”.
7. The Director will then poll each of the Line Judges regarding the type of exchange (according to the Exchange and Scoring Criteria section of these rules) by calling “Judges?” The Director will communicate the type of exchange to the Scorekeeper who will record the result.
8. In case of a Clean Hit, Grapple, or Failed Withdraw, the Director will ask the judges of the appropriate color to assign points for the Quality, Target, and Control criteria by calling “Score?” The Director will decide what score to assign based on this information and communicate it to the Scorekeeper.
9. The Director will then call “FIGHT” to signal the resumption of competition. The Timekeeper will restart time upon hearing “Fight”.
10. The Timekeeper will signal the end of the round by calling “TIME” and the Director will halt the competition. Alternatively, the Scorekeeper will call “MATCH” indicate that the bout has reached the requisite number of points or three Double-hits, should such occur before time runs out.
11. The final exchange of a match will always be at least 10 seconds long. If time runs out during an exchange which started with more than 10 seconds on the clock, the match is over. If an exchange starts with less than 10 seconds remaining, 10 seconds will be added to the clock and “LAST EXCHANGE” will be called. No further exchanges will be fought, regardless of how many seconds are left at the conclusion of this last exchange.
12. A winner will be determined by the first fighter to exceed his opponent’s score by six (6) points or more after a Clean Hit or Grapple, or by the fighter with the most points when time runs out. During Pool fights, if three (3) Open Double-hits are scored, the match will end immediately and both fighters will be assessed a Loss.
13. If the score is tied when time runs out, the match will enter Sudden Death and the first fighter to score at least one (1) point from a Clean Hit or Grapple will win. Failed Withdraws and Closed Doubles are thrown out (not scored), but Open Double-hits are still tracked and the possibility of a double-Loss remains.
14. The Director will summon the fighters to join him in the center of the ring while the scorekeeper announces the final score and the next competitors. Fighters will shake hands before departing the ring.

Equipment Failure during a Bout

In the event that competitor-provided equipment fails in some way during a bout, the Director or any other person may call a “Safety Halt”. The timekeeper will immediately stop the clock and the Director will assess the equipment failure. The match may resume immediately if the issue can be corrected immediately. Fighters who have frequent equipment issues (three or more in a bout) or whose equipment issues take longer than 1 minute to resolve (cumulative across all issues within a bout) may be penalized with a yellow or red card (Director’s discretion).

Injuries during a Bout

Fighters must act in a prudent and reasonable manner at all times in order to avoid injury to themselves, their opponents, tournament staff, and spectators. Any fighter who acts in an unsafe or malicious manner may receive a red card or be disqualified from further participation in the tournament at the discretion of the Tournament Administrators.

No fighter, coach, or spectator will enter the arena to assist with an injury unless called for by the Director or Tournament Administrators.

If a fighter injures his opponent to such an extent that he/she is unable to continue participating in the tournament following a five-minute recovery period, the bout will be recorded as “incomplete due to injury”. In evaluating such cases, the Director and will ask the injured party if he/she can continue; however, the ultimate decision to allow the injured fighter rests with the Director, Tournament Administrators, and the on-site medical personnel.

If the competitor later feels they are able to complete the match, AND if opportunity exists within the tournament schedule, as determined by the Tournament Administrators, the completion of the match will be allowed. If for any reason the match cannot be completed, it will be recorded as a Loss for the injured participant.

In all cases of injury, the judges and tournament administrator will make an assessment as to whether the injury was inflicted maliciously. A fighter who injures his opponent maliciously shall be disqualified from the tournament.

Injury inflicted on any other party (Director, judges, administrative staff, spectators), accidental or otherwise, may result in disqualification, depending on the circumstances and at the discretion of the Tournament Administrator in conference with the match Director and the match Line Judges.

