LIGHTSPEED SABER FENCING RULES 2023

v7.230428

LIGHTSPEED
SABER LEAGUE

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UPDATES

Version 7 "Better Scoring Theory Explanation & Ren Saber Update", updated April 28, 2023
- Welcome! section removed
- §1 Equipment
  - Removed saber classifications from Definitions section
  - Removed redundant prohibition on blade plugs as quillons on Ren Sabers
- §2 Procedure
  - Split into separate section for new fencers in §12 Fencer's Guide.
  - Added "default" matchpoints, fight times, and rounds to tournament procedures (not mandatory). Designed to increase need for stamina, generate greater weight to the brackets and finals, and bring tournament design a little closer to Olympic fencing.
- §3 Scoring
  - Scoring Theory charts added
  - Asymmetric scoring explained using four traits
- §4 Standards
  - Indirect Contact standards moved from §3 Scoring to this section instead.
  - Percussive and slash definitions moved to Definitions
  - Shot definition removed for streamlining purposes
  - Attack Standards subsection added for greater clarity and flow
  - Added Beat Attack Standards
  - Added Guard Standards
- §6 Weapon Specific Rules
  - Ren Sabers may now be deployed without lit quillons in some competitions.
  - Counterattacks can be scored from a block holding the initial attack at the quillons as long as the attack follows all other criteria for a Direct Contact.
- §8 Special Rules
  - Added overtime rules
- §12 Fencer's Guide (Your First Tournament) section added and split off from §2 Procedure, includes section on honor.
- §13 Coaching added.

Version 6.230411 "Violations Addendum", updated April 11, 2023
- Added Addendum for new three-tiered violations system
- Added Credits section

Version 5.230301 "Major 2023 Update", updated March 1, 2023
- Reformatted document
- Tournament format section removed
- §1 Dyad Saber added– may be implemented at the regional level by regional director or nearest equivalent ranking officer.
- §2 Procedure
  - Term "engagement" absorbed into "exchange"
  - Rules added to allow fencers to ask for ruling explanations or to cite an incorrectly enforced rule.
  - Added procedures for conceding and declining points.

- §4 Attacks, Counterattacks, & Contacts
  - Errant and en route attacks redefined to be dependent on remaining angle of arc
  - Counterattacks clarified to require a single arc to be valid.
  - Pre-Counterattacks clarified to preclude the use of an offensive blade beat at the conclusion of the action.
- §6 Weapon Specific Rules added
  - Wrapping attacks around Ren Saber guard changed from Indirect to Inert
- §7 Novice Rules added
- §8 Special Rules
  - Disarms no longer stop the action.
- §9 Illegal Actions, Positions, & Their Penalties
  - Hand-to-hand combat made expulsory
  - Weapon throwing made expulsory
  - Occlusion rule added
- §10 Good Attack Practices section added

Version 4.220504 "Terminology Update", updated May 4, 2022
- The language of the manual has been updated to better reflect the terminology used in modern Lightspeed Saber fencing.
  - Hit / Strike --> Contact
  - Return / Riposte --> Counterattack
  - Assault --> Headshot
  - Late contact --> Errant Contact

Version 4.220217 "Clarifications", updated February 17, 2022
- Referee chart clarified to show direction of points awarded.
- Delayed headshot counter-target area clarified to "lower leg" instead of "leg".
- Direct Hit section added to explain basic scoring in more detail.

Version 4.220214 "Clarifications", updated February 14, 2022
- Standard competition box size set to 15'x30'
- Standard fight times for some match types set
- Referee signals clarified
- Replaced Special Match Conditions with Priority section
- Clarified repeat-attack rules under Reckless Fencing section.
- Violation penalties updated to include a warning and a second red card.

Version 3.210419 "Rogue Rules", updated May 4, 2021
- Scoring
  - All headshots now worth 2 points, always, whether clean or basic, except in the case of RPV
  - All returns now worth 3 points, always, clean or basic, except in the case of RPV
  - Return and return limitations defined (see Return Rules)
- Safety
  - Depth-mark rules added (see Weapon Standards)

- - ○ Reckless fencing now includes excessive attack
  - Violations
    - ○ Clarified penalties
  - Refereeing
    - ○ Referee signals updated (see Referee Procedures)
  - Tournaments
    - ○ Entry type & rule variations section added

Version 2.191209 "Perfect system"
- Original publishing, December 9, 2019

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RULES SUMMARY

LightspeedSaber.com/visualrulesguide is a great resource for understanding actions, points, and violations.

STANDARD PLAY

GAMEPLAY

Lightspeed Saber fencing is a contest between two competitors simulating plasma sword combat. Fencers fight until the first valid contact is made, after which the fight is paused and the referees decide who earns points. The fight then resumes. The first fencer to reach match point wins, or, the fencer with the highest points at the end of time wins.

EQUIPMENT

Participants must wear head protection, neck protection, elbow guards, and padded gloves. Weapon must be a properly illuminated ¾" Lightspeed polycarbonate "blade" housed in an acceptable hilt.

PLAY AREA

The standard play area is a 15'x30' rectangle.

SCORING

Scoring is achieved simply by touching the opponent with your saber with a valid arcing hit, generally called a "contact". Generally, the first fencer to make contact in an exchange earns the points.

Up to three points can be scored per exchange: 1 point if you hit first, 2 points if it's a Headshot. 3 points if it's a Counterattack (block and then hit back). You can also earn 2 points by hitting the body (everywhere else but the head) and not getting hit back. That's called a Clean Contact.

If any of the above attacks land but receive any interference from the opponent's blade before arriving (an attempt to block, for example), they are considered *indirect* and are downgraded to one point instead.

This is called the Asymmetric Scoring System; each point emphasizes different skills and abilities.

ATTACKS

Only cutting attacks score. Piercing attacks and guards (stabs and point-in-line) are not allowed.

TARGET AREA

In general, any area of the body, including the fingers and toes and any clothes or equipment worn**– but NOT the groin–** can be attacked for points.

NOVICE PLAY

These rules are designed to provide an objective means of reducing power levels, so that tournaments are beginner friendly.

ATTACKS

Attacks may not touch the ground by virtue of their power or momentum or speed. (Attacks deflected to the floor, or attacks scraping along the floor in order to attack the feet are not prohibited under this rule.)

GRIP

Weapons must be gripped in the upper half of the hilt with the dominant hand, or, alternatively, be gripped with both hands.

USING THIS MANUAL

Each section of the manual from here on is generally structured the same way; each section

1) starts with a summary (TL;DR),

2) follows with a set of definitions, if applicable,

3) then follows with the technical rules and regulations applicable to that section,

4) and finishes with pictographic figures, when applicable.
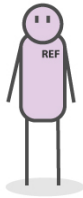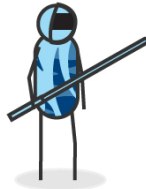
Priority

Block and/or blade contact

Hit

Referees

Pattern Fencer

Plain Fencer

If you don't need the minutia, you can simply read the summaries and be on your way to your next tournament. If you need the minutia but already understand basic concepts and terms from Lightspeed Saber, then you can skip the definitions and go right to the rules. If you're completely new to Lightspeed Saber events, then we recommend reading everything.

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1. EQUIPMENT

The Lightspeed Saber equipment standards are designed for speed, agility, and economy. As such, the minimum armor requirements are low. However, Lightspeed blades *can hurt,* and you should wear as much armor or padding as you are comfortable with.

1.1. SUMMARY

1.1.1.   Protection must be worn over the head, neck, hands, and elbows.

1.1.2.   Rey Saber hilts cannot exceed 12.5" in length, and the blade cannot exceed 36" exposed and must weigh at least 25 grams per inch of grippable hilt.

1.1.3.   Ren Sabers cannot exceed total 48.5" in total length and must weigh at least 60 grams per inch of grippable hilt.

1.2. DEFINITIONS

1.2.1.   Lightspeed Saber or LED saber or lightsaber – The sporting weapon used by all Lightspeed Saber fencers, composed of a Lightspeed blade and a legal hilt of the fencer's choosing.

1.2.2.   Lightspeed blade – The ¾" diameter polycarbonate tube-blade used in all Lightspeed Saber fencing competitions (and practices).

1.2.3.   Hilt – Refers to the handle of your Lightspeed Saber. Generally composed of an aluminum housing, an ignition button, and internal electronics. Everything composing your LED saber except the blade.

1.2.4.   Emitter – The upper portion of the hilt where the blade is fed into.

1.2.5.   Pommel – A counterweight or gripping feature on some saber hilts, attached to the bottom of the housing. Can also refer generally to the bottom of the saber, whether it has a distinct pommel or not.

1.2.6.   Adapter – A small piece of plastic that adapts 1" internal diameter emitters to be able to hold the ¾" Lightspeed blade. Used by most Lightspeed Saber fencers.

1.3. PERSONAL PROTECTIVE EQUIPMENT

1.3.1.   The head and neck must be covered by a fencing mask, or equivalent.

1.3.1.1.   The front, top, and sides of the headgear cannot have any holes or spaces larger than ½" in diameter.

1.3.1.2. The neck must be similarly fully covered on the front and sides.

1.3.2. Gloves

    1.3.2.1. The hands must be covered by lacrosse gloves, hockey gloves, HEMA gloves, kendo gloves, or equivalent.

        *1.3.2.1.1. (Traditional fencing gloves, motorcycle gloves, work gloves, construction gloves, and sword training/sparring gloves are **not** acceptable.)*

    1.3.2.2. Gloves must have a closable cuff or skirt to fully protect the wrist on all sides. The cuff or skirt must close **completely.**

    1.3.2.3. Each glove must weigh at least 90 grams or otherwise be considered adequately padded.

1.3.3. The elbows must be covered by some form of soft padding or hard shell protection.

1.3.4. Footwear – Close-toed shoes required.

1.3.5. Chest/shoulder guards – Any competitor under 15 years old must additionally wear a lacrosse or martial arts chest & shoulder protector, padded jacket, or equivalent. Traditional fencing jackets (whites) are not acceptable.

1.4. SABER REGULATIONS

1.4.1. All sabers

    1.4.1.1. All sabers are to be equipped with a Lightspeed blade, which has a ¾" diameter blade and 1/16" wall (thin).

    1.4.1.2. Blades must be seated securely in a ¾" inner diameter emitter or use a <u>slotted</u> ¾" adapter or equivalent.

    1.4.1.3. The saber may not feature horns, claws, fins, or any other geometry that may damage an another fencer's blade (up to interpretation by the tournament director)

    1.4.1.4. No tsubas or disc guards that may damage a Lightspeed blade (up to interpretation by the tournament director)

    1.4.1.5. Saber LED and activation switch must be in good working order and protected against accidental deactivation.

1.4.1.6. Saber must be sufficiently illuminated in all matches and throughout each match.

1.4.1.7. All blades in use must have a depth-marking piece of tape adhered to the base.

1.4.1.8. Curved hilt sabers and sabers with slanted emitters are legal as long as they obey all other regulations.

1.4.2. Rey Saber

1.4.2.1. Up to one unguarded saber may be equipped.

1.4.2.2. Hilt must be less than 12.5" in length, as measured from end to end in a <u>straight</u> line (curved sabers follow the same method).

1.4.2.3. Blades must be between 32" and 36" (non-inclusive) exposed from the upper end of the emitter.

1.4.2.4. Hilt without blade and adapter and fully loaded with electronics must weigh at least 25 grams per inch of grippable hilt.

1.4.3. Ren Saber

1.4.3.1. Up to one guarded saber may be equipped at a time.

1.4.3.2. Main blade: ¾" OD, 36" max extension from bottom of guard (see Figure 1.5.9).

1.4.3.3. Quillons: 1" OD heavy grade polycarbonate recommended, to be between 8-12" total width

1.4.3.4. Total grippable length to be between 10" and 12.5"

1.4.3.5. Hilts not to fall under a mass-to-length ratio of 60 grams per inch of grippable hilt (including batteries and quillons installed)

1.4.4. Tano Saber (not currently legal in competition)

1.4.4.1. ~~Up to two unguarded sabers may be equipped at a time.~~

1.4.4.2. ~~Tano class blades: ¾" OD, 32-34" max length each~~

1.4.4.3. ~~Hilts not to exceed 9.5" in length~~

1.4.4.4. ~~Hilts not to fall under a mass-to-length ratio of 25 grams per inch (including batteries installed).~~

1.4.5. Dyad Saber (provisionally legal in select tournaments and regions)

1.4.5.1. One unguarded main saber and one unguarded parrying saber may be equipped at the same time:

1.4.5.1.1. The main saber blade must be between 32" and 34" in length from tip to emitter, ¾" OD.

1.4.5.1.2. The parrying saber blade must be under 30" in length from tip to emitter.

1.4.5.2. Hilts may not exceed 12.5" in length.

1.4.5.3. Hilts not to fall under a mass-to-length ratio of 25 grams per inch (including batteries installed).

1.4.6. Modifications

1.4.6.1. Blades may be equipped with diffusion film.

1.4.6.2. Blades may be wrapped with heat shrink tubing.

1.4.6.3. Blade tips may be wrapped with light-colored tape only, or equivalent.

1.4.6.4. Blade tips **may not** be excessively wrapped in tape or otherwise fixated or occluded such that a tip break would not be immediately evident.

1.5. FIGURES

Figure 1.5.1 – Steel mesh fencing masks (left) work well to protect the head and neck. Plastic and fabric masks for plastic fencing, airsoft, and paintball, do not do enough to cushion potential impacts.

Figure 1.5.2 – The lacrosse glove on the left has a *padded* cuff that fully wraps around the wrist. The middle glove does not have a cuff, leaving the inner wrist exposed. The right glove has a wrist skirt but it is worn out and no longer fully closes.

Figure 1.5.3 – Elbow guards can generally provide any amount of coverage as long as the elbow cap is protected. Chest & Shoulder guards like the one above are acceptable.
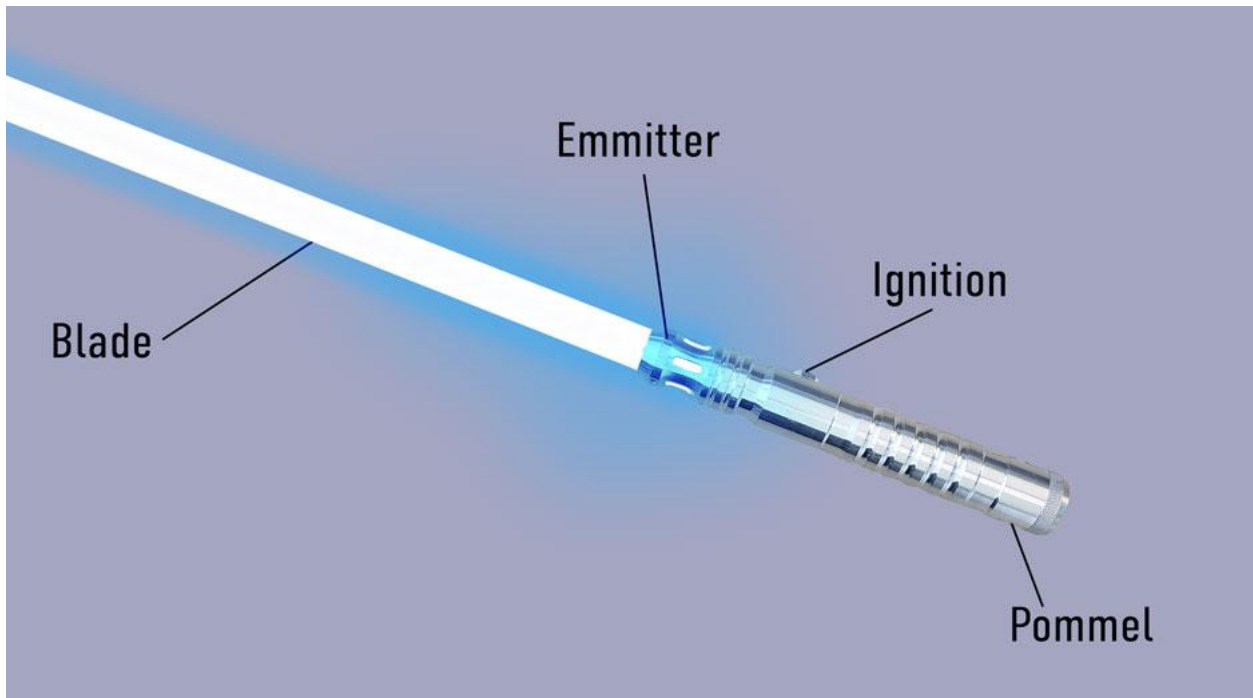

