

# Tournament Ruleset.

## Belgian Buckler Symposium 25.01.2025

<b>Setting</b>	<p><b>Fairplay Tournament: Minimal or Full Equipment</b></p> <p>This tournament offers a structured and organized <i>free-for-all</i> format, with participants fencing one opponent at a time. All participants are encouraged to challenge each other throughout the event at the foreseen timeslots.</p> <p>The tournament takes place during the time slots between seminars. After each seminar, there is a 30-minute break allocated for free sparring, which also serves as time for tournament matches.</p> <p>Following the last seminar (ending at 17:00), there is a 50-minute free sparring session (17:00–17:50) that is also available for tournament matches.</p> <p>At 17:50, the tournament concludes (though free sparring may continue), and the point calculation will begin.</p> <p>The tournament ceremony will take place between 18:20 and 18:30, during which the winner(s) will be announced.</p> <p>This tournament is designed to be an organized and controlled form of free sparring, emphasizing fair play and camaraderie.</p>
Check in and registration:	On site at registration table.
<b>Tournament fee</b>	Free
<b>Tournament price</b>	Honor, glory and a small trophée.
<b>Insurance</b>	Ex Cineribus Grimbergen is partially insured for this event. This means: <b>accidents occurring during the seminars are covered.</b> <b>Light/ small</b> Injuries sustained during the tournament are also insured. However, accidents resulting from dangerous, risky, or unsafe behavior will be examined on a case-by-case basis.
<b>Equipment:</b>	Minimal or Full equipment
Minimal equipment:	We value technical fencing and sparring. It has been show that full equipment in tournament and research jeopardizes technical fencing. Research shows that fencing in sparring and tournament settings with less protective equipment still can be performed safe if done with the right mindset. Therefore, we encourage people to fence technical in minimal equipment in a controlled and safe

	<p>setting. Full equipment fencing and sparring still can be done if both fencing partners agree on it.</p> <p>Equipment of both fencer should match. Either minimal equipment for both fencers or full equipment for both fencers.</p>
Buckler	Round Buckler max 46 cm diameter. No spikes or sharp corners allowed. Square bucklers (Longest side 46 cm) should have sufficient rounded corners.
Sword	90cm-110 cm. 800-1200grams Blunt edges, rounded or spatulated point, no “pointy-blunt” point allowed. No Burrs. No sharp or pointy pommels or parrying guard/quillon. No any other dangerous aspects.
Medium equipment	Fencing mask + back of the head protection, Throat protector, light to medium fencing gloves,
Full equipment	Fencing mask + overlay, Throat protection, Heavy duty gloves (Sparringgloves.com, Spess Heavy, ...)
Recognisability and visibility	Participants will be wearing a band or ribbon on one of the arms.
<b>Check in and Gear check</b>	During any of the sparring timeslots participants can check in and join in. Gear check is prior to first fight at registration table.
<b>Tournament format</b>	Fair play Free-for-all, one match a time.
Challenging	All participants can challenge each other. Fencer 1 can challenge fencer 2-10 (in case of 10 participants)
Rematch	Rematches are allowed as long as both parties agree. There is no limit to the number of rematches that can be conducted. However, in cases of suspected fraud or "I-win-you-win" collusion, both parties will be disqualified.
Refusing of fight	<p>It is always possible to refuse fighting with any of the participants.</p> <p>Refusing a first fight with another participating fencer will result in a loss of the challenged match for the refusing party, and a win for the challenger.</p> <p>Refusing a rematch does not result in a loss.</p>

<p><b>Points</b></p>	<p><u>Points counting:</u></p> <ul style="list-style-type: none"> <li>• Head hit (Cut, slice, thrust): 2 points</li> <li>• Torso Thrust: 2 points</li> <li>• Rest of the body: 1 point <ul style="list-style-type: none"> <li>○ Torso slice/cut</li> <li>○ Arm slice/cut/Thrust</li> <li>○ Leg slice/cut/Thrust</li> <li>○ Hand hits, Foot hits</li> </ul> </li> </ul> <p>Note: Medium equipment setting allows hitting the whole body, but only with mild intensity.</p> <p><u>Allowed</u> but no points ONLY UPON AGREEMENT BY BOTH FENCERS!!!</p> <ul style="list-style-type: none"> <li>• Kicks</li> <li>• Punches</li> <li>• Clinching and holding</li> </ul> <p>ONLY SOFT AND MEDIUM INTENSITY KICKS ARE ALLOWED ONLY TO DISORGANISE AND DISORIENTATE THE ADVERSARY AND NEVER TO HURT.</p> <p><u>Forbidden:</u></p> <ul style="list-style-type: none"> <li>• Groin hits by any kind</li> <li>• Back of the head hits by any kind.</li> <li>• Strong kicks and punches</li> <li>• Throwing, joint locks, chocks and grappling of any kind</li> <li>• any other dangerous behaviours.</li> </ul> <p>ANY OF THESE ACTION CAN BE CALLED AS A WARNING BY THE FENCING PARTERN AND CAN LEAD TO DISQUALIFICATION OF THE TOURNAMENT AND EXCLUSION OF THE EVENT WITHOUT REFUND OF THE FEES.</p>
<p><b>Warning/ Exclusion</b></p>	<p>Any of the following can give either a Warning:</p> <ul style="list-style-type: none"> <li>• Unfair play</li> <li>• Showing the back of the head</li> <li>• Violent fighting and behaviour in either full equipment of minimal equipment setting.</li> <li>• Psychological intimidation</li> <li>• Physical intimidation</li> <li>• Any other action that is not in the spirit of a fair play tournament.</li> </ul>

	<p>Or Exclusion of the tournament:</p> <ul style="list-style-type: none"> <li>• 5 Warnings</li> <li>• 1 Forbidden technique</li> <li>• Any other dangerous action that is not in the spirit of a fair play tournament.</li> </ul>
<b>Fairplay/technical points</b>	Each participant is allowed to hand out 1 fair play/technical point to each other fencer. These fair play points count in favour, in case of an ex aequo.
<b>Winning:</b>	
Winning a fight.	<p>If a fight is won, the winning adversary attends at the registration table to register his fight. Losing party does not have to do anything.</p> <p>Every fight won will give 1 point in the tournament scoring system</p>
Tournament	The winner of the tournament is the participant with the most matches won. In the event of a tie, the participant with the highest number of fights will be declared the winner. If there is still a tie, the winner will be determined by the highest number of fair play points.
<b>Why this setting</b>	This is a try out setting to encourage controlled, technical fencing in a amical technical tournament setting. The rulesets are made to encourage and promote fighting rather than winning alone.