

Mixed Weapon Tournament Objectives and Guidelines

Rules sets subject to change, rules will be finalized by October 6th, 2023

The Mixed Weapons Tournament offers a thrilling "King of the Hill" experience, where participants vie for supremacy through a series of exciting and unpredictable matches. The ultimate goal is to accumulate the greatest number of consistent victories to claim the coveted tournament title.

Promotion of Strategy: The essence of this tournament lies in encouraging participants to engage in a strategy through rolling dice to get the best weapon. The purpose is to win the most matches and all individuals within the collective are able to influence the game through submitting tickets. This means both participants and general admission can submit tickets.

This rule set is fundamentally different than other tournaments

HOW THE TOURNAMENT WORKS

Ticket Entry	Participants can enter the tournament multiple times, with each entry represented by a ticket, the number of entries is determined by the number of tickets
Single Bout	In each match, fighters roll a single die, which determines the specific weapon they will use for that particular bout
Roll Retry	If a fighter is dissatisfied with their weapon choice from the initial roll, they have the option to submit another ticket and roll the die again, aiming for a more favorable weapon
Weapon Influence	Notably, anyone in the collective area can also influence the weapon selection process by submitting a ticket to force a fighter to re-roll the die, adding an element of strategy and surprise. The collective area can include tournament participants or general admission
Mercenary	A fighter can submit two tickets to obtain a mercenary to fight for them

WEAPON OPTIONS

The following die rolls indicate the weapon selection

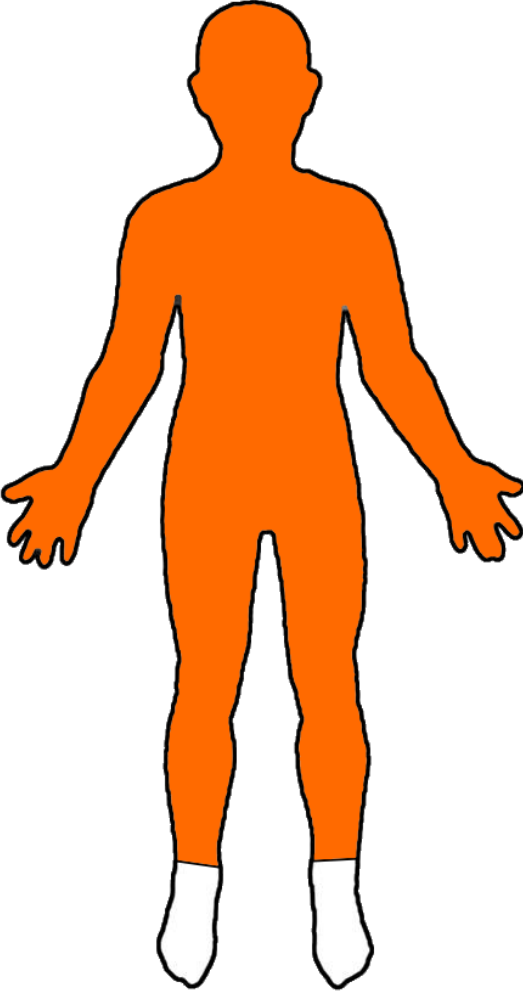
Die roll 1	Dagger or Sickle
Die roll 2	Saber
Die roll 3	Single Sword or Katana
Die roll 4	Sword and Buckler
Die roll 5	Long Sword
Die roll 6	Spear

SCORING ACTIONS AND TARGET SPECIFICATIONS

In order to make judging easier, all legal targets are considered a legal hit. A clean hit indicates that the person who hit can stay in as the king. Target classification is defined below.

Target Definitions

SINGLE HIT	Any location on the body, except the feet
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Targets
The whole body


Points

A point is defined as winning a single match, the fighter with the most points wins the tournament.

Point Details

Understanding Targets	Recognize all areas of the body other than illegal targets will win the match
Disarm	A disarm will count as a win
Strike Standards	Ensure strikes meet specific criteria for points. Cuts should be purposeful with proper edge alignment. Thrusts shouldn't be overly strong, flex isn't needed
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. Be considerate of your opponent's weapon when striking and using striking force. E.g. dagger vs LongSword
Improper Contact	Prevent uncontrolled movements leading to accidental blade contact, like flailing or hitting with the flat as these won't score points

THE GRAPPLE

1 Tempo	Upon a grapple there is one tempo to complete a scoring action
Stop grapple	If no score within 1 tempo judge will call no-exchange

RING OUT

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
Ring Out Strikes	If a fighter exits the ring, any subsequent strikes will not contribute to the score. If there is any confusion regarding whether a strike landed before a fighter left the ring, directors are encouraged to award the point
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

No Points for Simultaneous Strikes (<u>Doubles</u>)	In cases of double exchanges, neither fighter scores points. Both fighters will be removed from the match and there will be no King. <u>Avoiding doubles</u> allows participants to maximize their total points
No Points for Afterblow Strikes Exchanges (<u>Afterblows</u>)	If an afterblow occurs, neither fighter is awarded points. Both fighters will be removed from the match and there will be no King. <u>Avoiding afterblows</u> allows participants to maximize their total points
Timing (<u>Afterblows</u>)	Execute afterblows within one complete tempo after a scoring action. Use no more than a single step or strike

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
Takedowns and Throws	NO takedowns and throws
Submission Holds and Joint Locks	NO submission holds or joint locks
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
Ring Maneuvers (White Card)	NO pushing, shoving, or tripping an opponent out of the ring
Hands and Feet Strikes	(NO punches or kicks) - Strikes using hands and feet, such as punches or kicks, are not permitted
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

Details

Match Timeframe	Matches have no specific time limit, but fighters are encouraged to make exchanges quickly
Unclear Exchanges	Note that unclear exchanges, where scoring intent isn't evident, will reset the match

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	Rest only takes place while a new roll of the dir takes place

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 the offending participant's <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
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.

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