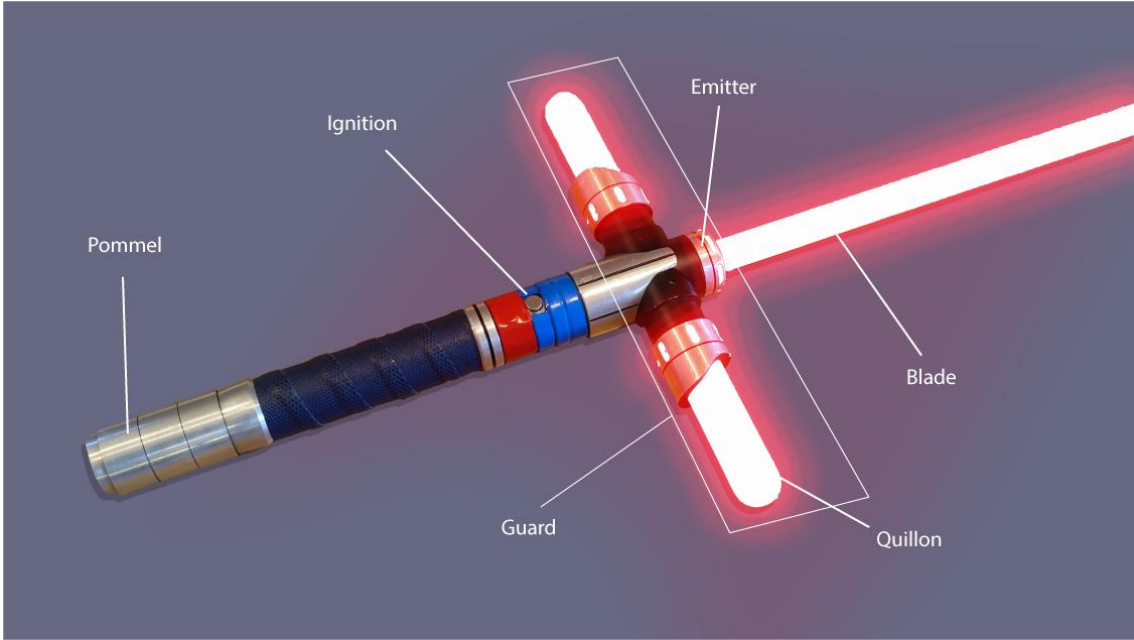Figure 1.5.4 – The common components of a Rey Saber.

Figure 1.5.5 – The additional components of the Ren Saber.

Figure 1.5.6 – Sabers hilts may not have geometry around the emitter that might damage an opponent's blade, such as fins, claws, or other "sharp" features and edges.

Figure 1.5.7 – The manner in which less common hilts are measured. Left: the curved hilt is measured in a straight line from end to end. Middle: sabers with shallow emitters must be measured from the end of the hilt to the end of the exposed adapter. Right: angled quillons are measured as the sum of two line lengths drawn parallel from the end of each quillon to the center of the hilt.
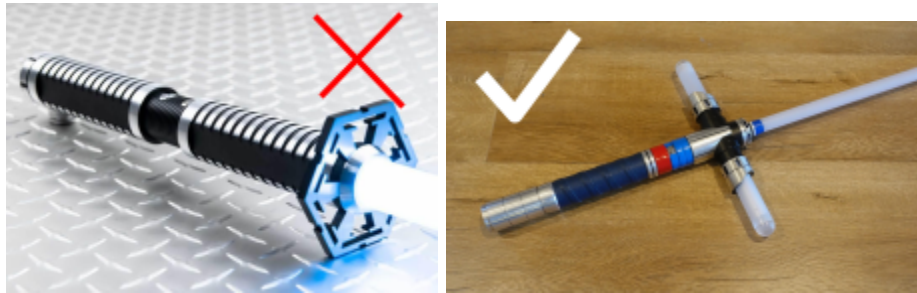

Figure 1.5.8 – Tsuba or disc guards like the one on the left are not legal because the edge is too thin, which causes damage to Lightspeed blades.
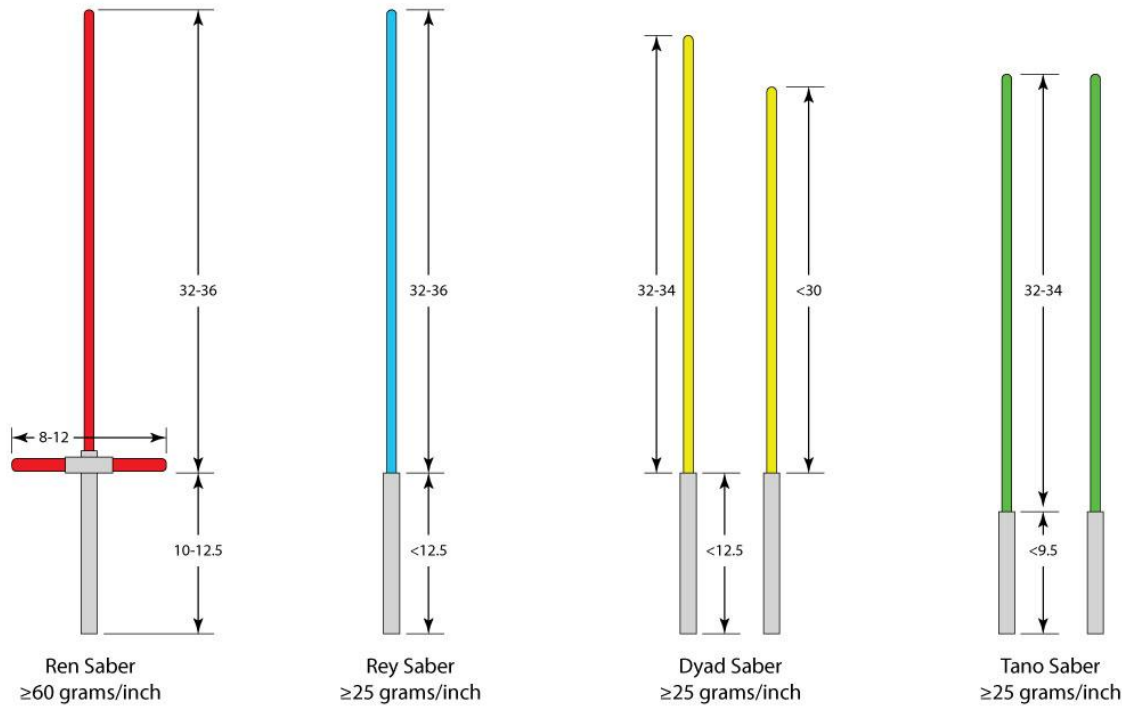

Figure 1.5.9 – Length and weight minimums and maximums in inches and grams. Note that: 1) the blade length of the Ren Saber is measured to the bottom of the guard, *not* the emitter; 2) the Ren saber's weight minimum is based on the grippable portion of the hilt *below* the guard; 3) for most blades there *is* a blade length *minimum.*

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2. PROCEDURE

This is a general overview for how a tournament works and how matches work, including typical matchpoints, fight times, and other details.

2.1. SUMMARY

2.1.1. Lightspeed Saber uses a combination pool and bracket tournament system.

2.1.2. Fight time only runs while an encounter is active.

2.1.3. Pre-finals bracket matches are generally designed to be twice as long as a pool bout.

2.1.4. Finals matches are generally designed to be 2-3 times longer than a pool bout.

2.2. DEFINITIONS

2.2.1. Match or bout – A contest between two fencers, fought to a certain match point or time.

2.2.2. Encounter – A period of time from the moment the referee says "go" (or equivalent) until one of the referees says "stop!" (or equivalent). During this time, both fencers are free to interact and attempt to score a hit. There are many encounters within any single match.

2.2.3. Exchange or engagement – Generally a brief period of time during an encounter in which the competitors are in combat range and there is interplay between them, usually involving attempts to score, and avoid being scored upon. Exchanges often end in hits being made, but not always. There can be multiple exchanges in an encounter.

2.2.4. Contact Exchange – An exchange in which one or more hits were detected. This exchange ends the encounter and will be deliberated upon by the referees to determine who gets points and how many.

2.2.5. Fight time – An amount of time designated for combat *only.* Does not include time for referee decisions or other noncombat activities.

2.3. TOURNAMENT SETUP

Generally, Lightspeed Saber tournaments use a combination pool and bracket system. All fight times, matchpoints, and rounds can vary depending on the tournament director and the tournament schedule.

2.3.1. Fencers start out in pools of 3-7 fencers and fence everyone in their pool (there may be multiple pools in a tournament if there are enough attendees).

2.3.2. Pools are generally fought to 8 points, for 2 total minutes of fight time.

2.3.3. Fencers are then placed in a single elimination bracket based on their performance in the pool. (Some tournaments may require you to achieve a minimum rank in the pool in order to move on to the bracket.)

2.3.4. Bracket matches are the final opportunity to stay in the tournament. A loss means elimination.

2.3.5. Pre-finals bracket matches are generally fought to 16 points, for two periods of 2 minutes.

    2.3.5.1. The first period ends when the first 2 minutes are up, OR

    2.3.5.2. When the first fencer reaches the halfway mark (8 points for a 16 point match).

    2.3.5.3. There is a 30-60 second break between periods, as determined by the tournament director.

    2.3.5.4. The fencers are to switch sides after the break and before beginning the second period.

    2.3.5.5. For the second period, the match resumes at the score before the break and any time that was remaining from the first period is added to the time for the next period, if any (ie 2 minutes + 22 seconds left in Period 1 = 2m22s of fight time for Period 2).

2.3.6. Finals matches are generally fought to the best of 3 rounds, 10 points each.

    2.3.6.1. Rounds are a single period, with 2 minutes and 30 seconds of fight time.

    2.3.6.2. There is a 30-60 second break between rounds, as determined by the tournament director.

    2.3.6.3. The fencers are to switch sides after the break and before beginning each round.

2.4. PRE-TOURNAMENT & PRE-MATCH PHASE

All mandatory safety equipment and weapons are to be inspected and marked by

tournament staff for safety failures and regulations.

2.4.1. If the tournament is operating on the novice rules for any period (see §7 Novice Rules), then hilts are to be marked with tape at 6.5" from the top of the emitter, exclusive, before matches begin.

2.4.2. All blades must be marked with tape at the base, to ensure consistent seating of the blade, before matches begin.

2.4.3. All weapons and mandatory safety equipment are to be checked once more by the referees, before the start of all matches.

2.5.   MATCH SETUP & PHASE

2.5.1. All fencers are to begin a match *behind* their starting line (usually 5-10 feet from each end of the rectangle).

2.5.2. A match can be won by either time or points.

2.5.3. Time is only run during combat. Time is not run during referee action or other non-combat activities.

2.5.4. A single match is made up of many encounters. An encounter generally begins when the Head Referee says, "Fence!" and ends when one of the referees says, "Break!" During the encounter, the fencers are free to engage and try to score a hit.

2.5.5. An encounter typically ends when a *contact exchange* occurs, wherein the fencers are actively engaged with each other and a hit has (probably) been scored. The referees stop the action at this point.

2.5.6. The referees decide who earns points and how many.

2.5.7. This repeats from 2.5.3 until a winner emerges.

2.5.8. When time is called, the match is ended immediately.

2.6.   BUZZER BEATERS & OVERTIME

For actions occurring simultaneous to and after the end of time, and overtime, see §8.9 Special Rules.
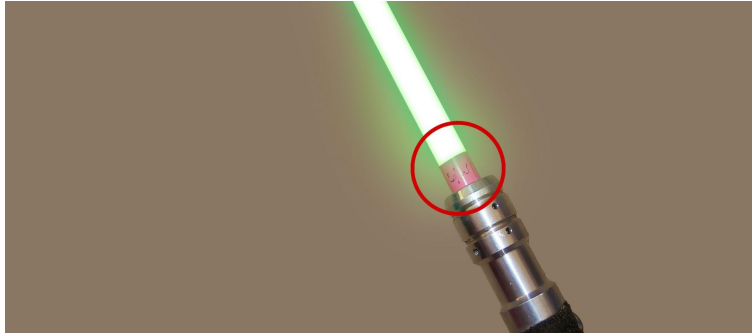
2.7.   FIGURES

Figure 2.7.1 – Pre-tournament phase. All blades to be used in competition must be depth-marked by tournament staff. Make sure this happens when you check in.

Figure 2.7.2 – Pre-tournament phase. All blades to be used in novice tournaments must be marked by tournament staff with grip tape for novice grip.
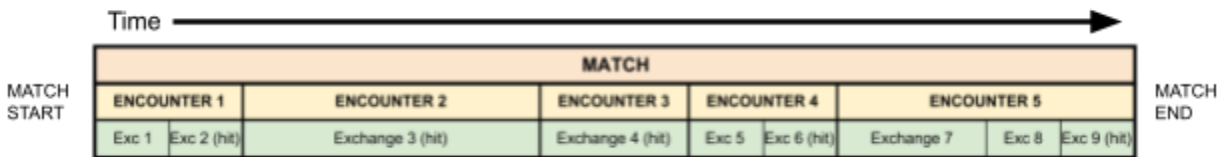

Figure 2.6.3 – A single match (beige) between two fencers is made up of many encounters (yellow). Points are typically awarded at the end of each encounter. In turn, each encounter is made up of one or more exchanges (green). Exchanges don't always end in contact, but when they do, they end the encounter.

3. SCORING

Lightspeed Saber uses *asymmetric scoring;* you can earn 1-3 points for every hit, and those points are earned based on a variety of "combat virtues" and *not* just who hit first. These virtues are speed, accuracy, technique, agility, and aggression. In general, the more of these virtues you demonstrate on a single hit, the greater the likelihood you will earn 2-3 points and not just one. (You can view scoring animations at LightspeedSaber.com/visualrulesguide.)

3.1. SUMMARY

3.1.1. Direct contacts

    3.1.1.1. First Contact: 1 point

    3.1.1.2. Headshot: 2 points

    3.1.1.3. Clean Contact: 2 points

    3.1.1.4. Counterattack: 3 points

3.1.2. Indirect Contacts: Always 1 point

3.1.3. Other scoring situations:

    3.1.3.1. Simultaneous: 0 points

    3.1.3.2. Ambiguous or messy exchange: 0 points

    3.1.3.3. Concession: 1 point

3.1.4. Uncommon scoring situations (see §8 Special Rules)

    3.1.4.1. Out of bounds: 2 points

    3.1.4.2. Attack & Headshot Priority: 1 point

3.2. DEFINITIONS

3.2.1. Contact – The formal term in Lightspeed Saber for a "touch", "hit", "blow", or "strike" of the Lightspeed blade onto a target. Meant to emphasize the "touch nature" of the sport. Often used interchangeably with the previous terms.

3.2.2. Contact exchange – An exchange that features at least one valid contact being made. This usually ends the encounter, and points may be awarded.

3.2.3. Primary attack, contact or fencer – The first attack or contact to be thrown

or landed in a contact exchange, or the first fencer to do so.

3.2.4. Secondary attack, contact, or fencer – The second attack or contact to be thrown or landed in a contact exchange, or the second fencer to do so.

3.2.5. En route (aka "in time") – Describes a secondary contact that arrived "early" enough in the exchange to be factored into scoring considerations. As opposed to *errant.* Generally means the contact exchange will be scored as a first contact. (See precise criteria in §4.5 Errancy Standards.)

3.2.6. Errant (aka "late") – Describes a secondary contact that arrived "too late" in the exchange to be factored into scoring considerations. As opposed to *en route.* Generally means the contact exchange will be scored as an *Intercept,* if applicable*.* (See precise criteria in §4.5 Errancy Standards.)

3.2.7. Clean – Describes a Contact that is not met with an opposing Contact by the opponent (kill and don't be killed); the first or sole Contact made in an exchange (also called a "safe attack" or "unanswered attack" in other systems).