The Scoring Process

The basic steps for scoring are:

1. When a Line Judge witnesses a scoring action, he/she calls out “POINT!”
2. The Director will then stop the match by calling “HALT!” After a halt the fighters should immediately return to their corners. The Timekeeper stops time.
3. The Director will call “Judges?”
 - The Senior Judges will raise their batons/flags to indicate if there was a Clean Hit, a Grapple, a Failed Withdraw, or an Open or Closed Double-hit.
 - The Assistant Judges will raise their batons/flags to indicate if the fighter made contact or if a special scoring consideration such as a throw or a fighter stepping out of bounds took place.
4. The Director interprets the judges’ batons/flags and calls out the type of exchange:
 - Clean Hit [color]
 - Failed Withdraw [color]
 - Open Double-hit

- [Grappling action]
- No Exchange

If at least two Line Judges do not agree and the Director is unable to make a decisive call, the Director calls out “No Score” and resumes the match.

Note: If at any time the Line Judges fail to come to agreement, the Director may make his/her own determination by choosing a Line Judge to support, though the standard response should be to go with the higher scoring vote. He/she may also ask one or more Line Judges to explain what they saw before deciding the score, and should do so if the various Judges make strongly contradictory calls (the Director may even call in all the Line Judges for a private conference, though this is discouraged).

5. The Director calls out “Score”, and the Assistant Judge indicates his/her call with the appropriate semaphore; the Senior Judges should also flag Quality, Target, and Control if they have clear memory of the strike (bringing the total potential Line Judges for each color to three). If they are uncertain about further scoring, they should simply show crossed flags.
6. The Director interprets the Line Judges’ batons/flags and calls out the points earned to the scorekeeper one color at a time (e.g., “One Point Red!”) If at least two Line Judges do not agree, the Director either makes a determination or calls out “No score” and jumps to Step 8 (below).
7. After the Director calls out the result, all Line Judges will lower their flags/batons. The Scorekeeper repeats the type of exchange and the number of points awarded.
8. If either fighter has accumulated six (6) more points than his opponent (after a Clean Hit or Grapple), the scorekeeper will call “MATCH! - Red (or Blue) wins” and the final score. If neither fighter has yet accumulated enough points to win, the Director will call “Ready, FIGHT!” and the match will continue.

Line Judges’ Semaphores

All flag positions should be held out along bold, clean lines, to prevent confusion. When not scoring an action, the flags should be at rest, pointed vertically down beside or behind the judge. It is appropriate for a Judge to speak their ruling out loud as well as show it with the semaphore.

Semaphores for Determining Type of Exchange

- Abstain/Nothing Seen (0 pts) - Baton and arms sweeping outward from a downward position.
- Clean hit for [color] - Baton of the fighter who delivered the clean hit held horizontally outward.
- Grapple - as a clean hit
- Failed withdraw for [color] - Baton of the fighter who made the initial (lead) hit held horizontally outward; other baton held directly upward.
- Open Double-hit - Both batons held out horizontally outward.
- Closed Double-hit - Both batons swept from the “abstain” position out to the “open double-hit” position repeatedly.

Semaphores for Scoring the Lead Hit

- Abstain/Nothing Seen (0 pts) - Baton and arms sweeping outward from a downward position.
- Contact Only/No Quality (0 pts) - Forearms held crossed in front of the chest/neck, with baton back over one shoulder.
- Contact + Quality (+ Target) (1 pt/2pts) - Baton held out horizontally, then brought in to point at the body part struck. If Baton is directed at the Head, Neck, or Torso, the Target points are awarded.
- Contact + Quality + Target + Control (4 pts) - Baton is held directly upward above head, with a periodic “rally” motion.
- Ring Out (1 pts) - Line judge points at the ring edge and says, “Ring Out on [color].”
- Takedown or Throw (2 pts) - Line judge points at the ground and says, “Takedown (or throw) by [color].”
- Throw or takedown with Control (4 pts) - As Contact + Quality + Target + Control, baton is held directly upward above head, with a periodic “rally” motion.
- Line Judge Requests Conference - Baton pointed at Head Judge. Head Judge should get all other judges’ votes before calling them together for conference. Conferences should be used sparingly.

