

Half-Harness Tournament Objectives and Guidelines

The Fright Fight half-harness tournament is an experimental ruleset which falls somewhere between blossfechten and harnisfechten. Competitors will have the option to wear armor, though this armor may only protect the torso, arms, and hands. Any location which is unarmored must be protected with HEMA gear. All fighters will be armed with longswords and have the option of carrying a rondel as a backup weapon.

ARMOR

Fighters are allowed to cover their torso, arms, and hands with armor (Mailed or Plate)

Rules sets subject to change, if there are any major issues discovered. Tournament participants will be notified via e-mail if there are any more changes.

Red Box indicates a difference from other Rules set Long Sword

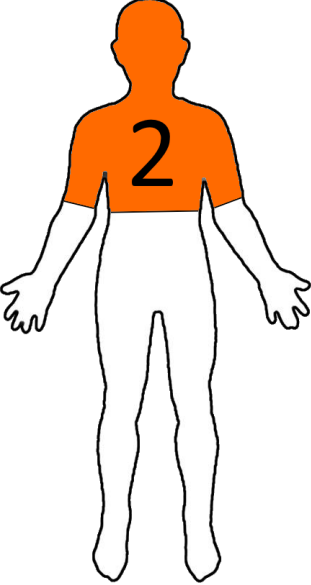
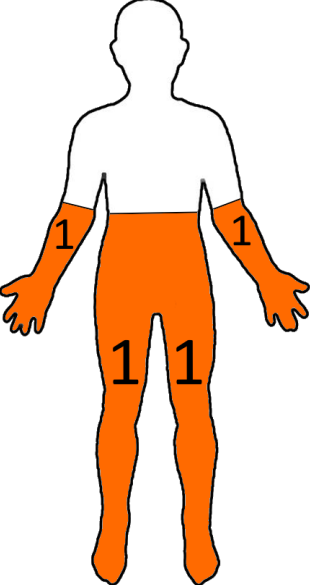
SCORING ACTIONS AND TARGET SPECIFICATIONS

In order to make judging easier, all legal targets are considered "DEEP" or "SHALLOW." Target classification is defined below.

Rules favor "DEEP" targets

Target Definitions

DEEP	The head, neck, torso, upper arms (shoulder to above the elbow)
SHALLOW	Below the waist and lower arms (elbow to hand)
No points	Armored locations

Targets (Points) (Examples)	
DEEP	SHALLOW
	

Points

The following table shows how points are calculated based on the type of strike. Director will call out the targets for each new match based on the participants gear.

Target	Cut	Thrust	Pommel
DEEP	2	2	2
SHALLOW	1	1	0

Point Details

Understanding Targets	Recognize "SHALLOW" areas, including regions below the waist and lower arms (elbow to hand). Everything else is a "DEEP" target
Disarm	A disarm will count as a "DEEP" strike
Strike Standards	Ensure strikes meet specific criteria for points. Thrusts require weapon flex and must extend beyond accidental touch. Thrusting mailed targets while half-swording does not need to demonstrate the same level of flex. Cuts should be purposeful with proper edge alignment
Effective Striking	While there are no strict power or rotation rules, focus on martial intent and effectiveness. Strikes lacking these elements may not count toward your score
Improper Contact	Prevent uncontrolled movements leading to accidental blade contact, like flailing or "draw cuts," as these won't score points
Pommel Strikes	Use pommel strikes exclusively on the mask's front mesh only. Hitting other mask parts is not allowed
One-Handed	(Long Sword) - Showcase one-handed cuts and thrusts with control and quality for points. Maintain the required level of proficiency
Ring Out	A ring out is "SHALLOW"
Throws & Falls	A throw and a fall is "DEEP"
Armored	Thrust and Cut to plate armor is no points. A thrust to mailed must show significant flex and/or be conducted as half-sword. A cut to mailed is no points

THE GRAPPLE

Scoring action	Upon a grapple it is required to show actions to complete a scoring action
Clock continues	Regardless of the outcome the clock doesn't stop
Stop grapple	If no obvious actions to score, judge will call no-exchange

THROWS & FALLS

Controlled Takedowns	Executing a controlled takedown will earn a fighter 2 points
Self-Induced Fall	If a fighter falls due to their own actions, their opponent will gain 1 point
Controlled Takedown Criteria	Controlled takedowns encompass leg sweeps, arm drags, and single-leg takedowns, among others. Any action that causes the opponent to fall when they wouldn't otherwise fall qualifies as a controlled takedown. The fighter executing the takedown must remain standing throughout the action

RING OUT

Ring Out	Fighters are encouraged to force their opponent out of the ring
Ring Out Pause and Reset	If a participant crosses the ring boundaries, the action will be immediately paused. Competitors will be reset to their respective corners, and the match will resume from this position after the ring out. <u>One fighter ring out awards other fighter 1 point.</u>

Them leaving	If you strike your opponent prior to them leaving you get the point
You leaving	If you strike your opponent prior to you leaving you don't get the point