3.2.8. Body – For scoring purposes, considered to be all body parts and all clothing and equipment worn and carried by a fencer, excluding the fencer's head and fencing mask, and any inert areas of the weapon. (See §5 Target Area for more information.)

3.2.9. Direct – A descriptor for an attack or contact that arrives on target *before* any interference from the opponent's blade (usually in the form of an attempt to block) within a single attack arc. As opposed to *Indirect.* (See §4.8 Accuracy Standards for more details).

3.2.10. Indirect – A descriptor for an attack or contact that arrives *after* or *simultaneous* to receiving interference from the opponent's blade (usually in the form of an attempt to block) within a single attack arc. As opposed to *Direct*. (See §4.8 Accuracy Standards for more details).

3.3. SCORING MECHANICS

(For a brief, alternative rundown of scoring, see the Rules Summary.)

3.3.1. Every attack has four traits and earns points based on those traits. Each trait has at least two variations. The traits and their variations are:

3.3.1.1. Accuracy (Indirect or Direct)

3.3.1.2. Posture (Attack or Counterattack) (also thought of as Offensive or Defensive)

3.3.1.3.   Target (Body or Head)

3.3.1.4.   Order (Second, Simultaneous, First, or Clean)

3.3.2.   You can see all the permutations of posture, target, and order that a scoring attack can possibly have in the chart below. (We'll come back to accuracy. Note that the "second" and "simultaneous" order variations are not shown, since secondary and simultaneous attacks generally do not score. See §8 Special Rules for exceptions).

POSTURE		TARGET		ORDER	SCORING TYPE	VALUE
Counterattack	to the	Head,	landing	Clean	COUNTER ATTACK	3
Counterattack	to the	Head,	landing	First		
Counterattack	to the	Body,	landing	Clean		
Counterattack	to the	Body,	landing	First		
Attack	to the	Head,	landing	Clean	HEADSHOT	2
Attack	to the	Head,	landing	First		
Attack	to the	Body,	landing	Clean	CLEAN CONTACT	2
Attack	to the	Body,	landing	First	FIRST CONTACT	1

Figure 3.3.2. The scoring system visualized as a chart. Every attack that scores can be described using these three traits, for example, a "counterattack to the body, landing first." Notice that all counterattacks are grouped together as "Counterattacks". Thereafter, all headshots are grouped together as "Headshots". Thereafter, Contacts to the body are either Clean or First.

3.3.3.   The above 8 permutations are grouped together to generate the *four fundamental scoring types* in Lightspeed Saber:

3.3.3.1.   First Contact – When a fencer makes contact to their opponent's *body*, followed shortly after by their opponent making contact on them (en route secondary contact). Worth 1 point.

3.3.3.2.   Clean Contact – When a fencer makes contact to their opponent's *body,* without receiving an opposing contact (see §3.4.3. for more details). Worth up to 2 points.

3.3.3.3.   Headshot – When a fencer makes contact to their opponent's head, landing first or clean. Worth up to 2 points.

3.3.3.4.   Counterattack – When a fencer blocks an incoming attack, then follows up with their own attack. Worth up to 3 points, whether to the head or body, whether first or clean (See §3.4.4. for more

details.)

3.3.4. The point values above are modified based on the fourth trait, accuracy (indirect or direct). Accuracy overrules all other traits and determines whether the contact will be awarded its maximum value.

ACCURACY	POSTURE		TARGET		ORDER	SCORING TYPE	VALUE
Indirect	Counterattack	to the	Head,	landing	Clean	INDIRECT CONTACT	1
Indirect	Counterattack	to the	Head,	landing	First		
Indirect	Counterattack	to the	Body,	landing	Clean		
Indirect	Counterattack	to the	Body,	landing	First		
Indirect	Attack	to the	Head,	landing	Clean		
Indirect	Attack	to the	Head,	landing	First		
Indirect	Attack	to the	Body,	landing	Clean		
Indirect	Attack	to the	Body,	landing	First		
Direct	Counterattack	to the	Head,	landing	Clean	COUNTER ATTACK	3
Direct	Counterattack	to the	Head,	landing	First		
Direct	Counterattack	to the	Body,	landing	Clean		
Direct	Counterattack	to the	Body,	landing	First		
Direct	Attack	to the	Head,	landing	Clean	HEADSHOT	2
Direct	Attack	to the	Head,	landing	First		
Direct	Attack	to the	Body,	landing	Clean	CLEAN CONTACT	2
Direct	Attack	to the	Body,	landing	First	FIRST CONTACT	1

Figure 3.3.4. All four traits in a single chart to describe all the different ways to describe any one attack (ie an "indirect attack to the head, landing clean"). The eight original permutations are diminished to one point when landing indirectly. Otherwise, they may receive their full value. Notice that all Indirect actions are grouped together as Indirect Contacts. Thereafter, all counterattacks are grouped together as "Counterattacks". Thereafter, all headshots are grouped together as "Headshots". Thereafter, Contacts to the body are either Clean or First.

3.3.4.1. All attacks that are indirect are grouped together as Indirect Contacts, the fifth scoring type, also called a diminishment, which reduces any attack to a value of one.

3.3.4.2. Direct attacks are worth their full value.

See §4.8 Accuracy Standards for precise Indirect Contact criteria.

(You can view scoring animations at LightspeedSaber.com/visualrulesguide.)

Did You Know…

*…that the Indirect Contact diminishment helps Lightspeed Saber simulate **grazes** in an objective manner? It also encourages fencers to attack strategically and with attention to their attack angles, and to try to defend themselves, rather than solely hit first.*

3.4. OTHER SCORING SITUATIONS

3.4.1. Simultaneous Contact

  3.4.1.1. When both fencers contact at or at about the same time.

  3.4.1.2. No points are awarded to either fencer.

3.4.2. Ambiguous Contact

  3.4.2.1. When the action is messy, unclear, occluded, or too close to call.

  3.4.2.2. No points are awarded to either fencer.

3.4.3. Intercept or Interception

  3.4.3.1. A subtype of the Clean Contact.

  3.4.3.2. When both fencers contact, but the secondary attack is *errant* (see errancy standards in [§4 Standards](#)).

  3.4.3.3. Worth two points to the primary fencer as long as the contact was direct, otherwise it is worth one.

3.4.4. Pre-Counterattack (see standards in [§4 Standards](#))

  3.4.4.1. A subtype of the Counterattack exchange.

  3.4.4.2. When the primary fencer makes contact with the opponent and then blocks the opponent's follow-up attack (a standard Counterattack in reverse).

  3.4.4.3. Worth three points to the primary fencer as long as the contact was direct, otherwise is worth one.

3.5. CONCESSIONS

When the referees fail to sight a contact and the contacted fencer self-calls, this

is called a concession. Worth 1 point to the opposing fencer.

3.6.   UNCOMMON SCORING SITUATIONS

For out-of-bounds, legal but non-scoring attacks, and Priority, see [§8 Special Rules](#).
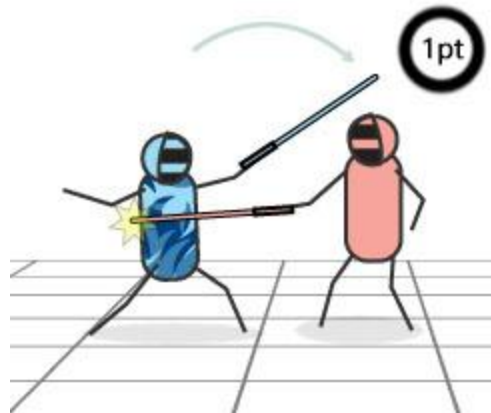
3.7.   FIGURES

Figure 3.7.1. – First Contact exchange favoring Plain. Both fencers hit but Plain (right) lands first on Pattern's *body.* Pattern is *en route,* so it is called a First Contact exchange, and Plain earns 1 point.
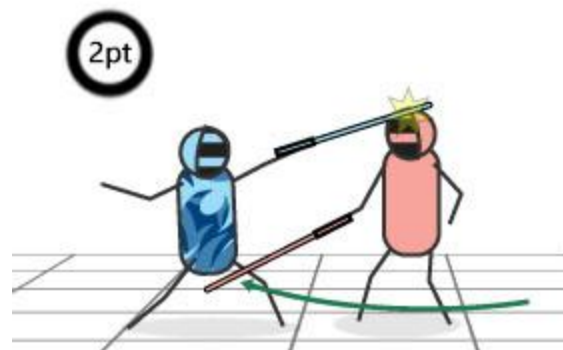

Figure 3.7.2. Headshot exchange for Pattern. Both fencers hit but Pattern (left) lands first with a direct hit on the head, earning them 2 points.
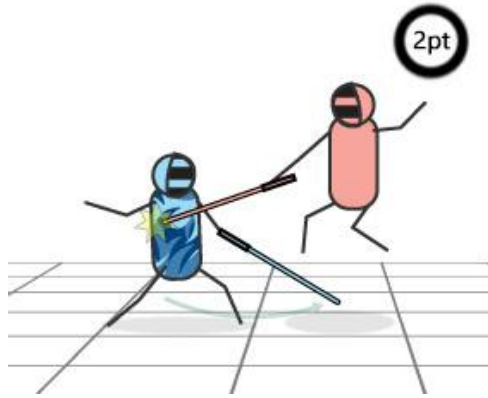
Figure 3.7.3. – Clean Contact for Plain. Plain makes the sole direct contact by dodging Pattern's attack, getting 2 points.
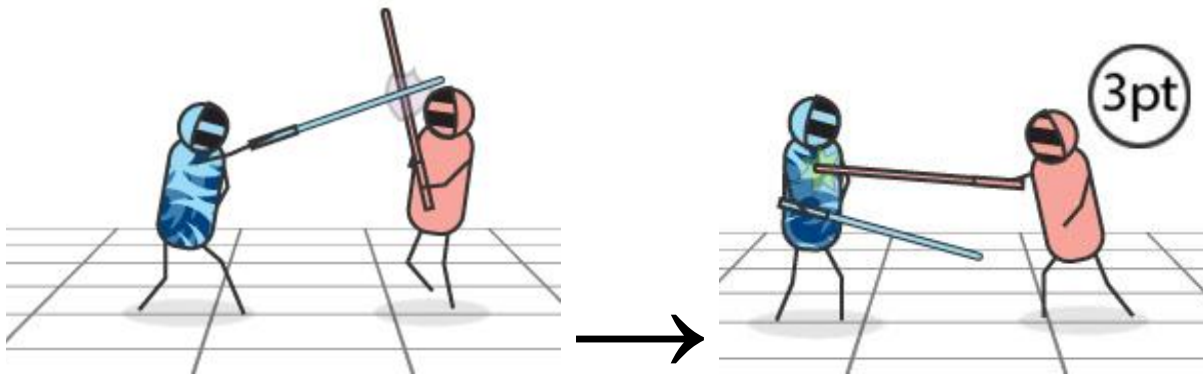

Figure 3.7.4. Counterattack exchange favoring Plain. Pattern (left) attacks but Plain blocks the attack, then responds with a direct attack. This sequence of action makes the contact a *counterattack,* and therefore earns 3 points.
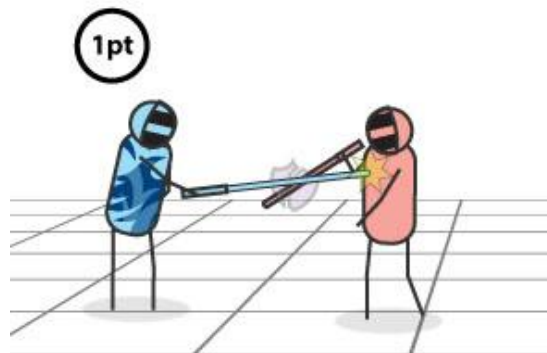

Figure 3.7.5. Indirect Contact favoring Pattern. Pattern (left) attacks and makes the sole contact of the exchange. However, rather than being scored clean for 2 points, it is scored for 1 as an Indirect Contact due to blade interference by the opponent.
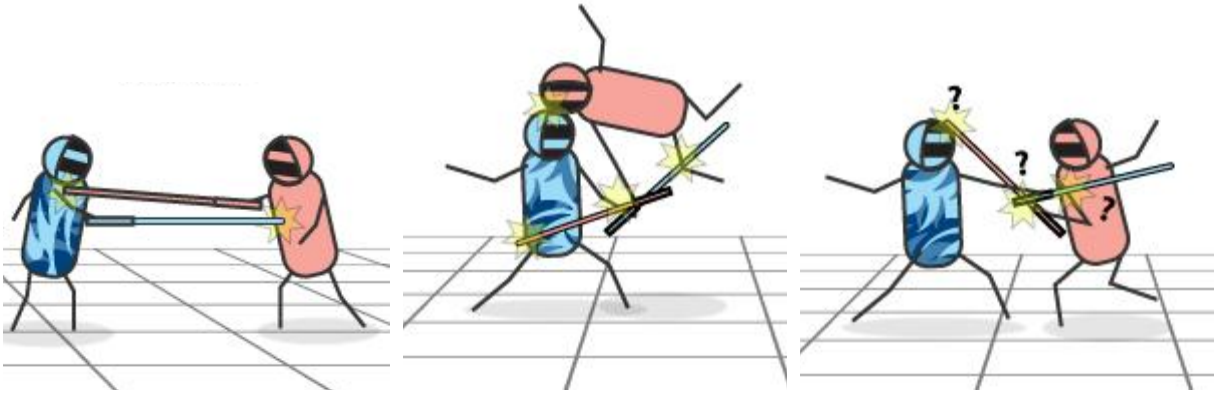
Figure 3.7.6. Simultaneous, messy, and ambiguous exchanges are scored as zero points for either party.

4. STANDARDS

This section will familiarize you with what constitutes an attack, a counterattack, a beat attack, a contact, an Indirect Contact, and an illegal guard.

4.1. SUMMARY

4.1.1. The slightest touch is valid for scoring points.

4.1.2. Only arcing attacks (ie slashes and percussive hits) are valid for scoring in Lightspeed Saber fencing.

4.1.3. Piercing attacks and point-extended guards (ie point-in-line) are illegal (see §7 Illegal Actions…).

4.2. DEFINITIONS

4.2.1. Slash or sweep or full stroke – An attack delivered with an arcing motion and malleable elbow and wrist, allowing the blade to "glide" or "draw" over the target area and pass it (imagine slicing *through* an opponent as if the saber was real).

4.2.2. Percussive hit, cut, strike, or half-stroke – An arcing attack that decelerates and retracts just as it arrives at the surface of the target area (imagine just nicking or singing the opponent as if the saber were real).

4.2.3. Point attack, piercing attack, stab, or thrust – An attack executed by driving the tip of the blade linearly toward the opponent's target area, by way of motion of the arms, legs, both, or motion of the opponent.

4.2.4. Extended Point Position or point-extended guard, point guard, or point-in-line – A static position whereby the weapon is held at full extension or near full extension with the tip of the weapon pointed at or in the general direction of the opponent. Illegal in Lightspeed Saber fencing.

4.2.5. Block or defense, shield, deflector, deflection, or parry – For the purposes of this manual, any movement or static position of the weapon executed to prevent an attack from succeeding.

4.2.6. Interference – For scoring purposes, the act or occurrence of a defending fencer touching an attacker's blade with their own blade (usually by way of an attempt to block), in *any amount.* Does not need to be intentional to count as Interference.

4.2.7. Malparry or bad block, failed defense, etc – An attempt to block an attack, which leads to the offending blade sliding, bouncing, ricocheting, or pushing through the block such that the offending blade scores an Indirect Contact against the defender.

4.2.8. Missed defense, block, shield, or deflector – An attempt to block an attack that completely fails to Interfere; the resulting contact will be considered Direct.

4.2.9. Counterattack, Return, or Riposte – An attack following a successful block; or the combination of a successful block followed by an attack. For scoring purposes, considered a defensive action.

4.2.10. Beat – A beat is an attack on the opponent's blade, rather than the opponent themself, usually performed to clear a path to the opponent (see §4.7 Beat Standards for more details).

4.2.11. Beat-Attack – A combination of a beat and an immediate attack on the opponent afterward. *Not* considered a Counterattack, because it is an offensive action, not defensive.

4.2.12. Collateral target – An area on a fencer that could be or has been struck by an attack that was malparried away from a main target (ie an attack to the head is poorly blocked such that the head is spared but the hand is hit; the hand is the collateral target).

