

PHOENIX SPAR WARS

SHATTERPOINT EVENT

Phoenix Wushu Nationals 2024

MARCH 16 2024

REGISTRATION COMING SOON



PHOENIX SPAR WARS

SABER COMBAT & FLOW



WWW.PHOENIXWUSHUNATIONALS.COM



Presented by Phoenix Saber Academy

Sponsored by

Saber Martial Arts

Single Saber Tournament Rules

Age 16 or over

Personal Protective Equipment (PPE)

Mandatory – Minimum Safety Requirements:

Fencing Mask
Protective Gloves – Lacrosse Gloves, Hockey Gloves etc....
Closed Toe Shoes

Recommended/Encouraged:

Shoulder Pads

Chest Protector
Rib Protector
Elbow & Knee Pads
Forearm Guards
Shin Guards
Groin Protector
Gorget – Throat Guard

Judgment Calls

Three judges will be appointed to make judgment calls on each match; a head judge, and two line judges. The head judge will be responsible for voicing all judgment calls at the end of each round. However, each of the three judges will vote towards the outcome of a round. The three judges will not be fighting in the tournament.

Matches will begin with the competitors on opposite sides of the ring.

To begin a round/match, the head judge will confirm that both the judges and competitors are ready to proceed, and then the head judge will begin the match by saying “FIGHT”.

From this point onward, the round/match will be in progress and the competitors will attempt to land a hit on their opponent. Please note that all Competitors will be expected to defend themselves at all times once the head judge says “FIGHT”.

When contact is made to a competitor, the head judge will call “HALT”. Competitors are not to continue fighting after “HALT” has been called. Any violation of this could result in a point for the other competitor and/or disqualification, both at the judge’s discretion.

Once “HALT” is called, the fighters will return to their own starting positions and the head judge will say “JUDGES – CALL”. At this time, each of the three judges will simultaneously point to the competitor who they observed got the first strike. The competitor with the majority of the judge’s votes will earn a point for that round.

In the event that there is no clear victor for the round or the hits were scored simultaneously, the judges will place their arms in the form of an “X”. If the judges can’t indicate a clear victor for the round, no points will be awarded and the head judge will call for a “RESET”.

Match Scoring

- Competitors must obtain a specific amount of points before their opponent to win the match (5/7/10)
- All hits will only be counted if they are made with the blade of the saber.
- NO FIGHTING IS PERMITTED OUTSIDE OF ARENA BOUNDARIES. If a competitor leaves the arena boundaries during combat, the judges will call a “HALT” and “RESET” to the starting positions. Should the same competitor continue to step outside the boundaries, a point may be awarded to their opponent at the judge’s discretion. If a competitor falls out of the arena boundaries, they will not be considered leaving the combat area.
- Hilt shots will be counted as valid targets.
- If a competitor is disarmed of their saber before a hit is landed, their opponent will be awarded one point. If a competitor becomes disarmed, combat must stop IMMEDIATELY. If an unarmed combatant is hit, they may be awarded a point at the judge’s discretion.
- Both competitors must have their saber lit up during the match. Any hits landed with the sabers off will be considered void and no points will be awarded. If a competitor’s saber turns off during combat, the judges will call “HALT” and “RESET” to the starting positions. If a combatant’s saber is unable to light up and/or maintain being lit up, the judges will call “BREAK” to give the combatant a chance to switch sabers. Should the need to switch weapons occur three times with the same combatant in the same match, or they are unable to find a replacement saber within the time limit given to them by the judges, that combatant may be disqualified at the judge’s discretion.
- Only one point can be scored in each engagement.
- In the event of a simultaneous or undeterminable strike, neither of the competitors will be awarded points for the round.
- Any competitor who is caught holding the blade of their saber or allowing their saber’s blade to touch their own body during combat will award their opponent one point. Additionally, if a competitor is caught touching their blade more than 2 times during combat, they could be disqualified at the judge’s discretion.

Weapon Restrictions

- Outside blade diameter must be 1 inch.
- Blade length must not exceed 36 inches.
- All blade tips must be rounded; no pointed/bullet styled tips.
- All blades must be made of polycarbonate, no acrylic blades permitted.
- All blades must be safely secured in the hilts before a match. Failure to do so will result in disqualification.
- Hilt length must not exceed 14 inches.
- All sabers that feature Modular Hilt System (MHS) or Adaptive Saber Parts (ASP) compatible accessories must be secured at all times.

- All hilts will only be allowed to have one claw and only if it is part of the main body. Any claws that can be removed must be before the tournament starts.
- No cross-guard sabers.
- No tsubas or sabers with tsubas will be allowed. NO EXCEPTIONS.
- No saber-staffs or dual-bladed sabers.
- No light-whips or other “exotic” style weapons.
- No dual-wielding.

