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# An Cruinneachadh

## Official Rules

### Section 1: GENERAL RULES

1. Authority to interpret these rules will reside in the Judge of each match.
2. Weapon Requirements:

Consult the appropriate weapon section for weapon-specific equipment restrictions.

3. Safety Equipment:
  - a. Final approval of safety gear rests with the Head Stickler of each match. Consult the appropriate weapon section for weapon-specific equipment restrictions.
4. Any Stickler or Judge may at any time stop a combat if they consider that one or both of the Players to be fighting dangerously, to be contravening these rules or be using any item of equipment that is unsafe.
5. Any Player known or suspected of being under the influence of any intoxicating drug (including alcohol) will be barred from taking part in combat. This judgement rests with the Head Judge.
6. No one shall interfere in a combat in which they are not involved unless safety of one of the fighters is compromised

## SECTION 2: JUDGEMENT POSITIONS

7. The match will be led by an impartial match Judge who is not participating in fighting on that entire day or entire tournament and who has been appointed to that position by the leadership of An Cruineachadh and the Head Judge.
8. There will also be found a Time Keeper and a Head Stickler at every match.
9. The match Judge is responsible for ensuring all other positions are attended by competent individuals. The Judge is also responsible for watching during the match for fouls and unsafe play. The Judge has final say, after hearing from the Head Stickler, about how points are awarded. The points, penalties and hits are counted by the Clerk.
10. The Time Keeper is responsible for keeping the time of the matches, and is selected from the available pool of volunteers.

11. The Head Stickler is responsible for halting play when contact is made and reporting a point for one individual, a double, or no clear strike to the Judge. The Head stickler is also responsible for keeping the grounds of the match. The Head Stickler, at the pleasure of the match Judge, may appoint up to three assistant sticks to give feedback on hits. The Head Stickler may also indicate fouls to the judge, but may not halt play except to call hits or for reasons of safety.
12. Assistant Sticks may not halt a match except for safety, but can indicate when they have seen a point or foul to the Head Stickler and give their feedback when asked. The Judge does not typically consult the Assistant Sticks.
13. It is in the duties of the Head Judge to organize the tournament, including dictating tournament style, match pairings, and arbitrate on such matters as safety equipment and delays due to weather conditions. They will also nominate Head Sticklers, appoint match Judges and liaise with event organizers. This judge may also sit as a match judge if needed. They have final say on all positions, and may at any time exchange people in any other position.
14. The Head Judge may appoint a Constable, who will be charged with the organization of match Judges, appointment of Time Keepers and Head Sticklers, as well as ensuring the participants are “on deck,” and approving their safety equipment for each match.

*As such, minimal staff for one ring is: One Judge, one Time Keeper, one Clerk, and at least one Stickler.*

### SECTION 3: SCORING

15. General Rules:

- a. Each bout will last for 1 minute, or until one Player has reached 6 Points.
- b. The Time Keeper shall pause the match at the calling of “hold” by the Head Stickler or Judge, or “safety” by anyone,
- c. The Time Keeper will alert the match Judge of the halfway mark and of the expiration of the time.
- d. At the calling of hold immediately following the expiration of 30 seconds, the players will switch sides.

## 16. Points

- a. Valid strikes as described in the weapon-specific sections, landing anywhere on the opponent shall be counted as a hit.
- b. Trifling or scurrying blows shall, at the pleasure of the Head Stickler or Judge, be discounted without points awarded, though play is best stopped to acknowledge the hit.
- c. For each clear and effective blow on any part of the body without doubling, the Player shall receive one Point. His opponent receives one Hit Against, used for tie-breaking purposes.
- d. If both Players are hit within time, the hits shall count as a double. A double awards no points to the Players, but counts as a Hit Against both.
- e. Hits against are defined as any scoring action against the Player. As such, a strike, disarm, ring out and foul against the Player all count as hits against.
- f. After a hit is effected and a halt called, both Players must retire to their starting marks.
- g. Player Communication

- i. Players may acknowledge any hits received but not called, tapping the part struck while holding their stick by its blade. The Head Stickler must then call a stop, and may elect to award the point to the opposing player or not.
- ii. Players are expected to deny any hit they have made on their opponent that they knew to be of poor quality by holding their stick by the blade and raising their other arm.
- iii. Players may not address the Judge unless the Judge requires them to, and should refrain from speaking to the Head Stickler except to identify when they have been struck or when they have failed to strike their opponent.