4.2.13. Guard – The manner in which a weapon is held in relation to the body– can have many variations, ie Center Guard, Tail Guard, Low Guard, etc.

4.3. CONTACT STANDARDS

4.3.1. The slightest touch is valid for scoring points. There is no depth, speed, or power requirement.

4.3.2. Contacts may be detected by sight or sound.

4.3.3. It is the responsibility of the fencers to contact the opponent in a manner that is clear and definitive for the referees to call.

4.4. ATTACK STANDARDS

What constitutes an attack and what constitutes a legal attack?

4.4.1. For scoring purposes, an attack is any movement made in an effort to touch the opponent's target area with one's blade– independent of footwork– and usually performed with an extension of the arm(s).

4.4.2. Stabbing attacks and thrusts are not allowed in Lightspeed Saber fencing (see §9 Illegal Actions…).

4.4.3. Only arcing attacks are allowed in Lightspeed Saber fencing (swinging). Includes all variations of slashes, percussive hits, and their derivatives (see Definitions).

4.4.4. There is no minimum arc size required for the attack as long as the arc does not present a stabbing hazard to the main target area or any surrounding target area.

   4.4.4.1. (The smaller the arc, the more the attack becomes thrust-like, ie, a thrust has an arc of 0°.)

   4.4.4.2. (The arc may be delivered with the full arm, just the elbow, just the wrist, or just the fingers.)

4.4.5. No attack may finish in an Extended Point Position (see §9.5 Illegal Actions… under "holding").

4.4.6. Slashes should ideally "break" at the elbow and wrist during delivery so as not apply any more force than necessary to the opponent. (See §10 Good Attack Practices. Can be strictly enforced in novice competition.)

4.5. ERRANCY STANDARDS

The errancy standard is used to determine whether a Secondary Attack to the

body is *en route* or *errant.* If it is en route, then the Primary Attack is a First Contact. If it is errant, then the Primary Attack is an Interception.

4.5.1. A secondary attack is considered *errant* if– at the moment of the first hit–

4.5.1.1. It is not moving toward target, OR

4.5.1.2. It has 90° or more of arc remaining to travel through until it reaches that target.

4.5.2. Otherwise the attack is considered *en route* (it is moving toward target and has less than 90° of arc remaining) (review [§3.3.3.1 First Contact](#) and [§3.4.3 Intercepts…](#)).

4.6. COUNTERATTACK STANDARDS

The Counterattack standards primarily ensure that the point advantage state of the Counterattack– which begins the moment a block has been successfully executed, comes to an end.

4.6.1. Standard Counterattack

This is the most common type of Counterattack, where the attack follows the defense. The attack can be scored as a Counterattack as long as it satisfies all of the following conditions:

4.6.1.1. It is executed after a *successful* defensive blade action; otherwise it is a malparry or missed defense and points will be awarded to the attacker instead.

4.6.1.2. It arrives *before* and *not simultaneous to* any opposing attack from the opponent; otherwise it is a Simultaneous Contact and is worth zero.

4.6.1.3. It arrives *before* and not *after* any opposing attack from the opponent; otherwise it is a Secondary Contact and does not score.

4.6.1.4. It is executed in response to an attack; otherwise it is a *beat-attack* and scored like a normal attack according to [§3.3.3](#).

4.6.1.5. It is executed within a single arc following the defense; otherwise it is a normal attack and awarded points based on [§3.3.3](#).

4.6.1.6. It arrives *directly* and thus is worth its full value; otherwise it is an Indirect Contact and awarded points based on [§3.3.3](#).

4.6.1.7.   It arrives within one second of the defensive action; otherwise it is a normal attack and awarded points based on §3.3.3.

4.6.1.8.   It arrives within one footstep from the geographic location where the defensive action was made, otherwise it is a normal attack and awarded points based on §3.3.3.

4.6.2.   Pre-Counterattack

This is an uncommon Counterattack derivative where the defense follows the attack. Unlike the standard counterattack, the pre-counterattack must be defined by the defensive action, not the attack, since it is the final component of the entire movement.

The defense can be scored as the conclusion of a pre-counterattack and therefore awarded 3 points as long as it satisfies all of the following conditions:

4.6.2.1.   It follows a Direct Contact; otherwise it is an Indirect Contact and worth one.

4.6.2.2.   It is successful and not a malparry or missed defense; otherwise it is a normal attack and awarded points based on §3.3.3.

4.6.2.3.   It successfully stops or deflects the followup attack before the start of the next encounter (essentially there is no time or step limit for a pre-counterattack to occur).

4.6.2.4.   It did not consist of the defender "searching" for the opponent's blade or attempting to beat the opponent's blade when there was no attack; otherwise it is a normal attack and awarded points based on §3.3.3.

4.7.   BEAT STANDARDS

It can be difficult to tell the difference between a Beat-Attack and a Counterattack, as they both involve engaging with the opponent's blade and following immediately after with an attack on the opponent.

If a fencer moved their blade to meet their opponent's blade…

4.7.1.   And the opponent was executing an attack at the time, then that move was a block or an attempted block.

4.7.2.   But the opponent was *not* executing an attack at the time (usually means that it was stationary or idle), then that move was a beat or an attempted

beat.

4.7.3. *(Thought of another way: the Beat-Attack is <u>initiative</u>; it starts the exchange between fencers. Counterattacks are <u>reactive.</u> Beat-Attacks are <u>offensive</u>. Counterattacks are <u>defensive</u>.)*

4.8. **ACCURACY STANDARDS (DIRECT/INDIRECT)**

4.8.1. An attack is Direct if it contacts the opponent's target area without being preceded by nor being simultaneous to any Interference by the opponent, within a single attack arc.

4.8.2. An attack is Indirect if it receives any Interference by the opponent, before or simultaneous to arriving on target, within a single attack arc.

4.8.2.1. *(This usually occurs by an attempt to block by the opponent, but no action or intention by the opponent is required.)*

4.8.2.2. *(Examples of Indirect Contact include: sliding down the opponent's blade onto target, bouncing off the opponent's blade and into target, glancing off the opponent's blade on the way to target, pushing past the opponent's blade onto target, or being deflected away from the main target and onto a collateral target.)*

4.8.3. Counterattacks and Beat-Attacks are considered combinations of two distinct actions or arcs: targeting the blade, followed by targeting the opponent.

4.8.3.1. *(This means that the blade-targeting action of the Counterattack or the Beat-Attack does not automatically degrade the ultimate attack to an Indirect. Beat-Attacks and Counterattacks can be Direct or Indirect, as judged by the <u>final </u>action of each movement.)*

4.9. **POSITION/GUARD STANDARDS**

The weapon may be held statically in any guard EXCEPT an Extended Point Position (ie Point-In-Line). The guard meets the EPP definition if all of these are true:

4.9.1. The weapon is pointing at the opponent, the general area of the opponent, or is not distinctly pointing or not pointing at the opponent in a manner clear enough for the referee to distinguish; otherwise, the position is legal.

4.9.2. The weapon is held at full extension of the arm(s) or near full extension of the arm(s); otherwise, the position is legal.

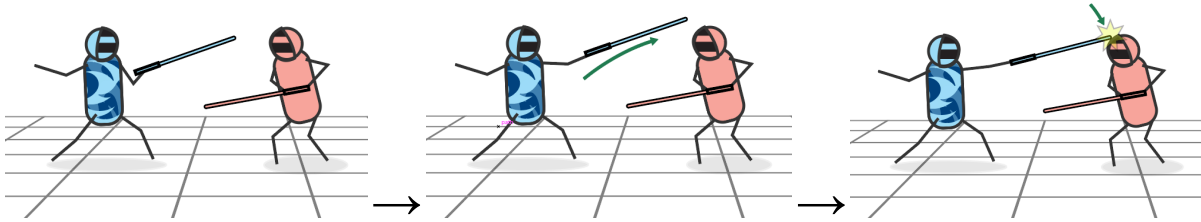See [§9 Illegal Actions…](#) for more information.

4.10.   FIGURES

Fig 4.10.1. There is no minimum arc for delivering an attack, as long as it ultimately hits the target area with a rotational motion (swinging). This allows for very small, swift, gentle cuts to score, as above.
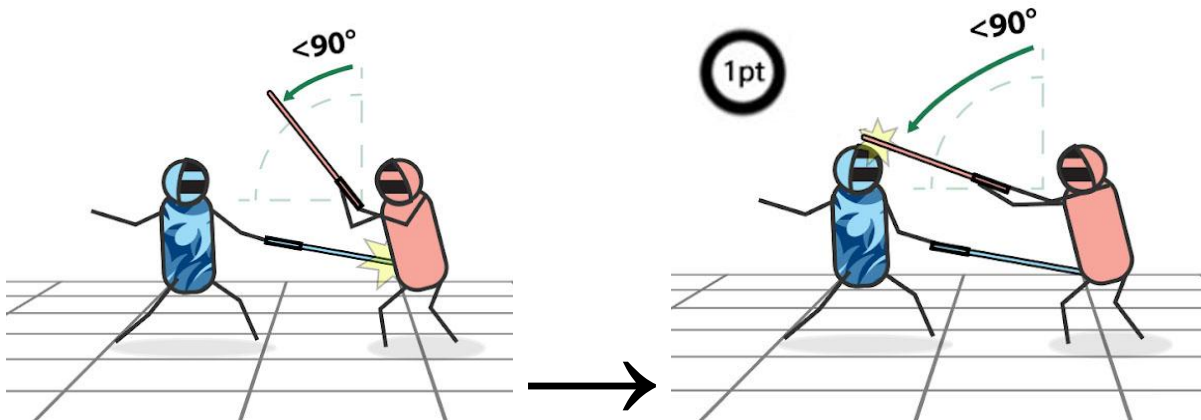

Figure 4.10.2. First Contact exchange. Pattern lands a contact on Plain's body first. The amount of points earned will depend on what Plain is already doing at the same time. In this case, Plain's attack is already moving at the time of the first contact, and with less than 90° of arc remaining to reach the target. This makes the secondary contact *en route* and therefore Pattern's hit is ruled a First Contact, for 1 point.
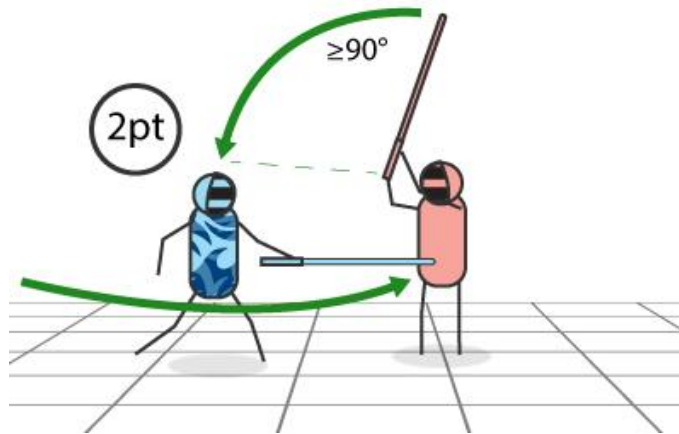
Figure 4.10.3. Intercept Exchange. Plain's attack is second in the exchange, and, because it had greater than 90° remaining in its arc to reach the target, it is considered too late to count for scoring, and Pattern receives 2 points for an Interception.

5. *TARGET AREA*

The Lightspeed Saber target area is intended to be simple, safe, and emblematic of lightsaber-inspired combat.

5.1. SUMMARY

5.1.1. Attacks can be executed to the entire body EXCEPT the groin, regardless of gender and regardless of the presence of a groin protector.

5.1.2. The hilt of the weapon, not including the crossguard if present, is valid for scoring.

5.1.3. Rising attacks are not allowed anywhere below the waist.

5.1.4. Percussive attacks only to the lower legs.

5.2. DEFINITIONS

5.2.1. Inert – Describes a target that is worth zero points if struck, and also does not cause a stop to the action when struck.

5.2.2. Illegal – Describes a target area that is worth zero points if struck, but *does* stop the action, and can be punished with penalties, forfeiture, or expulsion.

5.2.3. Head – Defined as the entirety of the fencing mask, including its bib, and includes the back of the neck.

5.2.4. Lower legs – Defined as the knees and everything below.

5.2.5. Rising attack – Any attack that travels in a vector between 1 and 179 degrees inclusive. An upward attack.

5.3. VALID TARGET AREA

5.3.1. The entirety of the fencer's head and body is valid for scoring EXCEPT the groin (see §5.4.3).

5.3.2. This includes fingers, toes, and hair.

5.3.3. This includes the weapon hilt and any loose clothing, safety equipment, and loose laces.

5.4. SPECIAL TARGETING RULES

5.4.1.   Upper body rising attacks only

5.4.1.1.   To limit the risk of accidental attacks to the groin, rising attacks may only be delivered to targets above the waist (hands, forearms, and the weapon hilt are considered above the waist, even if they may hang below).

5.4.1.2.   Rising attacks to the hips, legs, feet, groin, and any other target below the waist are illegal.

5.4.2.   No leg sweeps

To limit injury to the legs, only percussive attacks are allowed to the knees and any targets below (see Definitions in §4.2 Standards).

5.4.3.   The groin is the only completely illegal target area (see §9 Illegal Actions… for more information).
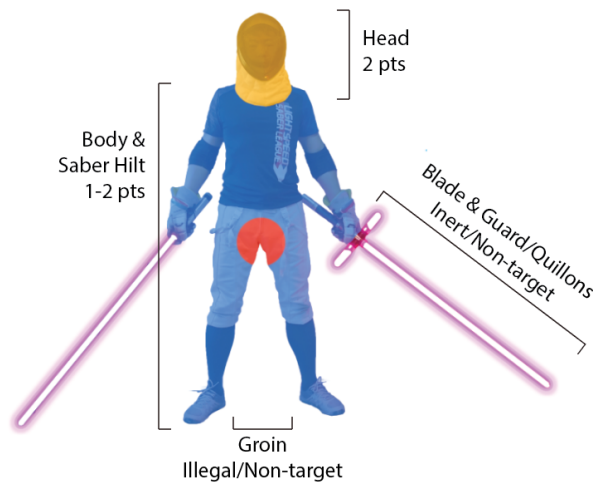
5.5.   FIGURES

Figure 5.5.1. The scoring areas on a Lightspeed Saber fencer. Note that the head is delineated by the entirety of the fencing mask, and that the guard and quillons of a Ren Saber are valid blocking areas.