*** All weapons and blades must be presented to the head judge for inspection. This will occur during the check in period. Any weapon or blade deemed unfit for the tournament will not be allowed to be used.

Respect and General Rules

- All participants and judges are expected to participate safely and in their best frame of mind. Any participants or judges found to be participating under the influence of any substance legal or illegal that impairs their function will be ejected from participating for the remainder of the event. This includes but is not limited to: alcohol, marijuana, drugs, etc.
- All participants must be respectful to each other and to the judges at all times. Failure to do so will result in disqualification.
- All participants must listen to and follow what the judges ask of them at all times. Failure to do so will result in disqualification.
- Spectators are asked to remain respectful to participants and judges at all times.
- In the spirit of sportsmanship and honor, please call your hits.

Rules of Combat:

- This will be a full contact tournament, meaning that any and all contact made with the saber will be counted. If hits are too light to be detected, they might not be called. On the other hand, combatants demonstrating excessive brutality or a lack of blade control will be warned and possibly disqualified at the judge’s discretion.
- All matches will begin and end with both competitors saluting each other and the judges.
- Any target is considered acceptable unless otherwise stated.
- Any type of attack to the throat or groin will not be permitted and will result in disqualification at the judge’s discretion.
- Running/Sprinting will not be permitted. If a competitor is caught running/sprinting they will receive a verbal warning. Additional violations against this rule will result in disqualification.
- Jumping attacks are permitted.

- Be mindful of your surroundings and compete with situational awareness. If a competitor physically assaults any of the judges or audience members, they will be immediately disqualified.
- Saber throwing will not be permitted. If a competitor throws their saber at their opponent, or throws their saber on the ground, they will immediately be disqualified.
- Disorderly conduct will not be permitted. Disorderly conduct may include, but is not limited to: swearing or yelling at the judges, competitors, and audience members, spitting at anyone, making disrespectful hand gestures, sexually harassing any tournament attendees, squaring off with another attendee with intent to incite and/or engage in a fist fight, etc.
- Unsportsmanlike conduct will not be permitted. Competitors who exhibit “Unsportsmanlike Conduct” will be warned or disqualified at the judge’s discretion. “Unsportsmanlike Conduct” may include, but is not limited to: pushing, throwing punches, throwing sabers on the ground, kicks, elbows, head-butts, not respecting the opponent or judges, etc.

BRACKET PLACEMENT

Fighters will be separated into groups to participate in multiple matches to determine their brackets for the Elimination Round.

- 2 minute Time Trial for each Fighter
- Each Fighter takes a turn designated as the “Nerfherder”
- All other Fighters form a line to fight the Nerfherder
- The Nerfherder fights a series of 1v1 Sudden Death matches, first Fighter to score wins the match
- Simultaneous Hits are counted as Points Against the Nerfherder
- Halt and Next Fighter is called by the Judge after each Point scored until Round Timer expires
- Each Fighter is ranked by their cumulative Points Scored minus their points Against to form the Tournament Brackets for the Elimination Round.

ELIMINATION ROUNDS

- 3 minute Time Limit, even if Halt is called
- Halt and Reset is called by the Judge after each Point is scored
- “Clean” hits are defined as actions that are scored WITHOUT an immediate opponent reaction or afterblow. Clean hits are not deducted if simultaneous hits occur.
- “Quick” hits are defined as actions that have been scored WITH an immediate opponent reaction or afterblow. Quick hits are deducted if simultaneous hits occur.
- “Simultaneous” hits are defined as actions scored when both Fighters land a Quick Hit upon each other, and the Judges cannot determine which Fighter hit first. Simultaneous hits deduct “Quick” points from BOTH Fighters.
- If time expires, the Fighter who has the higher score wins.

- In case of a tie, there will be a 1 minute Sudden Death Tie-Breaker engagement, with first to score winning the match.