AFTERBLOW & DOUBLE STRIKE SCORING

Rules favor “DEEP” targets

No Points for Simultaneous Strikes (Doubles)	In cases of SHALLOW/SHALLOW or DEEP/DEEP exchanges, neither fighter scores points. <u>Avoiding doubles</u> allows participants to maximize their total points
DEEP/SHALLOW Exchange (Afterblows & Doubles)	If one fighter strikes a DEEP target and the other strikes a SHALLOW target, 1 points will be awarded to the fighter striking the DEEP target, regardless of strike order
DEEP/DEEP or SHALLOW/SHALLOW Exchanges (Afterblows)	If both fighters strike a DEEP or SHALLOW target as the result of an afterblow, neither fighter is awarded points
Timing (Afterblows)	Execute afterblows within one complete tempo after a scoring action. Use no more than a single step or strike
Multiple Hits	If a fighter hits a “SHALLOW” target and then a “DEEP” target then the “DEEP” is counted. Required within a single tempo



ILLEGAL ACTIONS AND FORCE ASSESSMENT

NOTE: Illegal **safety** actions will:

- Immediately start escalation policy
- No Points will be earned

Prohibited Strikes	DO NOT strike the back of the head, spine, groin, and feet. Striking with the crossguard to any body part is also prohibited. It is mandatory to NOT attack these targets, even if your opponent exposes themselves recklessly
Avoiding Invalid Exposure	DO NOT expose an invalid target, whether intentionally or not
Striking the Floor and Throwing Swords (White Card)	NO striking the floor with the sword or throwing it
Taunting and Provocative Behavior	NO Taunting or any provocative behavior
Hands and Feet Strikes	(NO punches or kicks to head) - Strikes using hands and feet, such as punches or kicks, are not permitted to the head
Controlled Strikes	Ensure strikes are controlled, (Strike Force & Excessive Force), to prevent unnecessarily powerful hits that can cause severe injury. Scoring attacks do not require significant force

MATCH INFORMATION AND PARTICIPANT GUIDELINES

Match Duration & Exchanges	
Max Duration	Max Exchanges
	
Whichever comes first	

Details

Match Timeframe	Matches have a potential duration of 90 seconds . The clock runs continuously without pausing for judging or scorekeeping, except during timeouts
Match Conclusion	Matches conclude either after the 90 second period or following five exchanges , whichever comes first
Unclear Exchanges	Note that unclear exchanges, where scoring intent isn't evident, will not contribute to the five-exchange limit
Tied Match Resolution	In the event of a tie, a sudden death match will determine the winner based on the first clean hit

Competitor Autonomy and Rest Period

Self-Call Option	Participants have the option to self-call <u>if they get hit</u> , even if it may not be in their best interest
Rest Between Matches	Competitors engaged in consecutive matches will have a rest period of 60 seconds between matches

ELIMINATIONS AND FINALS PROCEDURE

Advancement and Seeding	
Advancing to Elimination Rounds	Progress to the elimination rounds is based on the HEMA Score Card Algo throughout the preliminary matches or pools
Seeding in Elimination Rounds	Your seeding position in the elimination rounds is determined by the HEMA Score Card Algo in the preliminary matches
Uniformity in Format	
Consistency in Format	Elimination and finals matches adhere to the same guidelines and structure as the pool matches

ESCALATION POLICY FOR SAFETY AND FAIRNESS

Illegal actions will start the escalation policy, and directors have the authority and final decision on enacting the escalation policy.

Note: If a Judge calls hold multiple times due to fighters not listening then it is at their discussion to utilize the escalation policy.

White Card	A White card is for a non-safety related illegal action, and results in a deduction of 1-point from the offending participant's <u>current</u> match score. This doesn't affect the escalation policy below
Verbal Warning	In case of rule violation, an initial verbal warning will be given, allowing a chance to correct actions promptly <ul style="list-style-type: none">• 1 warning per match prior to escalation
Yellow Card	A yellow card results in a deduction of 1-point from offending participants <u>current</u> match score. This deduction affects the ongoing match
Red Card	A red card results in a deduction of 2-point from the offending participant's <u>current</u> match score. This deduction affects the ongoing match
Black Card	A black card leads to disqualification from the tournament without reimbursement. This occurs when actions pose significant danger
Cumulative Effect	Remember, the escalation process accumulates across the entire tournament. Repeated violations result in higher penalties. Point deduction limited to match

Impact on Points	Any action resulting in a warning or card will not contribute to point awards. This underscores the importance of responsible conduct
-------------------------	---

FIGHTER WELL BEING AND EVALUATION

The wellbeing of the fighters is of the utmost importance and as such the following rules have been established.

Excessive Force Evaluation	Upon a participant's notification of excessive force the director will ask if the participant wants a medical evaluation
Injury Assessment	Fighters who signal injury will receive a chance to continue the match after an evaluation by a medical professional
Collecting After an Exchange	Fighters needing a moment to gather themselves after an exchange will be assessed via a medical evaluation
Medical Evaluation	Director will call a medical hold and the match will pause. The participant will be pulled to the side and a medic will assess their condition. Director will determine excessive force after the evaluation and determine if the match will continue
Repeat Incidents	If there are more than one incident with a single participant within a tournament, the fighter will be asked to forfeit their participation for their own safety

For clarification: Fighters who indicate that they have been harmed will be offered an opportunity to continue a match after a medical evaluation. If a fighter indicates they are not immediately capable of resuming or wish to be evaluated, a medic will be called to assess the fighter. Fighters who indicate they need a moment to collect themselves following an exchange will be evaluated. The director will determine if there was excessive force used following a medical evaluation. If there are more than one incident with a participant within a tournament the individual will be required to forfeit participation in the tournament for their own safety.

Rules sets subject to change, if there are any major issues discovered. Tournament participants will be notified via e-mail if there are any more changes.