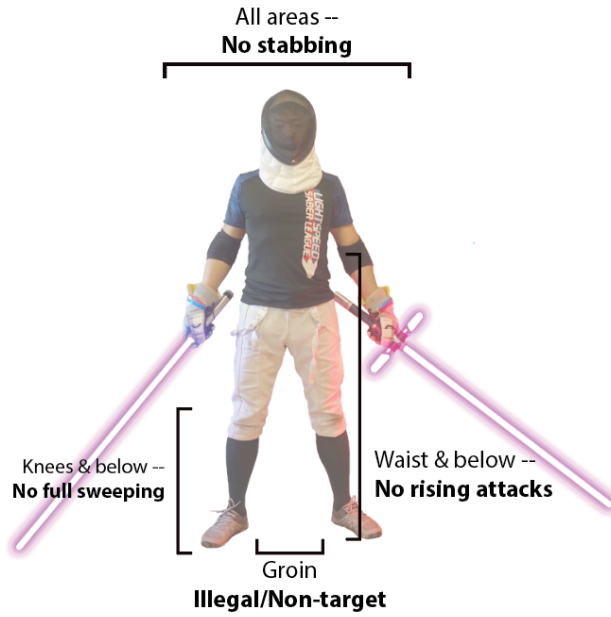Figure 5.5.2. Some areas of the body have attack restrictions. Note that the hands, forearm, and hilt are always considered "above the waist" even if they can technically hang below the waist.
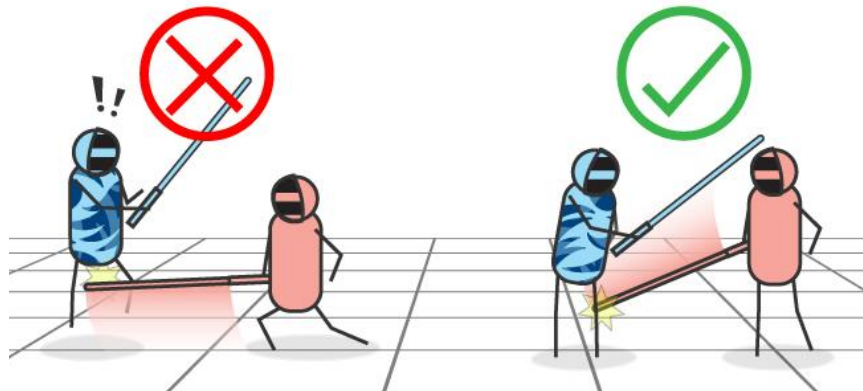

Figure 5.5.3. Rising attacks to any target below the waist are illegal. On the left: Plain swings *upward* between Pattern's legs, which is illegal. On the right: Plain swings *downward* to Pattern's knee. This is legal.
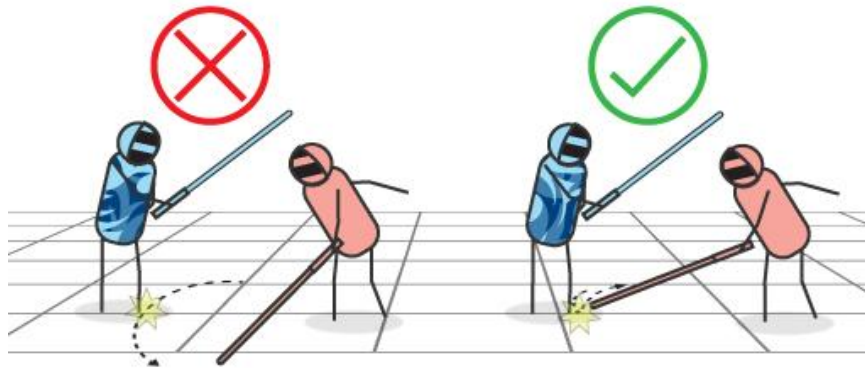
Figure 5.5.4. Sweeping attacks to the knee or below are illegal. On the left: Plain swings at Pattern's foot and completes a full stroke, which is illegal. On the right: Plain delivers a *percussive cut* to Pattern's foot, stopping at the target and/or retracting at the moment of contact (roughly equivalent to "tapping" the target).

Did You Know…

…that the special targeting rules help keep Lightspeed Saber fencing affordable and accessible? While more armor, such as groin, knee, shin, and ankle guards are always a good idea, the rules are designed to reduce the need for such equipment, which we hope keeps your gear bag light and your wallet happy.

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6. WEAPON-SPECIFIC RULES

Some rules have been modified in order to assist in the adoption of some weapon systems.

6.1. SUMMARY

6.1.1. The quillons and the entirety of the crossguard on a Ren Saber are inert targets and are valid for defense.

6.1.2. Attacks that land on target but over or around the crossguard are considered inert instead of as indirect contacts.

6.1.3. The quillons of a Ren Saber do not need to light in lower level competitions.

6.1.4. Dual wield systems may use one weapon to defend and the other to counterattack, and are eligible to earn 3 points in this manner.\

6.2. DEFINITIONS

6.2.1. Inert – Describes an attack or target that is legal but valid for scoring, and does not cause a stop to the action when striking or struck.

6.3. REN SABER

6.3.1. Attacks that land on target but over or around the crossguard are considered inert instead of as Indirect Contacts (see Figure 6.5.1).

6.3.2. If an attacker's blade is held by the defender's quillons, and the Counterattack arrives Directly (see §4.8 Accuracy Standards), then it is a Direct Counterattack and worth its full value (see §3.3.3).

6.3.3. Lit quillons are not required except in advanced competition or select events (ie championships).

6.4. DYAD SABER

6.4.1. The main saber may be used for offense and defense.

6.4.2. The parrying saber may only be used for defense. Attacking with the parrying saber– whether successful or unsuccessful– is a minor violation. (Note: more serious violations may apply depending on severity.)

6.4.3. If the wielder successfully defends an attack with one weapon and Directly counters with the other weapon before, during, or after the defense, that action is considered a Counterattack (see §3 Scoring).
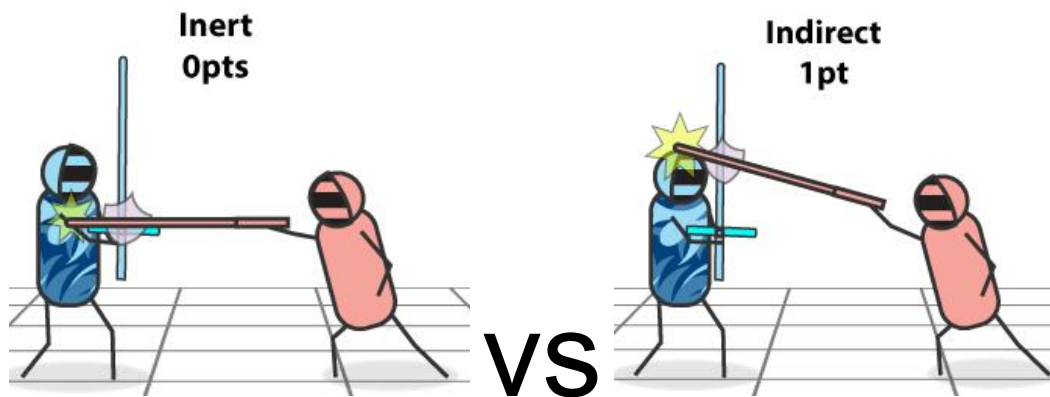
6.5. FIGURES

Figure 6.5.1. Ren Saber. On the left, Plain's blade is blocked by Pattern's quillon and bends around it, causing Plain's blade to make contact with Pattern. On the right, Plain makes contact with Pattern's head only after Plain's blade slides past Patterns.

7. NOVICE RULES

In order to be as welcoming, accommodating, and economical to beginners and newcomers as possible, Lightspeed tournaments may use a set of novice rules, primarily focused on safety and lowering the likelihood of painful hits. This ruleset may be implemented in whole or in part, depending on the tournament you are attending. Always check the event specific details.

7.1. SUMMARY

7.1.1. Pommel gripping the weapon is illegal in the novice ruleset.

7.1.2. Attacking with enough momentum as to touch the ground is illegal in the novice ruleset.

7.1.3. Taunting, celebration, and trash talk are more rigorously enforced in the novice ruleset.

7.1.4. Excessive attack power is more rigorously enforced in the novice ruleset.

7.2. DEFINITIONS

7.2.1. Pommel gripping or pommeling – Gripping the weapon at the pommel or bottom of the hilt.

7.2.2. Single Grip – Gripping the weapon with only one hand.

7.2.3. Tandem grip or double grip – Gripping the weapon with both hands.

7.3. NO POMMEL GRIPPING

7.3.1. If single gripped, no portion of the hand may grip the weapon lower than 6.5" from the top of the emitter.

7.3.2. If double gripped, no portion of the lead hand may grip the weapon lower than 6.5" from the top of the emitter.

7.4. NO GROUND CONTACT

7.4.1. No attack– whether it makes contact with the intended target or not– may touch the ground by virtue of its momentum.

7.4.2. Striking the ground for the purpose of distraction or other non-offensive purpose, including defense, is permissible.

7.4.3. Attacks that are deflected to the ground are permissible.

7.4.4.   "Scraping" attacks which target the ground before sliding over to strike the sole of the shoe are permissible (see §10 Good Attack Practices).
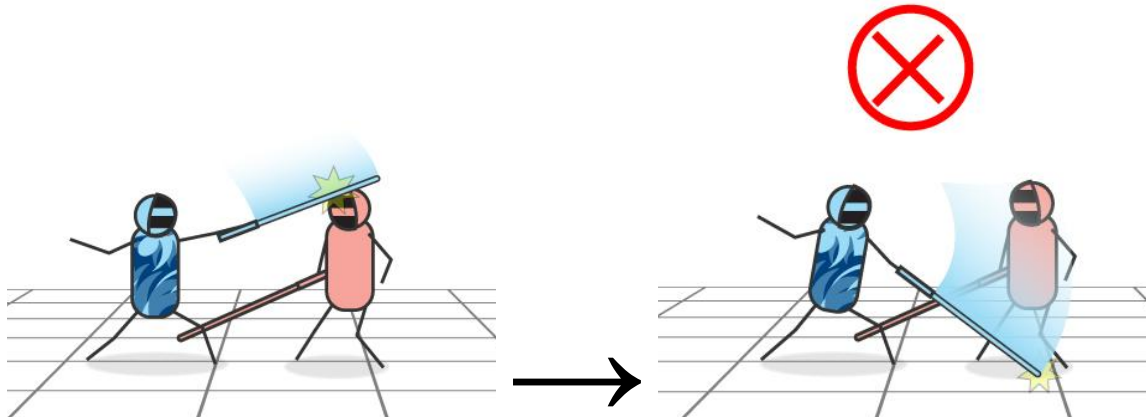
7.5.   FIGURES

Figure 7.5.1. No Ground Contact. Pattern's saber hits the floor after a successful contact, making it an illegal action in the novice ruleset.
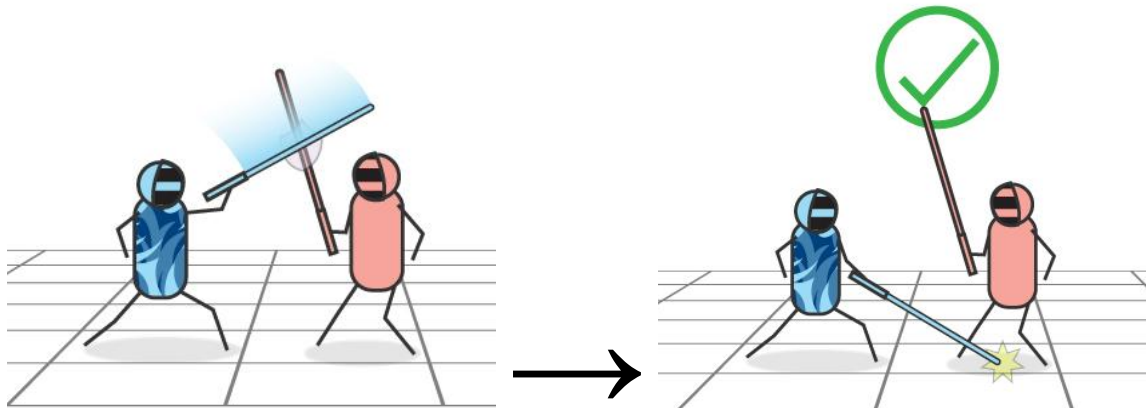

Figure 7.5.2. Ground Contact via Deflection. Pattern's blade strikes the ground, however it is due to the strength of Plain's deflection and not from an attack made by Pattern.

8.   SPECIAL RULES

These rules generally fall out of normal play, but are not totally uncommon.

8.1.   SUMMARY

8.1.1.   When a competitor becomes disarmed, play continues until a score is made or the weapon is irretrievable. Worth 2 points to the opponent if the weapon is irretrievable.

8.1.2.   If the match is stalling, the referee can grant priority to a fencer for one encounter, making their en route or simultaneous hit count as a primary hit instead. Worth 1 point.

8.1.3.   If a headshot lands after or simultaneous to a leg contact, the headshot takes precedence and that fencer receives 1 point.

8.1.4.   If a fencer makes primary contact while stepping out of bounds or just before stepping out of bounds, the entire exchange is nullified.

8.1.5.   Self-contact is not generally scored and considered inert.

8.2.   DEFINITIONS – None

8.3.   DISARMS

8.3.1.   If a competitor loses their weapon– whether due to opponent action or carelessness– play *may continue* as normal (ie the fencer may attempt to retrieve their weapon and their opponent may attempt to score on them) *until* the the first of these conditions is met:

    8.3.1.1.   The owner concedes ("surrenders") – 2 points to the opponent.

    8.3.1.2.   The referee determines that there is no reasonable chance for the fencer to retrieve their weapon (i.e. the opponent is standing over or in front of the weapon) – 2 points to the opponent.

    8.3.1.3.   Time runs out – 2 points to the opponent.

    8.3.1.4.   The encounter is halted due to stalling. See §8.4.2.2.

    8.3.1.5.   A hit or hits are made – scored as normal. (Any clean contacts or counterattacks are worth their normal amount.)

    8.3.1.6.   Any retrieved weapon must be retrieved by the handle and *not the blade,* or it will be considered a "surrender". See §8.3.1.1.

8.3.2. Any saber not in hand is considered *deactivated* the moment it leaves the wielder's grasp and is incapable of scoring.

8.3.3. Only the original wielder of a dropped saber may retrieve it or otherwise touch it in any way.

8.3.4. If a competitor disarms themself while making contact, the points earned are invalidated.

8.4. ATTACK PRIORITY (or Triple Double Rule)

(Also known simply as Priority. Also commonly known as the Triple Double Rule, even though the Triple Double condition is not the only way to trigger Priority.)

8.4.1. Basics

    8.4.1.1. Attack Priority is a temporary state of the match in which the fencer with Priority is always considered to have hit first as long as their contact was first, en route, or simultaneous in the contact exchange.

    8.4.1.2. Attack Priority is designed to help the match progress in the case of stalling due to overaggression or nonaggression.

    8.4.1.3. Any contact made via Attack Priority is always worth 1 point.

8.4.2. Application

    8.4.2.1. Overaggression (Triple-Double Rule) – If 3 encounters in a row end with simultaneous or ambiguous calls, then on the encounter immediately after the 3rd, one of the fencers has Priority applied.

    8.4.2.2. Non Aggression – Alternatively, if the referee determines that if one or more fencers are refusing to engage or "play", then Priority can also be applied in the same manner as above.

8.4.3. Selection

    8.4.3.1. If it is the first time Attack Priority is being applied in the match, then Priority is given to the fencer with the most honorable concessions.

    8.4.3.2. If the fencers have an equal number of concessions, then Attack Priority is assigned at random.

    8.4.3.3. For every application of Priority beyond the first within a single match, Priority is given to the fencer opposite to the one granted

Priority at the last iteration.

8.4.4. Rescission

8.4.4.1. The state of priority is rescinded once the encounter in which priority has been applied ends with a valid contact exchange.

8.4.4.2. After priority is rescinded, the simultaneous call count resets to zero.

8.5. HEADSHOT PRIORITY / DELAYED HEADSHOT

If a headshot lands en route (therefore it is secondary in the exchange) or simultaneous to a lower leg contact, the headshot takes precedence and that fencer receives 1 point (see [§4 Target Area](#) for definitions of the head and lower legs).

8.6. OUT-OF-BOUNDS

8.6.1. If a fencer touches the ground on or outside the boundary with any part of their body, they are considered out of bounds (does not include the blade).

8.6.2. If this occurs before any contact has been made, then it is worth 2 points to the opposing fencer.

8.6.3. If the fencer scores while going out of bounds or just before going out of bounds, the points earned are nullified.

8.7. SELF-CONTACT

In general, self-contact does not score and is considered inert, as long as the contact is brief and incidental.

8.8. NON-SCORING ATTACKS

Non-scoring attacks are not illegal but are worth zero points.

8.8.1. Whip or flick – An attack that begins with an arc, and is then swiftly jerked backward in such a way that the tip of the blade is "whipped" at the target. Not valid for scoring in Lightspeed Saber fencing.

8.8.2. Wrap – A whip caused by the attacking blade being blocked forcefully in its middle.

8.9. BUZZER BEATERS & OVERTIME

8.9.1. Buzzer beaters

8.9.1.1. Attacks arriving simultaneously with the buzzer are in play.

8.9.1.2. Attacks arriving after the buzzer are out of play and treated as though they did not land…

8.9.1.3. …UNLESS a violation was committed. The violation is treated as normal according to §9 Illegal Actions…

8.9.2. Overtime

8.9.2.1. If the match is tied when time is called, the match enters Overtime.

8.9.2.2. Overtime is 30 seconds and lasts until one point is earned by either fencer, or until time is called.

8.9.2.3. If Overtime ends by time and the score is still tied, then the match goes into Priority Overtime and Priority is applied (see §8.4 Attack Priority) with 30 seconds on the clock.