Exchange and Scoring Criteria

There are six (6) types of exchange possible, and the scoring depends in large part on which one the judges determine. The types of exchanges (and the point range for each one) are:

1. Clean Hit
 - a. Contact Only (0)
 - b. With Quality (1)
 - c. With Target (2)
 - d. With Control (4)
2. Failed Withdraw
 - a. Contact Only (0)
 - b. With Quality (0)
 - c. With Target (1)
3. Double-hit
 - a. Closed Double (0)
 - b. Open Double (0 with foul)
4. Grapple
 - a. Unresolved (0)
 - b. Ring Out (1)
 - c. Throw/TD (2)
 - d. Control (4)
5. No Exchange (0)

Clean Hit

For this exchange, *at least two (2) Judges (may include the Director) must agree* that (a) a fighter hit his opponent and (b) the fighter's opponent did not hit him back. The four criteria for a Clean Hit are Contact, Quality, Target, and Control (of the opponent's weapon). Gaining points for each successive criterion is dependent on having also received the one before it in the pyramid, i.e., you cannot receive points for Target if you did not receive a point for Quality.

1. **Contact.** Any intentional strike will be called as contact. Incidental, caroming, ricocheting, or otherwise accidental strikes will not be considered contact; uncertain judges will err on the side of not calling contact, and will allow the match to continue until clear contact has been made. Contact alone is worth no (0) points.
2. **Quality.** To earn this point, the blow must have been delivered with sufficient authority, force, stability, balance, and poise. This does not mean that the blow needs to be "hard". To earn this point the fighter must be in full control of his/her movement—balanced or grounded, not stumbling, falling, or wildly lunging. This criterion is worth one (+1) point.

Sufficient Force: Sufficient force in scoring Quality is defined by the following criteria:

- *Cuts:* The blade must travel approximately 45 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 score Quality points.
- *Thrust:* Any touch 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.
- *Slice/Press:* Drawing cuts must be clearly demonstrated, drawing or pushing at least half the length of the blade. Pressing slices (*Schnitt*) do not earn the quality point but may be used as set-ups for control points.

A Judge will also withhold the Quality for unintentional or grazing blows and other sloppy strikes. A fighter who falls, fumbles their weapon, or runs out of bounds immediately following his/her strike will not be awarded the point for Quality.

Withhold the Quality Point for:

- 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 get the point for quality.

For emphasis: Judges will NOT assess the Quality point differently for different fighters. The standard will be universally applied to all fighters, regardless of the perceived skill level of the fighter in question.

3. **Target.** These bonus points are awarded for strikes to the head, neck, and torso (except for blows to the back of the head or neck, which are disallowed). The top of the shoulder, to the "seam" at the point of the shoulder, is considered part of the torso, as the inside of the hip and any torso or hip area normally covered by the fighter's jacket just above the hip. This criterion awards one (+1) point, for a total of two (2).
4. **Control (of the opponent's weapon).** These bonus points are awarded when the scoring action is performed on an opponent who is unable to immediately respond due to active, intentional techniques performed by the scoring fighter. Examples include attacks from crossed swords or the bind which momentarily trap or frustrate the opponent's weapon, off-hand grapples which allow for an undefended strike, and slicing or pushing actions which unbalance an opponent prior to striking (the follow-on strike must still be performed). This point is not awarded for striking an opponent who has missed wildly, fallen down, voluntarily turned their back, or has otherwise become ineffective through their own actions; to earn this point, the Judges must rule that the scoring fighter has actively controlled his opponent's ability to immediately respond or defend himself with his weapon. This criterion awards two (+2) points, for a total of four (4).

The control point criteria list for 2016 has been significantly narrowed down. Award Control Points for:

- Thrusts completed in the bind/on the sword (examples: *zorn ort*, *absetzen*, *ansetzen* resulting in a bind, *mutieren*).
- Cuts completed in the bind/on the sword (examples: *duplieren*, *shielhaw* vs. *pflug* or *oberhaw*, *zwerch* vs. *oberhaw* or as a counter to a *zwerch*).
- Cuts or thrusts performed as a result of a *schnitt* or grappling action (examples: arm wraps, weapon grabs/disarms, elbow pushes).
- Throws, takedowns, or pins with the sword presented as a threat.

