



LONGSWORD

DUEL RULES

Armored Combat Entertainment / Historical Armored Combat





SUMMARY

1.1

During the fight, the number of strong blows by the blade of the sword delivered to the legal strike zones of the opponent's body is counted.

1.2

There are no weight divisions in the "Longsword" duel category.

1.3

The Marshals' group includes the Knight Marshal (Head Referee), minimum four (4) Marshals (Referees) or points counters, a secretary (to count points of each match), and an Safety or Authenticity Committee Representative (if required).

1.4

Fights of the duel category are conducted in the 'list' arena which is a barrier measuring 6–10m wide and 6–20m long. The height of the barrier is 0.9–1.3m. There must be a fenced/roped 2m wide safety zone around every side of the list. Only Marshals, Squires (Seconds or a Coach) of the fighter, the marshal group and accredited photo/videographers are permitted into the safety zone. Any extra fighter or non-combatant of the team in the safety zone will result in a penalty (yellow card) for the individual or their team (club).

Important!
Legal strike zone
excludes groin,
back of the neck,
back of the knee,
feet.

1.5

Each fight consists of one 90s round. The fighter who scores the most points wins. In the eventuality of a tied score, there will be one 30 second additional round to break the tie.

1.6

Each stout blow to the legal strike zone of the opponent's body will score:

- two points if the blow landed in the head or torso provided the grip was two-handed.
- one point if the blow landed in the legal strike zone excluding head and torso.
- one point if the blows are delivered to the legal strike zone with single-handed grip.
- one point if the blow landed in the legal strike zone with the pommel of the weapon if the grip was two handed
- points count below only the wrist edge or divet for all gauntlet strikes
- two points for disarming an opponent

Important!

In case of any disagreement, any contestation is addressed via "Rules and Regulations v.1"

1.7

A blow is considered stout if it was clear and deliberate, and the opponent failed to counter it effectively with a defensive action. A point is counted if the weapon makes contact through an opposing guard with sufficient force to be classified as a stout blow. A point is not counted for any contact made by the "flat" of the blade or of the cross guard.

1.8

Points are counted during the fight. The fighter who scores the most points wins.

If the round ends at a draw, an extra 30s round is fought to determine the winner.

"Technical win" with a score 3-0 is awarded to one of the fighters in the following cases:

- If the opponent withdrew from the fight before it commenced; failed to report to the list upon the Head Referee's call, or failed to prepare the equipment within the designated time.
- In the case that a fighter cannot participate in the competition because of injury or disqualification, their opponent is awarded a technical win.
- If the opponent cannot continue fighting because of an "accidental injury".
- If an opponent gets two (2) Yellow cards (warnings) or Red card (disqualification).
- If the fight is impeded due to equipment failure that is impossible to fix within the designated time frame of no more than one (1) minute.
- Assessment is made by the Knight Marshal (Head Referee).

Important!

If the fighter cannot continue the fight due to the injury caused by an illegal strike, their opponent receives a penalty of double yellow cards and is banned from further participation in the tournament in that category. The injured fighter is awarded a technical victory. The injured fighter may withdraw from further fights in this category.



FIGHTING TECHNIQUES

AUTHORIZED ACTIONS

1. Blows delivered by the blade of the weapon to the legal strike zone of the opponent.
2. Parrying of the opponent's strikes with a sword.
3. Pushing the opponent with the blade or arms.
4. Pushing off the opponent's arms with the arms.
5. Strikes delivered with the pommel of the sword to the opponents legal strike zone
6. Punches and kicks to the opponents legal strike zone
7. Handholds of the opponents weapon handle
8. Grabbing your own blade (also known as Half-Swording)

FORBIDDEN ACTIONS

1. Any thrusting actions with the blade of the weapon.
2. Any strikes to the illegal zones.
3. Any strikes to the grounded, or rising to standing, opponent.
4. Any strikes to the opponent who has lost their sword.
5. Strikes with head, elbow or knee strikes.
6. Back heels, wrestling throws and clinches.
7. Strikes delivered with the cross guard of the sword.
8. Grappling with hands and arms to the opponent's torso, head, and limbs.
9. Handholds of the opponent's blade
10. Leverage on an opponent using your own, or your opponents blade on the neck
11. Picking up a dropped weapon and continuing to fight without a Marshals approval

INFRACTIONS

Infractions to fighters who utilize the above forbidden techniques are subject to the Rules and Regulations enforcement and all penalties imposed are dependent on the situation in the combat arena and the marshals' decisions.



AUTHORIZED EQUIPMENT

All elements of the offensive and defensive equipment must meet the requirements of the Longsword Duel Category Rules and all other Armored Combat regulations.

A fighter will not be allowed in the list under the following circumstances:

1. A fighter does not meet armor requirements as per Regulations
2. A fighter uses low quality, dirty, rusty, dented equipment that is not historically plausible
3. A fighter uses modern boots or shoes with explicitly modern outsoles that have deep lugs or cleats
4. A fighter is using clearly visible modern adhesive tape, plastic ties or other modern materials for repair
5. A fighter is using slogans or imagery to decorate any piece of equipment that is not historically plausible, derogatory, political or religious in nature