8.9.2.4. If Priority Overtime ends and the score is still tied, then the Priority Fencer is declared the winner.
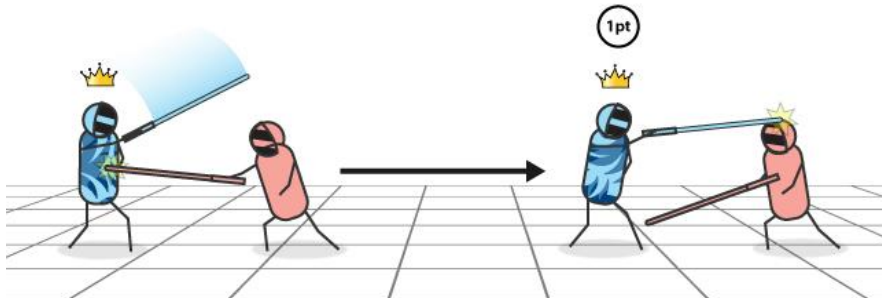
8.10. FIGURES

Figure 8.9.1. Priority Exchange. Pattern arrives second in the exchange, but because Pattern has Priority, Pattern receives the point. One point is awarded for hits earned by Priority. Priority is rescinded following this exchange.
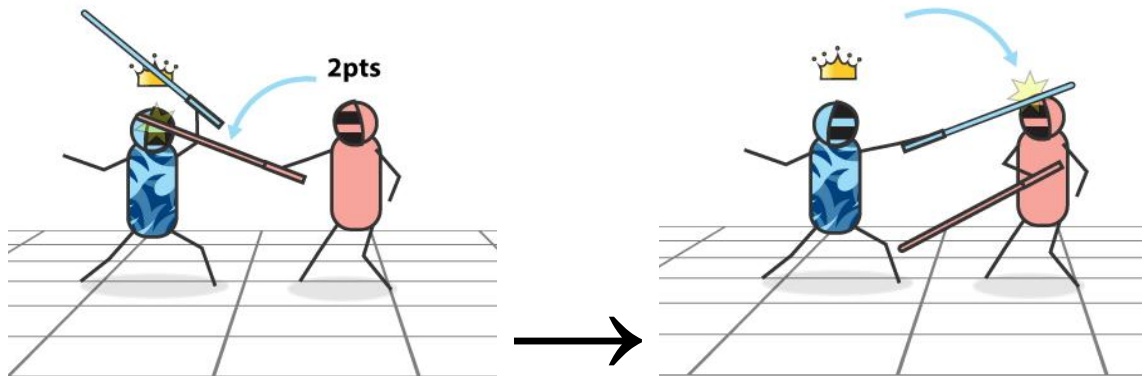
Figure 8.9.2. Failed Priority Exchange. Pattern has Priority and arrives second in the exchange. However, Pattern's attack is insufficiently developed at the time of the first hit, which makes Plain's attack an intercept. Therefore, Plain receives the full two points and Pattern receives none, despite having Priority. Priority is rescinded following this exchange.
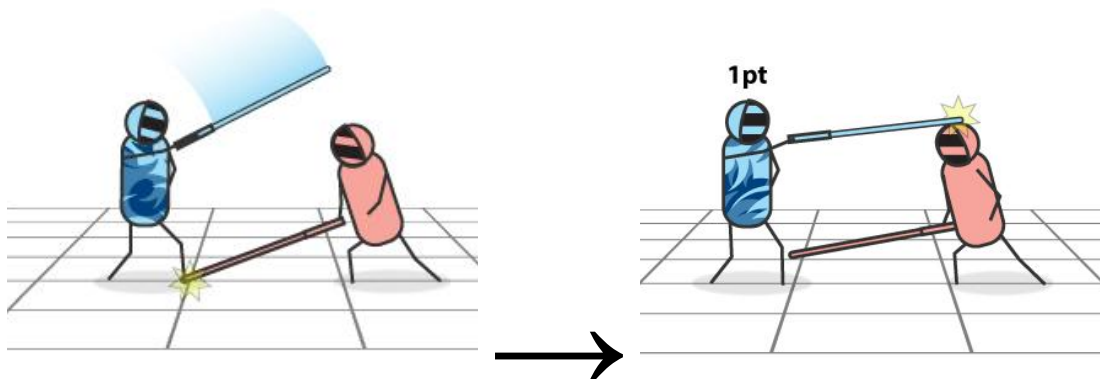
Figure 8.9.3. Headshot Priority. Plain arrives to the foot first, but because Pattern arrives en route to the head after, Priority Override means that Pattern receives 1 point.
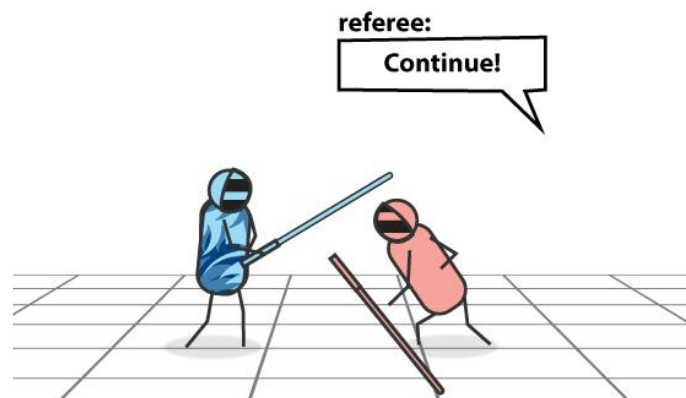
Figure 8.9.4. Disarms. Plain has dropped their saber, but this does not mean the action stops! Plain may continue to retrieve their saber until they concede, the saber is deemed irretrievable by a referee, or contact is made.

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9.   ILLEGAL ACTIONS, POSITIONS, & THEIR PENALTIES

Illegal actions are generally enforced for the safety and comfort of all competitors. It is understood that sometimes accidents happen. However, Lightspeed Saber considers that "accidental" does not equal "unpreventable", and that all competitors are at least partially responsible for the safety of their opponent; the lack of intention is not a valid excuse.

In the event of impending accidents, i.e. stabbings, collisions, tripping, etc, all competitors are encouraged to do whatever they can to mitigate possible injury as much as possible. It is ultimately up to the referee whether penalties are required.

(You can view violations animations at LightspeedSaber.com/visualrulesguide.)

9.1.   SUMMARY

9.1.1.   Violations exist within a three-tiered environment of severity (see Attachment A)

9.1.2.   Any contact made while committing a violation is treated as an *attack that missed* (attack is present, contact is not), and the opponent may earn points.

9.1.3.   All attacks and physical contact with the opponent are to be made with the blade of the saber only.

9.1.4.   No hand-to-hand combat, grappling, or hand or weapon manipulation is allowed.

9.1.5.   Extended point positions and stabbing attacks are illegal.

9.1.6.   You may not sit, lay, or dive onto the ground. You *may* roll, slide, and kneel as long as you return to your feet immediately (see §9.8.5 Grounding).

9.1.7.   Any contact to the groin, regardless of severity, sex, or intention, is illegal.

9.1.8.   No full stroke attacks to the knees or below.

9.1.9.   No rising attacks to any target area below the waist.

9.1.10.   You may not argue with, intimate, or pressure the referee to try to earn points for yourself.

9.2.   DEFINITIONS

9.2.1.   Offhand – Any hand not currently holding the weapon.

9.3.   OVERVIEW– See [Attachment A](#).

9.4.   UNIVERSALITY OF ILLEGALITY POLICY

9.4.1.   Illegal actions and positions are illegal *at all times* while the bout is on.

9.4.2.   Illegal actions and positions cannot be held even if the violator considers themself "out of range" of their opponent.

9.4.3.   Illegal actions and positions are still illegal regardless of whether they resulted in a hit or not.

9.4.4.   Illegal actions and positions are illegal whether they resulted in injury or not.

9.5.   ILLEGAL ATTACKS

9.5.1.   Holds or holding– the act of beginning an attack in a legal fashion but holding the weapon at extension on the conclusion of the attack, whether successful or unsuccessful– is illegal.

9.5.2.   Stabbing attacks are illegal.

9.5.3.   Accidentally contacting the groin– regardless of the sex of the receiver, regardless of whether a cup is worn, regardless of the severity of the contact or lack thereof– is illegal. (For *intentional* attacks to the groin, see §9.10 Expulsive Actions.)

9.5.4.   Rising attacks to any target below the waist are illegal.

9.5.5.   Full stroke attacks to the lower legs are illegal (all attacks to the lower legs should be percussive).

9.6.   EXCESSIVE FORCE AND VOLUME

9.6.1.   Cracking or shattering your blade at the tip end <u>on an attack </u>is illegal.

9.6.2.   Volleying – the act of hitting an opponent more than once– especially after the referee has already called a stop– is illegal.

*9.6.2.1.   (You should be attacking with care and intention, not hitting someone over and over until the referee calls a stop. "Making sure the referee can detect your hit" is **not** a valid excuse.)*

9.6.3.   Brutality– the act of attacking with such ferocity as to badly injure the opponent, especially in any way that might impair that person's ability to compete, or impair that person in any other way for more than an hour– is

illegal. (Would primarily occur by piercing attacks.)

      9.6.3.1. Brutality can result in instant expulsion, depending on the circumstances. See §9.9 Expulsive Actions.

9.7. ILLEGAL POSITIONS

      9.7.1. Extended Point Positions (EPP)– a fully extended arm or nearly fully extended arm with the point of the weapon pointed in the general direction of the opponent– are illegal. Also known as Point-In-Line.

Did you know…

…that stabbing attacks and extended point positions are illegal in Lightspeed Saber fencing for many reasons other than safety? Stabbing attacks dramatically increase the amount of armor needed to fence safely, and therefore heavily increases the cost to participate. In addition, the omni-edge nature of plasma sword combat means that extended point positions would become the dominant posture and strategy, dramatically slowing down and enervating what would no longer be rightfully called "the world's fastest light-based fencing". Sometimes taking away something gives you more back than you lose!

9.8. OTHER ILLEGAL ACTIONS

      9.8.1. Occlusion– covering the head with the offhand with the intention of preventing a headshot– is illegal.

      9.8.2. Collision– running or jumping into another fencer in any way that causes injury or for the opposing fencer to fall is illegal.

            9.8.2.1. Non-injurious and incidental body to body contact is permissible as long as it is not occurring habitually.

      9.8.3. Recklessness– behaving in such a manner as to cause a tripping hazard, groin hazard, collision hazard, or other potential for injury– is illegal.

      9.8.4. Destruction or damaging of property or the environment– regardless of the owner of said property or environment– is illegal.

      9.8.5. Grounding– touching the ground with anything other than your feet and the tip of your saber for <u>an extended period of time</u>– is illegal.

            9.8.5.1. You may not sit, lay, crawl, or dive on the ground.

            9.8.5.2. You *may* roll, slide, kneel, etc, however, these must be temporary

or *transitional* positions and you must return to a legal stance immediately after.

  9.8.5.3. Any points earned while grounding and failing to return to a legal stance are invalidated.

 9.8.6. Blinding– Deliberately pointing your saber in your opponent's eyes– is illegal.

9.9. INTIMIDATION, ARGUING, AND DISRESPECT

 9.9.1. Intimidation or disrespect of the referees– which can include mocking or insulting the referees, pressuring the referees, or otherwise disrespecting the referees in or out of the ring– is illegal.

 9.9.2. Arguing with the referee– claiming you were not hit or claiming you scored a hit– is illegal.

  9.9.2.1. (Conceding points to your opponent or declining points is legal.

  *9.9.2.2. (If something is not scored correctly according to the rules, you **may politely** inquire with the referees about it.*

  *9.9.2.3. (You **may politely** ask the referee where you were hit.*

  9.9.2.4. (See [§12.5.3-4 Fencer's Guide](#).)

 9.9.3. Intimidation of your opponent– whether by mockery, insult, disrespect, nuisance, or excessive celebration, in or out of the ring– is illegal.

  9.9.3.1. (This rule is subjective and enforcement can vary based on competition level, the tournament director, and other factors.)

9.10. EXPULSIVE ACTIONS

 9.10.1. Treachery– attacking an opponent that is not physically or mentally prepared to receive an attack– is totally forbidden and will garner instant expulsion and possible legal action.

 9.10.2. Malignance– attacking with the goal of intentionally harming a person, especially by striking an illegal target, especially with an illegal movement– is totally forbidden and will yield instant expulsion and possible legal action.

 9.10.3. Punching, kick, grappling, headbutting, kneeing, elbowing, tackling, tripping, shoving, or any non-incidental person to person contact will result in expulsion and possible legal action.

9.10.4. Throwing any weapon will result in expulsion and possible legal action.

9.11. PENALTIES – See Attachment A.

9.12. FIGURES
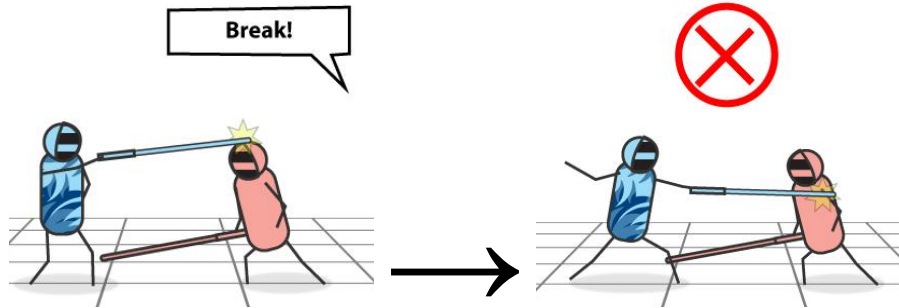
Figure 9.12.1. Volleying. Pattern makes contact with Plain, but hits Plain again after a referee has already called "Break!".
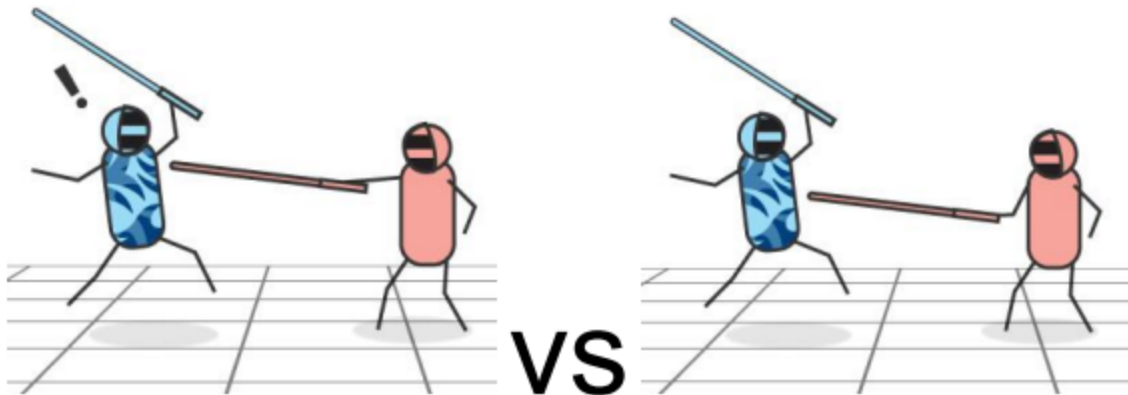
Figure 9.12.2. Illegal position versus legal position. On the left, Plain holds an Extended Point Position, which is a safety hazard. On the right, Plain holds the point with a bent arm, which is legal (note that Plain would still be responsible for making sure not to stab Pattern, even if Pattern runs onto the point themselves).

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10. *GOOD ATTACK PRACTICES (GAP)*

Lightspeed Saber fencing was designed to be objectively reffable. Despite this, some areas of subjectivity still remain, primarily in the acceptable power level of attacks. Use the techniques in this section to not only avoid tournament violations, but also do less harm to your opponent, do less harm to yourself, and become a better, more enjoyable competition and sparring partner, all with little to no effect on your combat effectiveness.

10.1. SUMMARY

10.1.1. Target your opponent's protected areas, especially the head (it's worth more points anyway)

10.1.2. Winding your arm to attack is generally tactically disfavored, and puts more power into your attack than necessary. Use low-rising straight cuts instead.

10.1.3. Withdraw your arm(s) as you complete your full stroke attacks. This puts less force into your opponent while not affecting your combat efficiency.