Examples of Control

- Red binds Blue sword-on-sword, then thrusts down along Blue's blade. Blue's weapon is momentarily trapped in the action and cannot be used for defense or offense.
- Red wraps his left arm around Blue's weapon and strikes blue in the side or with the pommel or buckler to the mask.
- Red uses a "slice" to push Blue's arms back or to the ground, then follows up with a strike to the mask or chest.

Failed Withdraw

A Bad or Failed Withdraw (*Abzug*) is when a fighter lands a successful hit as given above, but fails to defend himself afterward; in a sense, it is the opposite of Control. Once a hit is scored, the Director will allow a brief moment to elapse before the bout is stopped (roughly the time required to execute a single step), during which time the other fighter can attempt a “revenge strike”.

- Any fighter who Fails to Withdraw safely following a valid strike (i.e. fulfilling the criteria for Contact) has their score reduced by one tier (e.g., from Target to Quality, from Quality to Contact). *If the scoring blow receives no point for Target, the fighter receives no points for the action.*
- Points gained from a Failed Withdraw that raise the lead of any fighter above six points will not end the match. A match will only be stopped (through points) after a Clean Hit or grapple.
- A fighter who successfully executes a Control technique is exempt from the necessity of a clean Withdraw. The fact that a fighter can disengage from most Control techniques and strike his opponent, if given a long enough time before the Halt, is an artifact of tournaments and does not remove the validity of the technique.

A basic guideline for Judges is that if the revenge strike requires the fighter to disengage his weapon by pulling it back or out, the control demonstrated is sufficient to negate the need for a clean Withdraw.

Double-Hit (Open and Closed)

Double-hits are those which occur when two fighters strike each other at the same time, often as their first action. Double-hits also include near-simultaneous hits, such as those landing immediately after a successful hit from the opponent but which were begun at the same time as the successful attack.

Double-hits may be **open** or **closed**. An **open double hit** means that the blades made no contact and the blows were delivered “freely” along non-intersecting lines. *An open double hit suggests that neither fighter made an attempt at defense.* A **closed double** hit happens when the weapons are in contact but both blows managed to go through anyway, indicating a failed defense or single-time attack under cover.

Only open double hits will be penalized as a foul against both fighters. Closed double hits will be thrown out as “no decision”.

- If three (3) open double-hits are accumulated in a single pool match, the match will be stopped and both fighters will record a loss for that match. If three (3) or more open double-hits are accumulated in an elimination match, the winner will progress to the next fight, but his/her next opponent will begin the match with 2 points. There is no additional penalty for open double-hits in the finals.
- A Failed Withdraw differs from a double-hit in that a double-hit requires both fighters to compromise their defense *before* the scoring strike, whereas a Failed Withdraw begins as a Clean Hit, but the scoring fighter drops his/her defense *after* the strike lands.

Grapple

As with Clean Hits, there are three scored criteria for Grappling; however, since there is only one category of technique that fulfills each criterion, those techniques are referred to by name: Ring-Out, Takedown or Throw, and Control. If a fighter succeeds at both a Clean Hit and a qualifying Grapple in the same match, he/she will be awarded the higher score value between the two. Grapples which do not result in a scoring action will be halted by the Director after a verbal five-count.

1. **Ring-Out.** A fighter is out-of-bounds when both feet *clearly* leave the ring, whether they touch down or not. It is the Director's responsibility to assign points for this situation. If the Director or any Judge determines that a fighter has been forced out-of-bounds, the fighter remaining in the ring will earn one (1) point.
 - A fighter does not need to physically push or throw his/her opponent out of the ring to earn this point; any method pressuring an opponent out of the ring is acceptable.
 - If a fighter strikes his/her opponent and then travels out-of-bounds (even under his/her own power), the exchange will be treated as a Failed Withdraw.
 - If both fighters exit the ring before the Director stops the bout, the exchange will be judged as a Double-hit; if both fighters were in contact during the Ring-Out then it will be thrown out as a Closed Double, whereas if the fighters exited the ring separately (including one fighter shoving the other out and then stumbling out after him/her) then it will be recorded as an Open Double.