## 17. Grappling

- a. If one should disarm their opponent, or if the opponent should lose their weapon by accident, it counts as a Point for the opponent. If through a single grappling maneuver or play, one player gains definitive advantage over the other, or intentionally pushes them out of the ring in a controlled manner, without leaving the ring themselves, they shall be awarded a point. A player pushed out of the ring in this manner is not eligible to be found Cowardly for leaving the ring.
- b. If after the first exchange of grappling no advantage has been gained or point scored, the Head Stickler or Judge will stop the match with no hits recorded.
- c. Punching, kicking, pommel strikes, and other forms of physical combat shall not score points. They are permitted as part of the rough-and-tumble of martial arts, however may quickly be deemed excessive, unnecessary and therefore Brutal by the Judge.

## 18. Injury

- a. In recognition that fencing is an inherently dangerous activity, if injury should occur as part of the normal rough and tumble of combat, no penalty shall be awarded against the Player responsible.
- b. If a Player is disabled, or their play in any way impeded by the injury caused by excessive brutality, the party who has given it must be disqualified at once, as it is obviously wrong that they should be allowed to continue playing under an advantage caused by their own brutality. If, in the opinion of the Head Judge, the injury was entirely accidental, the player is eligible to continue the tournament so long as losing that match does not disqualify them.

## 19. Fouls and Disqualification

- a. The match Judge is at liberty to award fouls to any player for being Brutal, Cowardly or Boring. The match Judge may, at their discretion, award warnings, points, match disqualification or tournament disqualifications with or without cautioning the players about their behaviour beforehand.
- b. In any individual match, a Player who uses unnecessary force in their swing, throws their opponent to the ground, returns a hard afterblow out of time after being hit, or uses their weapon in an unsafe manner (such as thrusting with a single-stick), will receive a warning for being Brutal. If they continue they will receive a second warning and have a Point awarded to their opponent. In the third instance, the match shall be awarded against them as a foul, regardless of the Points accumulated. This process can be expedited by the Judge, if deemed necessary.
- c. In any individual match, a Player who continually retreats from combat in order to deny their opponent a chance to score, who does not move from their starting location, or who retreats completely out of the bouting area shall receive a warning for being Cowardly. If they continue they will receive a second warning and have a Point awarded to their opponent. In the third instance, the match shall be

awarded against them as a foul, regardless of the Points accumulated.

- d. In any individual match, a Player who refuses to initiate combat when it is appropriate to do so, or who allows the centre of the bouting area to be held without challenge shall receive a warning for being Boring. If they continue they will receive a second warning and have a Point awarded to their opponent. In the third instance, the match shall be awarded against them as a foul, regardless of the Points accumulated.
  - e. In addition to the above specific rules, the Judge may penalise any conduct they deem Brutal, Boring or Cowardly, either by awarding a Point to their opponent, awarding of the Match against them, or tournament disqualification, depending on the seriousness of the offence.
  - f. A player that has lost a match to a foul will forfeit the day or tournament if they are given the same foul in any following match.
20. If any player disrespects the match or tournament officials or volunteers verbally, through gestures or mannerisms, or behaves in an unsafe way inside or outside of play, they may be disqualified from the tournament at the discretion of the Head Judge or Constable.

#### 21. Tie Breaking

- a. If at the end of a Match both Players scores are tied, the match will be decided by which player has the fewest hits against per match average, rounded down.
- b. If the tie cannot be broken in this manner a one-point sudden-death tie-breaker shall be played, during which double hits and hits against are to be ignored.

## SECTION 4: TOURNAMENTS AND RANKING



22. The Head Judge shall at their discretion and according to the resources available decide how to match opponents for preliminary rankings. A complete round-robin in which all players play against all other players is the most preferable solution.
23. For the purposes of determining total scores for the Finals, Rankings shall be arranged by total matches won, then lowest Hits Against per-match average for that day or tournament (not rounded)
24. The Judge or Constable will then engage the finals in elimination style play, with number of eliminations decided by resources available.
25. The players next in line are generally placed on-deck by the match Judge or tournament Constable. Players will be warned two times and then penalized, if they are not on-deck before their next fight.

Tournament staff will be selected from available volunteers. They may also be selected from participants in another league. If needed, they can also be nominated from among participants who are playing in a different pool, or who have finished all their matches for that day. Once nominated by the Head Judge, they are chosen by the match Judge to oversee the match.