10.1.4. Grip firmly with your thumb and index finger, but keep your other fingers somewhat loose in your grip as you attack. This gives your weapon room to wiggle in your hand, and absorb some of the forces as you land on target.

10.1.5. Use scraping attacks to attack the soles of your opponent's shoes.

10.2. DEFINITIONS

10.2.1. Scraping attack – A type of cut specialized for accurately and safely attacking the opponent's shoes.

10.3. TECHNIQUES AND STRATEGIES

10.3.1. Target the protected areas

Some of the best targets on your opponent tend to be protected by padding or armor. These are the head, the hands (and hilt), and the feet. Attacking these areas is not only less painful for your opponent, but also strategically smart.

10.3.1.1. A hit to the mask is considered a headshot, and is worth 2 points as long as it's a direct hit. The mask is a big target. Go for it!

10.3.1.2. In a touch sport, it's tactically intelligent to attack the nearest target you can reach, and your opponent's gloves and hilt are often just

that. The standard guard position puts the gloves and hilt front and center, and, in addition, most attacks entail an extension of the arm, which means the gloves and hilt are being delivered *directly to you.* Go for them!

10.3.1.3. The second nearest target you can reach is often the lead shoe. Use scraping attacks to strike at them accurately and safely (see §10.3.4).

10.3.2. Use straight cuts

Straight cuts are fast, efficient, hard to read, and gentle.

To perform a straight cut, begin in a center guard, then execute two simultaneous actions:

10.3.2.1. Without winding or withdrawing, *deliver the weapon* by fully extending your arm straight toward your target, as if throwing a vertical punch.

10.3.2.2. *Deliver the cut* by dropping the blade onto your target with a downward tilt of your wrist.

Withdraw the attack once complete. You can also perform this laterally by turning the wrist left or right along with the wrist tilt.

10.3.3. Attack with a malleable arm, wrist, and fingers

All attacks in Lightspeed Saber should either "draw across" the target being struck or "pull off" after hitting and NOT be held in extended position or remain "pressed" into the opponent. If you find that your blade tends to stay in place after the hit, you may be attacking with an overly rigid wrist, elbow, fingers, or all three. A rigid or "locked" attack unnecessarily imparts more energy to your opponent and also puts more stress on your joints, which can cause long term injury and shorten your career in fencing and other activities.

The safest practice for yourself and your opponent is to relax your attack as it completes, hits target, or comes to full range. Use some or all of these techniques as needed:

● Bend the elbow as or just before the attack completes. This allows the arm to absorb some of the attack forces.

● Relax your lower three fingers as or just before the attack completes. This allows the saber to move slightly in the hand,

absorbing some of the attack forces.

- When throwing a slash (as opposed to a percussive cut), keep your wrist in neutral position, rather than torquing into the attack. This will allow the wrist to yield as it lands on target.

Remember that flexible things bend but rigid things break. Fencing like this is good for your opponent and *good for you as well* (your joints will thank you)*.* Also realize that all these techniques are performed *just as* the attack is finishing, when you have practically already scored your point. In other words, fencing for less harm does *not* hurt your competitiveness (or does so extremely minimally).

10.4. USE SCRAPING ATTACKS TO HIT THE FEET

There are a lot of restrictions on attacking targets below the waist. Despite these restrictions, it is still easy to cause harm to the legs. The scraping attack is a great way to score while not harming your opponent and avoiding violations.

The scraping attack uses the floor to guide the blade to a safe area for the hit.To perform the scraping attack:

10.4.1.1.   Locate an area on the floor to the left or right of the foot you intend to attack.

10.4.1.2.   Attack that area on the floor with your saber.

10.4.1.3.   Press your blade slightly into the floor to make sure the tip stays in contact with the floor.

10.4.1.4.   Scrape the blade tip across the floor toward the sole of your opponent's shoe.

10.4.1.5.   Score!

The scraping attack is perfectly legal even under novice rules.

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11.   *REFEREE SIGNALS*

While the average Lightspeed Saber fencer does not need to know the referee signals, it is generally considered a good idea to understand how the referees are interpreting the action.

Please note that not all possible calls are shown, but these are the most common.

11.1.   SUMMARY – None

11.2.   DEFINITIONS – None

11.3.   FIGURES

Figure 11.3.1. First Contact to the referee's right, dealt by the fencer on the referee's left. Worth 1 pt.

Figure 11.3.3. Clean Contact to the referee's right, dealt by the fencer on the referee's left. Worth 2 pts.

Figure 11.3.2. Headshot to the referee's right, dealt by the fencer on the referee's left. Worth 2 pts.

Figure 11.3.4. Intercept Contact to the referee's right, dealt by the fencer on the referee's left. Worth 2 pts.

Figure 11.3.5. Counterattack to the referee's right, dealt by the fencer on the referee's left. Worth 3 pts.

Figure 11.3.6. Indirect Contact to the referee's right, dealt by the fencer on the referee's left. Worth 1 pt.

Figure 11.3.7. Simultaneous Contact. Both fencers made contact at about the same time. Worth no points.

Figure 11.3.8. Mutual No Contact. Though a stop was called, this particular referee does not believe any contacts were made.

Figure 11.3.9. Full Abstain. Though a stop was called, this particular referee did not have a good view of the action and is abstaining from submitting a call.

Figure 11.3.10. Unconfirmed Clean Contact. This referee confirms the first contact but not the second. Worth 1-2 points for the fencer on the referee's left, pending decision.

12. FENCER GUIDE (PROTOCOLS & ETIQUETTE)

Here's a general guideline for what to do, including etiquette and honor

12.1. SUMMARY

12.1.1. When you arrive at the tournament, report to staff to get your gear checked.

12.1.2. When you hear the on-deck call, get most of your gear on or near you so you are ready to go when the fight call comes.

12.1.3. Every fencer is at least partially responsible for their opponent's safety. "Accidental" *does not equal* "unpreventable".

12.1.4. Never argue with the referee in your own favor, or try to influence their decision. This is illegal.

12.2. DEFINITIONS

12.2.1. Fight call – An announcement from the referee stating that you are expected to compete *at that moment,* and that you should report *immediately* to your designated fight box.

12.2.2. On-deck call – An announcement from the referee stating that you are expected to compete *after* the current match or match about to be executed. This is usually a warning to be present and have all your equipment ready to go.

12.2.3. Honor – For scoring purposes, the act of self-referee against one's own favor; calling hits against oneself.

12.3. PRE-TOURNAMENT PHASE

12.3.1. Submit your equipment for inspection. (Tournament officials will grip-mark and depth-mark each of your sabers which you expect to use in the tournament.)

12.3.2. Attend the rules/orientation meeting when called. Be sure that you understand any possible rule modifications at the tournament.

12.3.3. If multiple boxes are running simultaneously, follow the instructions of your referee and bring yourself and all belongings to be near the designated fight box.

12.4.   PRE-MATCH PHASE

12.4.1.   While waiting for your first or next match to begin, listen carefully for your fight call or on-deck call.

12.4.2.   Enter the fight box when called. You should arrive <u>fully equipped</u> and ready to compete.

12.4.3.   Present yourself and your equipment to the referees for safety check. To assist in this, you may:

   12.4.3.1.   Make sure your blade is fully seated in the emitter.

   12.4.3.2.   Give your blade a firm *twist* to ensure it is fastened securely (do NOT *tug;* tugging is not an effective way to check your blade's security).

   12.4.3.3.   Pull your mask tongue down if it is not already.

   12.4.3.4.   Double-knot your shoelaces.

   12.4.3.5.   Fasten and fully close *both* gloves

      12.4.3.5.1.   Your cuffs on your cuffed gloves MUST close fully around your wrists.

      12.4.3.5.2.   Your pads on your skirted gloves MUST touch each other and therefore fully close around your wrists.

   12.4.3.6.   Securely fasten your elbow guards.

12.4.4.   When the referee has cleared you, wait behind your starting line.

12.4.5.   Salute your opponent when instructed to do so. (There is no standard salute in Lightspeed Saber. A simple bow will do if you don't know of any other salutation.)

12.5.   MATCH PHASE

12.5.1.   When the referee says, "Fence!" (or equivalent), you may begin combat.

12.5.2.   When the referee says, "Break!"-- usually because a point has been scored– you must stop what you are doing immediately and return to your starting line.

12.5.3.   During combat

12.5.3.1.   If you believe you made contact (scored a hit):

12.5.3.1.1.   You are advised to halt aggression while continuing to defend yourself, as continuing to strike your opponent could levy a penalty against you (see §9.6.2 Volleying).

12.5.3.1.2.   Then, if the referees did not sight your contact (probably by saying nothing), then resume your offense as you see fit.

12.5.3.1.3.   You **may not** declare that you scored or attempt to signal that you scored in some way. This is a major infraction action (see §9.9 Intimidation, Pressure, & Disrespect).

12.5.3.2.   Alternatively, if you believe your opponent made contact on you:

12.5.3.2.1.   You **may** choose to continue fencing as normal and wait for it to be called by a referee.

12.5.3.2.2.   Or, you **may** concede (see §12.8 Honor).

12.5.4.   During scoring

12.5.4.1.   Wait quietly while the referees score the encounter.

12.5.4.2.   If the encounter is scored against you:

12.5.4.2.1.   You may raise your hand then **politely** ask why it was scored in that manner, or where you were contacted.

12.5.4.2.2.   You **may not** insist that you were not scored upon. This is a major infraction (see §9.9 Intimidation & Disrespect).

12.5.4.3.   If the encounter is scored in your favor but you believe this is an error, you **may** decline the points or take fewer points (see §12.8 Honor).

12.5.4.4.   If you believe an encounter was scored *incorrectly* according to the rules, you may raise your hand and *politely* inquire or explain your thinking to the head referee, which can result in a reversal or adjustment.

12.5.5.   Continue in this manner until the match is over, either by time or by points.

12.6.   POST-MATCH PHASE

12.6.1.   After the referee declares the winner, remove your fencing mask and then either fist bump, blade tap, shake hands, or high-five your opponent (or

equivalent).

12.6.2.   Leave the fight box and await your next bout.

12.7.   SAFETY HAZARDS DURING COMBAT

12.7.1.   If any issues arise during the bout– especially safety issues– alert the referees by raising your hand and lowering your weapon.

12.7.2.   If you sense that you are about to cause an accident (ie a collision, a stabbing, or hit to the groin), do as much as you can to lessen the potential injury to your opponent (and yourself, if applicable). While such actions are violations, severity and personal conduct can mean the difference between getting a card or not getting a card.

12.7.2.1.   *(You can lower the risk of injury by pointing the saber away, fully retracting your arm, or even dropping your saber entirely to protect your opponent.)*

12.8.   HONOR

12.8.1.   When you have been hit in combat and the refs did not detect it, you may raise your hand, lower your weapon, and announce, "I've been hit," or "I concede," or equivalent.

12.8.2.   When you have been awarded points you feel you don't deserve, you may raise your hand and announce, "I decline," or equivalent.

12.8.3.   When you have been correctly awarded points but more than you feel you deserve, you may raise your hand and say, "I'll take one," or "I'll take two," instead of the two or three the ref initially awarded you, respectively.

12.9.   FIGURES

Figure 12.9.1 – Pre-match phase. When called up for your next match, enter the box fully equipped and present yourself to the referees for the pre-fight equipment check.
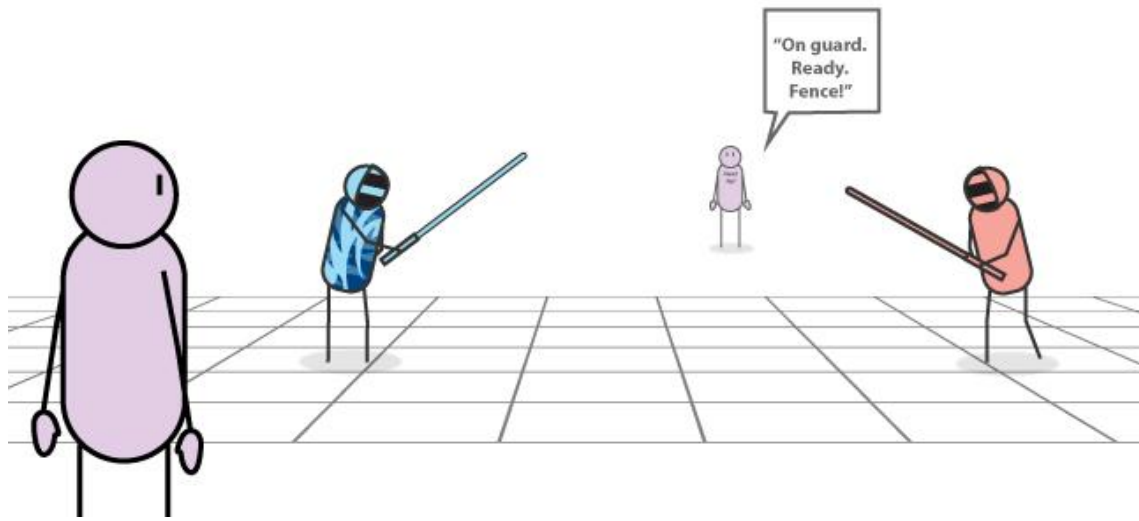
Figure 12.9.2 – Match phase. Wait *behind* your starting position and when the head referee says, "Fence!" (or equivalent), you may begin fencing.
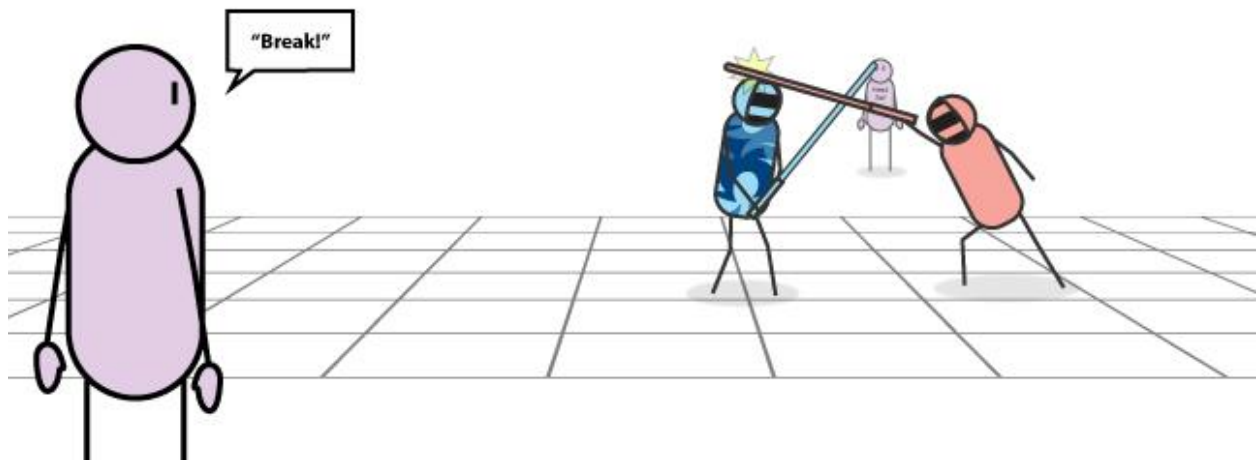

Figure 12.9.3 – Match phase; encounter has begun. When any referee says, "Break!"-- *usually* for a point scored– immediately stop what you are doing and return to your starting position.
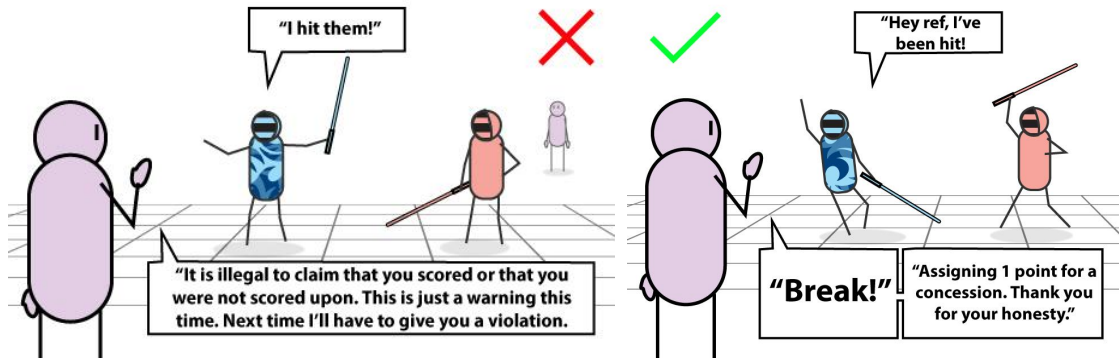
Figure 12.9.4 – Match phase; during the encounter. Left: You should never claim that you made contact in order to grant yourself points, which is illegal. Right: You can, however, admit to being touched to grant your opponent a point. This is perfectly legal but not mandatory.

