

CAPITOL CLASH: WASHINGTON DC HEMA OPEN 2017

RINGEN RULES

WINNING

A match is won by scoring a total of two (2) Throws (see definition below) during Elimination rounds, or three (3) Throws during the final round. If the requisite number of Throws is not reached during the time limit then the fighter with the most throws will win. In the event of a tie, Advantage Points will be counted to determine the winner. In the case of a tie of Throws and Advantage Points, the fighters will wrestle in an overtime match to the first Throw or Advantage Point.

Throw. A Throw is defined as any technique that forces an opponent to touch the ground with any part of the body above the knees (with the exception of hands). If a fighter is driven to both knees and at least one hand is also touching the ground (three points of contact) it will also count as a throw.

Advantage. An Advantage Point is awarded when a fighter forces his opponent out of the ring, or as a result of a penalty.

Additional Scoring Methods and Considerations

Sacrifice. Sacrifice Throws are Throws in which a competitor intentionally falls backwards or to the side in order to take down his opponent. A fighter can score with a sacrifice throw as long as he/she ends the technique in a dominant (top) position. Failure to establish a dominant position with a sacrifice throw may result in a Throw for the opponent or at the referee's discretion the action may be thrown out.

Following an opponent to the ground. A fighter may follow his/her opponent to the ground during a throw or takedown but must land in a dominant (top) position.

Reversal. If a fighter chooses to follow his/her opponent to the ground, the opponent may score a Throw by using or adding to the momentum of the throw to roll and gain dominance. If a technique is successfully reversed it will be awarded to the initial thrower's opponent. A reversal must take place within the initial throwing action, scrambling for control once a throw has been completed will not count for a reversal. In a scramble the action may be thrown out, or Throw/Advantage may be awarded to the thrower at the referee's discretion.

Touching Knees to the Ground. If a fighter's knees touch the ground intentionally, or as a result of the opponent's actions, the fighter must return to his/her feet before making an offensive action. A kneeling fighter may still be attacked by his/her opponent. This is intended to encourage the use of standing attacks as shown in the historical sources.

Failure to Establish Dominance. If both fighters fall to the ground and neither has established clear dominance the action may be scored or be thrown out at the referee's discretion. The referee may provide an Advantage instead of a Throw at his/her discretion.

Stalling. A fighter may be penalized for stalling if exhibiting overly defensive behavior with no offensive actions, or being asked 3 times by the referee to return to his starting position after a throw. If a fighter is called for stalling his opponent will receive one Advantage. Additionally, the referee can stop the match at any point and reset fighters to prevent stalemate.

Ring-Out. If a fighter is forced out of the ring his/her opponent will be awarded an Advantage. A ring-out occurs when both of a fighter's feet has left the ring.

Yielding. At any point during a match a fighter may yield to his opponent by yelling "stop" "halt" or "tap." If a fighter yields his opponent will be awarded a Throw assuming no rules were violated

Forbidden Techniques

Forbidden techniques include but are not limited to:

- Choking
- Striking of any kind
- Use of pressure points
- Biting, scratching or poking
- Gouging of the eyes or sensitive areas
- Joint manipulation or submission attempts
- Intentionally throwing an opponent onto their head or neck
- The use of any technique to deliberately injure ones opponent

Injuries

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 be disqualified from further participation in the tournament at the discretion of the tournament administrator.

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

An injured fighter will be allowed a 2 minute period to decide if he or she is well enough to continue. If a fighter is not well enough to continue, the match is forfeited. A warning may be issued to the injured fighter's opponent if the injury was caused by reckless, but not illegal or malicious, behavior.

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 intentionally shall be disqualified from the tournament.

Injury inflicted on any other party (referee, judges, administrative staff, spectators) may result in disqualification, depending on the circumstances and at the discretion of the tournament administrator.

Additional Notes

Feet. No shoes or socks will be worn during the competition. Fighters' feet should be healthy and free of contagious disease or fungus.

General Hygiene: Long hair is to be tied back securely or braided, and finger/toe nails are to be trimmed (checked at weigh in) to prevent injury. Fighters are to show up to competition as clean as possible, and may be disqualified at the referee's discretion for any issues related to health or hygiene.

WINNING THE TOURNAMENT

The Ringen tournament will be divided into five weight classes (see below). There will be two phases per weight class: Elimination Round and Final Round.

Elimination Round- wherein fighters will wrestle in a double elimination bracket. Elimination round matches will be fought until a fighter scores 2 throws or until the 3 minute clock runs out. The two fighters who advance the furthest compete in the Final Round.

Final Round- wherein fighters will wrestle until one has scored 3 throws. An adjusted time limit may be set according to schedule day of the competition. The winner is the gold place winner of that weight class.

WEIGHT CLASS

There will be 5 different weight classes in which fighters can compete with a maximum of 10 fighters per weight class. A fighter may wrestle in any weight class as long as he/she does not exceed the maximum allowed weight for that class. The weight classes are: lightweight (under 140 lbs.), welterweight (under 160 lbs.), middleweight (under 180 lbs.), light heavyweight (under 200 lbs.), and heavyweight/Open division (no weight restrictions). The heavyweight/Open weight class is open to all fighters, though fighters not already competing in a lighter category will be given preference during registration.

Fighters will be required to weigh-in before competition and cannot exceed the maximum allowed weight for their selected weight class. If a fighter is overweight for his weight class he may wrestle at any higher weight class.

A fighter is allowed to compete in up to two weight classes as long as he/she does not exceed the maximum allowed for either class.

FORMAT

The Pit Boss will announce the immediately scheduled competitors as well as the names of those competing in the following match.

Each fighter will enter the mat, dressed to compete. Fighters will be called to the center to shake hands, and then take their positions at the starting markers. Fighters are expected to be on their guard and ready to wrestle at all times when on the mat. Only the referee and two fighters will be allowed within the arena during each bout.

The referee will signal to the fighters, and scorekeeper that the bout is about to begin. The referee will call “Fight” to signal that the bout has begun and the scorekeeper will start the clock. (Note: the clock will not be stopped during a match unless a fighter is injured, equipment malfunctions, or the referee calls a time out)

Fighters shall then begin the match at the referees signal.

Upon witnessing a valid technique, ring out, illegal action, or a downed fighter the referee will call “halt” and separate the fighters. Both fighters will immediately return to their starting positions. The referee will communicate the score, or penalty to the scorekeeper who will record the result. The referee will immediately signal to the fighters to continue. In the case of a ring-out the referee will reset fighters in the middle of the ring.

The scorekeeper will indicate when the bout has reached the requisite number of points or that time has run out. In the event of a tie when the clock runs out, the scorekeeper will call “time.”

The referee will summon the fighters to join him in the center the scorekeeper will announce the final score and the winner’s hand raised. Both fighters will then quickly exit the mat as the next match is announced