# An Cruinneachadh

## Official Rules: Singlestick

## Section 1: GENERAL RULES

1. Authority to interpret these rules will reside in the Judge of each match.

2. Weapon Requirements:

a. Stick League Weapon Requirements

For An Cruinneachadh Glengarry, the weapons for the Singlestick tournament will be provided by the organization. For reference, these are the parameters used to build weapons used for the event :

### Basket

- Hard Material (does not deform under pressure)
- Minimum 180 degrees extending from the handle

### Stick

- Rattan
- $\frac{3}{4}$  inch without significant deviation
- 36 inch maximum blade length

### 3. Safety Equipment:

- a. Final approval of safety gear rests with the Head Stickler of each match.
- b. Equipment required for participation in Singlestick League:
  - Face mask with back-of-the-head protection
  - The entire body must be covered with no skin showing
  - A fencing chest protector or HEMA jacket
  - Gloves on both hands
  - The forward arm must have hard protection on the forearm and elbow
  - Knee and shin protection on both legs
  - Athletic cup

## SECTION 3: SCORING

### 4. Singlestick-specific Rules:

- a. A scoring hit in singlestick is defined as any cutting action with the “blade” (Stick) of the weapon. Thrusts are forbidden, and an intentional thrust will be qualified as Brutal by the match Judge. Hits with insufficient quality will not be counted by the tournament staff.

An Cruinneachadh

Official Rules: Broadsword

## Section 1: GENERAL RULES

1. Authority to interpret these rules will reside in the Judge of each match.

### 2. Weapon Requirements

#### Blade

- Max Length 36 inches from extent of the guard to the tip.
- Must deflect with pressure to avoid injury from thrusts
- Must be intended for use in sport, not as a decorative or functional cutting model.
- Must be capped with a leather or rubber tip
- Must be designed to be straight, neither curved forward nor backward along any part of its length

#### Basket

- Must offer complete protection to the hand up to the wrist on the outside
- Must extend to at least 90 degrees from the line of the blade on the inside from the handle
  - Must cover at least 180 degrees from the handle at the meeting point of the basket at or near the pommel
  - If it includes gaps larger than  $\frac{3}{4}$  inch in any dimension or location, must include a stiff liner
  - May not include blade breakers, points, sharp edges or a pointed pommel
  - Must be constructed of steel.

#### Overall

- The entire sword and each aspect of it must be free from burrs, defects, loose parts or significant damage.

### 3. Safety Equipment:

- a. Final approval of safety gear rests with the Head Stickler of each match.
- b. Equipment required for participation in Broadsword League:
  - Face mask with back-of-the-head protection
  - The entire body must be covered with no skin showing

- A fencing chest protector under a HEMA jacket
- Separate gorget or integrated gorget in the jacket
- Gloves on both hands with integrated protective elements
- Hard protection must cover the forearms up to the point that is covered by the basket of the sword. It must further protect the elbows, shoulders, knees and shins.
- Athletic cup

### SECTION 3: SCORING

#### 4. Broadsword-specific Rules:

- a. A scoring hit in Broadsword is defined as any cutting or thrusting action with the blade of the weapon reaching the opponent. Hits with insufficient quality will not be counted by the tournament staff.

An Cruinneachadh

Official Rules: Smallsword



## Section 1: GENERAL RULES

1. Authority to interpret these rules will reside in the Judge of each match.
2. Weapon Requirements:

*Note that loaner smallswords will be made available for participants who do not have weapons corresponding to these parameters.*

- a. Blade

- Type #1 to 5 Sport épée blade Blade. Musketeer blades are forbidden.
- 31-35 inches blade length with sufficient flex to avoid injury
- Tip not necessary, coloured tape

- b. Guard

- The holes are not to be used as finger rings
- The guard must be limited to an overall diameter of 10.5 centimetres;
- Must include elements such as additional rings, knuckle bows, crossguards, pas-d'âne (figure-eight or butterfly guards) , etc to ensure, along with adequate gloves, that the hand is protected and that the weapon represents historical practical examples. Judges have final say on the validity of a particular weapon.

- c. Handle

- Under 8 inches
- No orthopaedic or pistol grips; and no set in the handle are authorized.

d. Overall

- Must be designed for sport, but be clearly visually distinct from modern fencing tools, and represent historical practical examples.
- No pitting, rust, deformities, movement in the construction, or other maintenance issues.
- 600g upper limit

*Judges can approve weapons that do not fit these exact specifications if need be.*

3. Safety Equipment:

a. Final approval of safety gear rests with the Head Stickler of each match.

b. Equipment required for participation in Smallsword League:

- Face mask with back-of-the-head protection
- The entire body must be covered with no skin showing
- A chest protector under a fencing or HEMA jacket
- Separate gorget or integrated gorget in the jacket
- Gloves on both hands
- Athletic cup

### SECTION 3: SCORING

4. Smallsword-specific Rules:

a. A scoring hit in Smallsword is defined as any thrusting action with the blade of the weapon reaching the opponent. Hits with insufficient quality will not be counted by the tournament staff.