Figure 12.9.5 – Post-match phase. Always remove your mask after the match and congratulate and/or thank your opponent.

Figure 12.9.6 – Safety hazard mid-combat. Every competitor is at least partially responsible for the safety of their opponent. Always fence with care and if an accident is about to happen, lessen the potential impact as much as possible.

13. COACHING

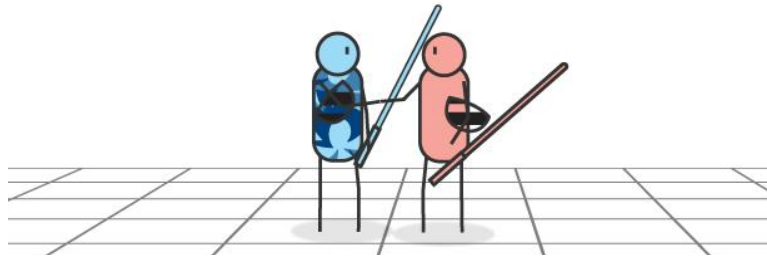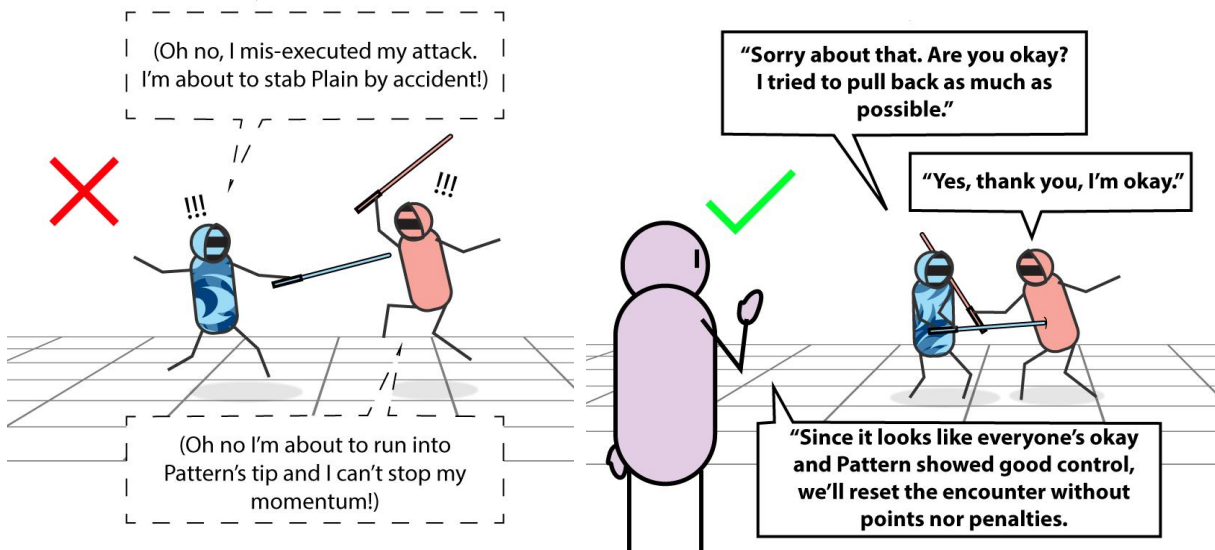We'd like to encourage our fencers to help each other and learn from each other inside and outside of competition.

13.1. SUMMARY

13.1.1.   Fencers may have one or more coaches providing guidance during bouts and during break periods.

13.1.2.   Coaches may shout guidance or encouragement while a match is running but may not shout any analysis, information, or commentary on the opponent.

13.1.3.   Coaches may enter the box during breaks or lulls and provide more in-depth guidance.

13.2. DEFINITIONS

13.2.1.   Coaching – The act of providing guidance, training, bout analysis, encouragement, or opponent information to a fencer.

13.2.2.   Box Coach – Any person who provides coaching to a fencer currently in or about to go into a bout (herein will be referred to simply as "coach"). Distinguished from a "team coach" or dedicated coach.

13.2.3.   Side Coaching or Side Coach – The act of coaching while the match is running and not during a break period, or a person who does so.

13.2.4.   Break Coaching or Break Coach – The act of coaching during a break period or lull during the match, or a person who does so.

13.2.5.   Break period – A specified length of time during a match– usually between periods or rounds– designated for the fencers to rest and receive coaching.

13.2.6.   Lull – A nonspecified period of time in which the match is delayed– perhaps due to an injury, an equipment malfunction, etc.

13.3. COACH REGULATIONS

13.3.1.   A fencer may have one or more coaches providing guidance to them.

13.3.2.   Fencers are not obligated to receive coaching and may ask their coach(es) to leave at anytime.

13.3.3. Dedicated tournament referees may not coach.

13.3.4. Temporary bout refs pulled from the fencers may not coach while acting as a ref.

13.3.5. Tournament officials may eject a coach if they are being a problem.

13.4. COACHING REGULATIONS

13.4.1. Side Coaching

13.4.1.1. Side coaches may not enter the box, and may not be positioned anywhere a referee may need to move.

13.4.1.2. Coaches may verbally coach before, between, and during encounters as long as they are not disruptive or annoying to the bout, the referees, or the fencers.

13.4.1.3. Coaches may provide guidance, tips, and encouragement to their fencer while side coaching (ie "Keep your distance," "Go for the hands!", "You got this!")

13.4.1.4. Coaches MAY NOT provide opponent information, analysis, or commentary or derision of the opponent while side coaching (ie "They're trying to draw you in," "Their hands are exposed!" "This is an easy win.")

13.4.2. Break Coaching

13.4.2.1. Break coaches may enter the box during a lull or break.

13.4.2.2. Coaches may coach in any manner as long as any opponent information, analysis, or commentary is kept between the coach(es) and the fencer.

13.4.2.3. Coaches must vacate the box as soon as the lull or break is over.

ATTACHMENT A – VIOLATIONS

Violations are used to enforce the principles of safety, while providing a path of referees to penalize participants in a manner proportional to the infractions committed. It is understood that sometimes accidents happen. However, Lightspeed Saber considers that "accidental" does not equal "unpreventable", and that all competitors are at least partially responsible for the safety of their opponent; the lack of intention is not a valid excuse.

In the event of impending accidents, i.e. stabbings, collisions, tripping, etc, all competitors are encouraged to do whatever they can to mitigate possible injury as much as possible. It is ultimately up to the referee whether penalties are required.

Terms:

Competition: A single or multi-event gathering. (ie Nationals Competition that has an Individual and Team Event)

Event or Tournament: A single gathering within a competition. (ie Individual Event, Team Event, etc)

Offender or Violator: This the the fencer that has committed a violation

Opponent: This is the fencer that did NOT commit a violation

Types of Violations:

Minor Infractions:

Minor infractions are violations that are not deemed a serious safety issue. For the first minor infraction, the offender's actions are thrown out (see below for action annulment) and is given a verbal warning. Every minor infraction after the first, the offender's actions are thrown out (see above for action annulment) and their opponent is awarded two points. **Minor infractions reset after every bout**, meaning the next bout after they receive a minor infraction they would be issued another warning before the opponent starts receiving points.

Major Infractions:

Major infractions are violations that carry possible safety concerns or unsportsman-like behavior. For the first offense, the offender's actions are thrown out (see above for action annulment) and they are issued a yellow card for their first offense. If they receive a second major infraction their actions are thrown out (see above for action annulment), they receive a red card (see above for action annulment) which awards their opponent two points. If they receive a third major infraction, they forfeit the current match and are disqualified from the rest of the event. They may participate in another event and the same competition. **Major infractions DO NOT reset after every bout**, and are maintained through the current event. **If**

there could be any complications with the participant staying in the competition and participating in another event, the bout committee/competition director may require the violator to leave the competition and venue, see expulsion below.

Disciplinary Expulsion Infractions:

Disciplinary expulsion infractions are violations that are deemed dangerous and carry a high possibility of injury and/or danger to spectators and competitors. Offenders are immediately removed from the competition, and are required to leave the venue (see expulsion below), as well as the offense is reported to the national office.

Action annulment:

When a violation occurs (including warnings), "break" is called and the current exchange is ended. Any actions by the offender are thrown out and ineligible to score points, however, the opponent is allowed to finish any actions in the last tempo. If the opponent makes a valid touch, they score points as normal or if the opponent would be awarded points because of the violation, the opponent is awarded the higher of the two values. The referee should use their best judgment of the situation for the final call. Always error on the side of safety.

Examples:

1. In the process of avoiding an attack the offender strikes the ground for the **second time** in the match, while the opponent makes a valid indirect attack. "Break" is called, the opponent would receive 2 points instead of 1 for the indirect attack, because the points awarded from the violation are higher.

Infraction types with examples and responses:

Violations in different types are not cumulative, i.e. receiving a warning in the minor infraction category, does not count as the first offense in the major infraction category.

Minor infraction example, a fencer displays excess power, and they are given a warning for a minor infraction. If during the same bout, their tip comes off with a chip of the blade attached to it, this is their second minor infraction offense, so their opponent would be awarded 2 points.

Major infraction example, a fencer makes accidental contact to the groin of their opponent. They are given a yellow card for the violation. If later on in the event, they make a powerful strike that breaks their blade (that does not fall under the tip failure minor infraction example), they would receive a red card, and their opponent would be awarded 2 points.

Multiple infraction type example. If a fencer comes to the box with a weapon that will not light up, they are given a minor infraction warning. If later on in the same bout, they accidentally make a point attack, by using a point-in-line as a precursor to their attack. They are given a yellow card. The two different types of violations do not combine the offense count.

Minor Infractions	1st Offense	≥ 2nd Offense
Extended Point Positions:	Warning	2 Points to Opponent

|		
● Guards that point at the opponent or ground between the opponent's legs, with partial arm extension or greater ● Example: Point-in-line, hanging guard, etc. where the guard points at the opponent or the ground between their legs with partial arm extension or greater.		
Blade holds: ● Each attack should clearly remove the line-of-threat from the opponent's body before attacking again.		
Excessive Power: *Only used when rules for excessive force are being enforced, as in Novice Rules, see Blade Failure under Major Infractions for Standard Rules excessive power resolution* ● Attacking with enough force that upon missing, the blade strikes the floor ● Any display of excessive force that does or does not strike the opponent.		
Equipment Failure before first encounter (referee inspection): At the beginning of the match, when weapons are inspected, if there are any equipment failures listed below. ● Battery failure (dead battery, dislodged battery, etc) ● Tip missing ● Blade damaged, uninspected, unsecured, etc ● LED failure **NOTE:** This does NOT include equipment failures that occur during a match, however the participant is expected to replace the failed weapon with a working one within a reasonable amount of time. If they are unable to, this violation applies.		
Rising attacks to any target below the waist (Successful or Unsuccessful) ● Does NOT include strikes to the groin area, see Major Infractions - Any contact to the groin area.		
Touching the floor with anything other than the feet or the tip of the blade ● Exceptions if part of a move transition, fencers must finish the transition with their feet in a legal stance. Any sliding moves, ducks, dives, rolls, kneeling, or related actions requiring ground contact must be temporary, and fleeting.		
Excessive and/or premature celebration		
Delay of Game		

● Fencer is not present within 1 minute when called for a match. (Repeats every 1 minute until the fencer is able to start or continue the bout) ● Fencer's actions or equipment directly causes a 15 second or greater stop in play during a bout. ● Does not include delays imposed or authorized by officials, for example medical reasons.			

Major Infractions	1st Offense	2nd Offense	≥ 3rd Offense
Point Attacks ● Attacks that hit or have a high probability of hitting the opponent with the tip of the saber ● Holding the tip in a manner the opponent can not avoid running into it, ● Using a point-in-line as a precursor to an attack (ie point-in-line feint)	Yellow	Red	Disqualification
Any contact to the groin area			
Attacking after the break is called, depending on timing and severity of attack.			
Hitting the opponent multiple times in quick succession, especially if multiple break calls are required			
Fencing in a manner likely to cause collision or causing collision **Does not include:** ● Incidental and infrequent body contact which does not cause injury or would be unlikely to cause injury			
Pointing your saber into your opponent's eyes in an intentional or prolonged manner.			
Arguing with the referee in your favor			
Abusing or intimidating the referee or opponent			
Blade Failure: ● Blade flies out of the hilt ● Blade kinks, breaks, cracks or visibly dents. ● Includes attacks with enough power to either kink, crack, or visibly dent yours or your opponent's blade.			

Equipment Modification
● Includes modifications listed below but not limited to those, where a modification to a certified weapon is made, that make it no longer able to pass certification.
  ○ Changing a blade (possibly a longer blade)
  ○ Switching batteries, where the weight now falls below the valid limit			

○ Any internal modifications, affect the weapons validity ● It is the responsibility of a participant making changes to have the weapon reinspected, giving the bout committee ample time to test the weapon.	YELLOW	RED	
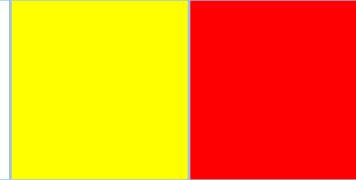
Disciplinary Expulsion Infractions	1st Offense
Combat involving anything other than the blade of the saber **No tackling, grappling, checking, tripping, kicking, punching, shoving, elbowing, kneeing, headbutting, or throwing of the saber or similar.**	Expulsion
Catastrophic Equipment Failure: Striking with enough force such that a piece of your blade breaks off and flies more than 15 ft from the edge of combat area (aka box)	
The destruction or abuse of property, regardless of its owner	
Attacking with enough force so as to cause injury, disablement, or medical forfeiture of one's opponent	
Committing an illegal attack such as a point-attack or a leg sweep with the intention to injure	

* Injury is defined as a medical or physical condition, foreseen to last longer than the duration of the tournament, preventing the fencer from competing at normal capacity.

Examples:

1. Attacking the legs or groin such that the opponent has difficulty walking
2. Attacking the hands or arms such that the opponent has difficulty gripping their saber
3. Attacking the throat such that the opponent has difficulty breathing or speaking.

Cards:

- **Yellow Card**: The last action by the offender is thrown out and no points awarded. The opponent's actions are valid in that last tempo and if a touch is made, points should be awarded as normal.
- **Red Card**: The last action by the violator is thrown out and no points awarded. The opponent's actions are valid in that last tempo and if a touch is made, points should be awarded as normal. If no touch is made or the action scores less than 2 points, the opponent shall be awarded 2 points.

- **Disqualification**: Removal from the current event/division within a competition.

- **Expulsion**: Removal from the current competition, and required to leave the venue immediately.

Inter-Tournament Violations and Competition Bans

To receive a inter-tournament violation, one of the following conditions must be met:
- A fencer must receive a red card (red cards are given for the second major infraction committed in a single event) in either two consecutive competitions/events or three competitions/events in the same calendar year
- A fencer must receive a disciplinary expulsion infraction ([expulsion](#)) in a competition/event

The consequences of inter-tournament violations:
- First offense = fencer receives a 4 month ban from competitions
- Second offense = fencer receives a 6 month ban from competitions
- Third offense = fencer receives a 1 year ban competitions
- Fourth offense = permanent expulsion from the league

NOTE: There is a 3 year rolling window for these offenses. as a result an offense is expunged from the national records after 3 years

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AFTERWORD

Lightspeed Saber fencing has been a work of love and passion. It couldn't have come together without the help of many individuals who have helped perfect it over the years. Despite this, it still isn't perfect, and we're always looking for ways to make sure it is the best that it can be. You can always give feedback at our Discord:

LightspeedSaber.com/discord

Find more tournaments at:

LightspeedSaber.com/tournaments

Sincerely,

Cang Snow
Lightspeed Saber League
Chief Executive Officer