This call should only be made once a fighter has obviously exited the ring; if there is any uncertainty as to whether the fighter is still in the ring, then the action should be allowed to continue.

2. **Takedown or Throw.** A Takedown is defined as an intentional technique whose result is to bring an opponent to the ground and immediately establish a position of dominance, and in which the dominant fighter also leaves his/her feet. A Throw is defined as any technique whose inherent nature is to project the opponent to the ground while the applier remains standing; these include shoulder throws, hip throws, and tripping or shoving techniques. The opponent is "on the ground" when any part of his/her torso, hips, head, or shoulders touch the ground. The Director will determine the assessment of these points in conference with the Judges. A clean Takedown or Throw awards two (2) points total, equivalent to the Target criteria.
 - If both fighters go to the ground but neither establishes clear dominance, the exchange will be thrown out with no score.
3. **Takedown or Throw with Weapon Control.** This is actually a special case of the Control criteria listed under Clean Hit. A fighter who sends his/her opponent to the ground as described above, retains his/her sword, and shows capability to immediately strike the grounded opponent with a scoring hit has achieved Control. This criterion awards two (+2) points, so a Takedown or Throw with Control awards four (4) points total.

LONGPOINT 2016 RULES CHEATSHEET

If this is your first time fighting under Longpoint Rules, please familiarize yourself with the full rules document. If you've fought under these rules before, here are the key points for 2016.

Equipment: If you are uncertain whether your equipment is allowed, consult the full rules.

Matches: Each match lasts 90 seconds in the pools or 2 minutes in the eliminations.

- The last exchange of the match is always at least 10 seconds—if an exchange ends with less than 10 seconds on the clock, 10 seconds are added and “Last Exchange” is called.
- If the match ends in a tie, a Sudden Death round is fought; the first Clean Hit/Grapple wins.
- If a fighter leads his opponent by 6 points or more after a Clean Hit/Grapple, the match ends.

Staff: The Judging team consists of two Assistant Judges, two Senior Judges, and a Director. Each ring also has one or two Table Crew members and a Ring Boss.

- The Assistant Judges are primarily concerned with flagging the score of one fighter each.
- The Senior Judges are primarily concerned with flagging the sequence of the Exchange.
- The Director consults with the Judges on calls but is the last word on how each bout is conducted and scored.
- The Table Crew runs the clock and manages all records of the match.
- The Ring Boss manages the fighters and coaches and ensures the ring runs smoothly.

Exchanges: Each Exchange is judged as one of five types:

- Clean Hit: One fighter hits the other and is not hit in return.
- Failed Withdraw: One fighter hits the other but is hit afterward.
- Grapple: A ring-out, takedown, or throw; after a verbal 3-count, the grapple is stopped.
- Double-Hit: Both fighters hit each other at roughly the same time.
- No Exchange: Halt is called but the Judges determine that neither fighter hit.

Scoring: Each exchange is worth 0, 1, 2, or 4 points, as follows:

Points	Clean Hit	Failed Withdraw	Grapple	Double-Hit
0	Contact	Contact Quality	Unresolved	Closed* Open*
1	Quality	Target**	Ring-out	
2	Target**	—	Takedown Throw	
4	Control***	—	Control***	

* A Double where the swords are in contact is called as Closed and thrown out. A Double where the swords are not in contact is called as Open and incurs a foul.

** Target means a cut or thrust to the head, neck, or torso.

*** Control means one of three conditions:

1. A cut or thrust on Target while in the bind/on the sword.
2. A cut or thrust on Target while disabling the other weapon with a slice or grab.
3. A throw, takedown, or other pin with dominance if the sword is presented as a threat.

If the Judges decide a Control technique is achieved, any strikes afterward are ignored.