

Chinese Sword Sparring Rules & Regulations v2.0

Overview

- The match consists of one continuous 2 minute match.
- At the end of the match a victor shall be declared based upon point accumulation.
- Fighters are required to use the tournament supplied synthetic sparring sword, but may supply their own protective gear if desired, upon inspection. The tournament shall provide otherwise.
- Fighters are allowed to strike with all legitimate attacks from the blade/tip of their synthetic weapon. No other forms of attack are allowed.
- Combat shall be continuous, HOWEVER NO MORE THAN 2 STRIKES shall be counted in rapid succession scenarios. In a scenario with more than two scoring strikes, the referee will break the combat before allowing for continuation.
- The competition mat area is 6 x 6 meter, with a 2 meter surrounding safety area

How to win a round

- **Point Victory** – At the end of the match time the fighter with the greater total of points shall be declared the victor. In the event of a tie, the match shall go to a “Golden Point” scenario, in which first to score a point shall win
 - **Point Scoring** – A maximum of 2 strikes will be awarded in any continuous exchange.

<u>Target</u>	<u>Points</u>	<u>Action</u>	<u>Points</u>
Head / Neck / Torso	3	Dropping your weapon or being disarmed for any reason	3 to Opponent
Hands	2		
Arms / Legs	1		

- **TKO** – In the event of one fighter being completely outmatched, the referee shall stop the match and call for a score check. In the event one competitor is 10 points ahead of the other as scored by two or more judges, the match shall be stopped and the fighter who is ahead, declared the victor by TKO point stoppage.
- **Concession** – Opponent concedes victory or is disqualified

Legal Actions

- All cuts, thrusts and chops that exhibit the following:
 - Target the front/sides of your opponents: Head, Neck, Torso, Arms, Hands and Legs.
 - It must connect with the edge of the weapon’s blade or tip with enough force to impress upon the intended target’s protective gear. Glancing blows will not be counted.
 - Thrusts: Thrusts must be delivered in a committed manner, rather than pokes which make superficial contact. A sword bend is not required, but if the sword is at full extension and makes minimal contact, then the thrust is not valid.
- Grappling is only allowed for the purpose of binding actions towards finishing moves aka wrestling at the sword/arms. No takedowns or throws are permitted. All valid cuts or thrusts delivered in this way will be fully scored. Flailing tips on fabric, light blade contact, and uncontrolled or unsafe attempts will not be scored. If fencers do not succeed in a grappling action within 2 seconds, the match will pause and the fencers will reset.

Non scoring & Illegal Actions

- The following acts constitute fouls and may result in penalties, at the discretion of the referee:
 - Stepping out of the competition area.
 - “Brawling”, defined as exchanging strikes without clean technique or defense. I.e. both fighters swinging wildly or one fighter trying to use a buzz saw strategy to overwhelm their opponent.
 - Striking with anything other than the edge or tip of the weapon’s blade.
 - Targeting / striking the back of the opponent's head or body.
 - Applying excessive force.
 - Throwing of any kind.
 - Grabbing an opponent's weapon shall be considered striking your hand. An additional hand striking score will be called for each second beyond the first, to a maximum of two scoring techniques resulting in the interruption and breaking of the match.
 - Passivity, avoidance, running, or leaving the competition area for any reason.
 - Disobeying the referee or displaying disrespectful / unsportsmanlike behavior

Warnings & Penalties

- **Verbal Warning**
 - Without stopping the round, the referee may vocalize warnings if a fighter has not committed an illegal action but looks to be heading in that direction.
- **Yellow Card**
 - Round stoppage, fighter recentering and a verbal foul / yellow card will be issued to the offending fighter.
- **Red Card (Serious Violation)**
 - Round stoppage, followed by immediate disqualification from the match (*potentially tournament depending upon severity*) based upon accumulating 3 yellow cards, or demonstrating gross negligence, disrespect and/or disregard for safety. *I.e. Cursing at the referee, tantruming, or excessive contact.*

Match Structure

- **Match Administrators**
 - Each match shall be administered by:
 - (3) Judges
 - (1) Center Referee
 - (1) Secretary
 - (1) Ring Attendant
- **Official Duties Defined**
 - **The referee’s** primary function is to administer the match. They shall: ensure that the fighters adhere to the guidelines and rules, call out warnings when needed, separate the fighters as clashes occur, stop the match should an issue or concern arise, determine if an injured fighter can continue, announce the fouls of the judges, and declare the winner of the match. The Referee has full authority to stop the match at any time.
 - **Corner Judges** shall monitor the match and maintain the score of the match through the use of a red and a blue clickers.
 - **Ring Secretary** shall:
 - Maintain time for the match and upon reaching time shall toss in the white bean bag into the center of the match and declare loudly “TIME!”.
 - Maintain the number of fouls accumulated and toss in a red bean bag to the center of the ring should one fighter receive 3 yellow cards, signaling the issuance of a red card and end of match.

- Complete the match form to track the winner / loser.
- **The Ring Attendant** shall call for competitors, ensure fighters are wearing the correct color, announce on deck fighters and assist with gearing up fighters.
- **Call And Start Of The Match / Round**
 - When the referee calls the fighter's names and corresponding colors, the fighters shall move to the center of the competition area, approximately 2 meters from one another. At which point the referee shall quickly review their competition attire, appearance and sparring gear for adherence to rules. Upon completion the referee will direct the fighters to their corners.
 - The referee will then ask the fighters, judges and table if they are ready.
 - The match shall start after the referee instructs the fighters to respectfully salute each other and begin once the match referee gives the command.
- **Interruption Of The Match**
 - Certain actions will cause the referee to reset the fighters with a call of "break!", temporarily pausing the round clock. These actions are:
 - a fighter scores with two consecutive strikes.
 - fighters enter into a 'brawl' like situation.
 - grappling time limit is reached
 - a fighter is disarmed or otherwise drops their sword.
 - a foul is called.
 - a fighter falls or exits the competition area.
 - there is a dangerous situation where a fighter is injured or will be.
 - Injury Timeout
 - In the event of an injury, medical staff will have two minutes to resolve the issue. If the injury cannot be adequately addressed within two minutes, then the injured fighter will forfeit the match. If the injury was the result of illegal contact (foul), then the medical staff will be permitted five minutes to resolve the injury. If the injured fighter cannot continue after a five minute period, then their opponent will be disqualified.

Fighter's Kit / Equipment

- Fighters are required to wear/provide their own attire that fully covers torso, legs and must wear closed toe shoes. In addition, fighters must wear/provide their own mandatory groin protection.
 - No jewelry of any kind may be worn during competition.
- Mandatory protective equipment:
 - Fencing Mask
 - Chestguard that covers entire front and side torso
 - Protective Rigid Gloves
 - Knee Protection
 - Elbow Protection
 - Forearm / Shin Protection is optional and not provided but strongly recommended
- Tournament shall provide all mandatory protective equipment, sans groin protection, unless a fighter has their own kit.
 - Fighter's are encouraged to bring their own familiar, protective equipment if they own it. All fighter owned equipment will be inspected prior to being allowed to compete.
- **Tournament will supply Synthetic Safety Sparring Jian (Provided by tournament. No exceptions.)**