

DANELAW MEDIEVAL FIGHTING SOCIETY. INC



TOURNAMENT RULES

Background

In response to the interest, support and participation of numerous ALHF and non ALHF groups around Australia, Danelaw has established these rules for Tournament Combat as a guideline for groups interested in hosting interclub tournaments.

Definitions:

“Tournament” means the overall activity including all combat, admin, and other activities associated with running the activity.

“Tourney” means the Combat that may be categorised in numerous ways, and which may be run in the form of bouts, heats and finals etc.

Public Liability Insurance

Just to be clear:

- **Tourney combat is simply friendly interclub re-enactment combat with a points system added to determine rankings between the like minded re-enactors involved.**
- **It is not an open competition involving professional combatants.**
- **Nor does it involve substantial value/cash prizes.**

These rules only deal with the administrative aspects of the Tournament which do not impact on Public Liability Insurance provided by the ALHF nor held by any participating group, nor have any special interest to the ALHF or other non-participating groups or bodies. These rules deal with the competition itself, logistics, admin, Tourney Categories and with the point scoring system to determine who has won each bout. **Just to be clear: they apply only to those persons interested in participating with other like minded re-enactors in the event. They do not apply and do not have any bearing on any other re-enactor.**

Interclub Combat Rules and Additional Safety Standards for Competitive Tournaments are addressed in the following documents that were submitted to and accepted by the ALHF, by Danelaw, in April 2007:

- Danelaw Guidelines for Interclub Combat.pdf
- Tourney Combat Safety Standards.pdf

We recommend that any group interested in hosting Tournaments should either make the ALHF aware that they are either:

- Using the above Guidelines and Safety Standards or
- They have their own equivalent Guidelines and Safety Standards

Objective

The purpose of the tournaments is to showcase combat skills in a carnival atmosphere that captures the feel of 14th century pageants. It is for like minded re-enactors to enjoy each others company, have fun, further the objectives of their groups and members and to promote living history as a recreation.

Tourney Categories

Winners of each individual Tourney will receive recognition and the overall winner receives a prize and bears the title of “Tournament Grand Champion”.

The following tourneys are proposed:

1. Dagger
2. Single Weapon
3. Two weapons
4. Spear
5. Sword and Shield
6. Open Individual
7. Open Team

Point Scoring

A point will be awarded for every round that a combatant is victorious in for each individual tourney.

Eg

Tourney	Combatant 1	Combatant 2	Combatant 3	Combatant 4	Combatant 5	Combatant 6
Dagger	4	2			1	
Single Weapon	1	2	4	5	6	
Spear		1				4
Sword and Shield	1	2	5		4	
Open Individual	5	4	3	2	6	1
Open Team	2	2	2			
Total Points	13	13	14	7	17	5
Overall Rank	3	3	2	5	1	6
Championship Results	Dagger + Open Team	Open Team	Sword and Shield + Open Team	x	Single Weapon + Open Individual + 2007 Grand Champion	Spear

Venue

- Each tourney will be held in a clearly defined tournament ring
- The tournament ring is a 6m diameter Inner Combat Area defined by markers (rope) on the ground. The Inner Combat Area will be inside an 8m diameter Outer Combat Area defined by rope etc at waist height.
- A combatant may continue to fight with one foot inside the tournament ring but, if both feet are outside the ring, it will count as if the combatant has received a legitimate killing blow.
- Both the Inner and Outer Combat Area will be within a further barrier so that Combatants and spectators are separated by a double Barrier.

Blows

- Blows are strictly to be directed at legitimate target areas in accordance with the accepted Guidelines for Interclub Combat for the event.
- Blows should be firm and “showy”. No “wristy”, glancing or dubious blows will count. Safety will still be paramount; this means no excessively hard blows.
- Two Judges will monitor each fight and will determine what is excessive.
- **Any dangerous blow to an illegal target area resulting in injury may result in immediate disqualification.**

Armour

Amour will not count. Treat it as personal protection only. These tourneys are meant to compare skill, not armour, so the victory goes to the combatant who totals the greater number of legitimate killing blows on their opponent regardless of what the opponent is wearing.

Judges

- Two judges will monitor each combat.
- Judges will be Head Combatants from each club and their appointed most experienced combatants.
- No inexperienced or non-combatants will be allowed to judge tournaments.
- Judges will be selected from a list/pool of Judges with appropriate experience.
- Judges will be responsible for declaring when a combatant receives an adequate killing blow. Both judges must agree on killing blows.
- The person administering the blow has the right to veto the call of the judges and declare a blow as "No harm done".
- The person receiving a blow has the right to veto the Judges decision and declare the blow they received as "Fatal".
- In this way, the tournament still uses honesty, and the judges will help to determine fair outcomes and maintain safety.
- Judges will not have the right to declare someone as "living" if the victim says it was a fatal blow nor "dead" if the killer says the blow was no harm done.
- The two Judges, by agreement only, can disqualify a combatant on the grounds of:
 - Dangerous combat or behaviour
 - Bad Sportsmanship.
- A minimum standard of etiquette will be set to maintain a positive attitude throughout combats. (ie salute your opponent, shake their hand, congratulate them on their and/or victory/thank them for a good fight). Failure to adhere to etiquette may be interpreted by the judges as a display of bad sportsmanship and result in disqualification.
- Aside from the rules above, all other aspects of Tournament Combat will be in accordance with the accepted Guidelines for Interclub Combat for the event.

Entering tournaments

All participants will be able to enter their names in the lists prior to the tournament commencing. Combatants will be chosen at random from the lists.

The right attitude to tournaments

It is important to distinguish that there is a big difference between tournament combat and other types of combat. Because it is a friendly interclub competition, it is still a competition, so judges are necessary as is a point based system to determine each competitor's ranking.

We hope that the tournaments will be both friendly and competitive and will be as big a success as Tournaments held in previous years. The idea is to allow for friendly competitive fighting in a controlled and fun environment. Good sportsmanship and a positive attitude are essential for anyone wanting to participate in the tournament and get the most out of being a tournament competitor.

There is no place for bad attitudes, animosity nor grudges in tourneys. They will not be tolerated. Period.