SEMI-FINAL ROUNDS

- 3 minute Time Trial for each Fighter
- Each Fighter takes a turn designated as the “Gundark”
- The Gundark fights a progressive series of Matches until they score 10 pts or Round Timer expires, whichever comes first.
- Halt and Reset is called by the Judge after each Point is scored
- The Gundark eliminates the other Fighters from the Match until all Fighters are eliminated
- The Gundark is not eliminated if scored upon
- Another Fighter is added against the Gundark progressively, creating four matches total: 1v1, 1v2, 1v3, and 1v4
- The top 2 fastest times advance for the Gold Medal Final, the other 2 for the Bronze Medal Final

Medal Matches

1v1// Best of Three Matches // 2 Minute Continuous Time // 60 second between matches

- Three 2 minute continuous time limit
- Three Judges count points silently on tally counters
- Limb strikes are 1 point
- Head and torso strikes are 2 points
- Halt and Reset called only if necessary
- When a point is scored, combatants must disengage two steps before further points are scored.
- Best cumulative score wins the round
- First combatant to win 2 rounds wins the match
- If scores are tied at Time Called, fighters will have a 60 second Sudden Death, first fighter to score wins the match

SaberFlow Competition

All Ages

Divisions:

Solo Saber Flow (Kata)

Group Saber Flow (Choreography)

SaberFlow Head-to-Head

- 8-Person Bracket; 2 participants head-to-head; For Saturday Evening for Trials of the Ascendant Event -

Ring Size

SaberFlow will be performed in a ring that is regulation size for most custom saber dueling competitions. Official SaberFlow competitions will be required to be set in a 25' x 25' (20' x 20' minimum) staging area.

"S-Flow" Competition

This is a free-saberflow competition where individuals or teams can challenge each other in a running or alternating free saber flow. Similar to the head-to-head competition, however, there will not be any technical component, as each participant will try to outdo the previous participant, like an old breakdancing circle. Whoever can impress the crowd will win.

Winning a Match

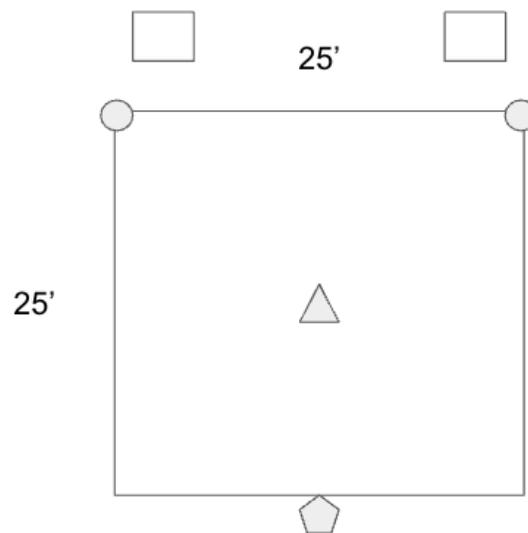
A winner will be decided by a panel of 3 judges based on their performance. A winner is decided by raising of flags. The participant with the most flags raised will be the winner of the bout.

Winners of each bout will continue to ascend the bracket until a winner is ultimately decided; however, if a participant loses... they have the opportunity to fight back into the main bracket by way of the Consolation Bracket. It is possible for a participant from the Consolation Bracket to win the overall competition. (Subject to change depending on the number of participants.)

Participants will not have the opportunity to choose their own music. Being able to adapt to the music chosen, will be one of the components that the judges will be observing, which will lend to their overall decision on who the victor will be.

Judging

Competition will be determined by a set of 3 judges, 1 Head Judge and 2 Corner Judges. The Head Judge will sit front and center facing the competitor, who will first enter the ring from the rear, starting in between both corner judges, and stand center mat to be recognized before the start of the choreography or set routine. The Corner Judges will observe from the opposite corners from the Head Judge as follows (The Competitor is depicted by a triangle, Corner Judges are depicted by circles and the Head Judge is depicted by a pentagon):



Competitors may have a maximum of 1 coach and 1 assistant in their designated area during their performance.

Judges will be observing the participant's overall FlowState, to see how in tune the participant is with music, movement, technical ability, and artistic expression.

Defaults and Disqualification

Defaults and disqualifications occur when and if a competitor...

1. Steps out of the competition area at anytime after their performance has begun (Default)
2. Drops their saber 2 or more times during the bout (Default)
3. Is at any time disrespectful to his fellow competitors and/or to the judges (DQ)
 - a. This includes demonstration of poor sportsmanship
 - b. Publicly challenging the judges decision
 - c. Being Disruptive and Verbally Heckling Anyone during the competition
4. A team or individual becomes aggressive or starts to harass the opposing team or participants. (DQ)

Competition

Competition will be determined by the number of participants registered for the event. If the number of competitors can not fill a standard 8-person competition bracket, the options to allow for drawing for byes or possible round robin competition may be placed in lieu of bracketed style of head-to-head competition.

If the competition has more than 32 participants, then a pool qualification system may be used to determine seeding of the round of 32 head-to-head competition.

If a competition bracket only has the minimum competitors, the competition will still take place, however, the competitor must still perform and complete their routine in order to place.

Music Permissions

We have received permission from Galactic Empire to use their music library for the competition.

<https://galacticempireband.com>