

Rules

Matches will end if one competitor earns or exceeds a 7 point lead, or at the end of two minutes.

Clean Hit Bonus:

1 pt – no hit in return by opponent, within one beat (will be calibrated at event)

Targets:

3 – head, torso

1 – elsewhere

Other scoring actions:

1 - Pommel strike (head)

1 - Buckler strike (head)

Grappling:

0 (no exchange) – After a count of 3 if not taken to ground or technique executed, break up

1 – ringout, disarm

2 – takedown, lock, control

Disallowed targets:

Back of head, spine

Disallowed actions:

Mortschlag, throwing of weapon (part or whole)

Penalties:

Red card – Disallowed action or two yellow cards

Yellow card – Striking disallowed targets, striking after halt

Protest:

Fighters may protest one call per fight. If the ref disagrees with the protest, it is lost. If the ref agrees with the protest, then the fighter regains their ability to protest.