



Dutch Lions Cup 2019

Code of Conduct, Gear Requirements, Ruleset and Additional information

Code of Conduct

Dutch Lions Cup (DLC) is an open competition in which anyone training Historical European Martial Arts (HEMA) can participate. Participating in DLC is a privilege, not a right. Along with this privilege come certain expectations regarding the behaviour of participants, fencers, guests and staff.

Fencers participate at their own risk and discretion and follow the spirit of the tournament rules.

- Each bout should maintain a polite quality.
- Instructions from tournament officials will be respected.
- Shows and acts of disrespect (to anyone) will be frowned upon and could be penalized.
- Fencers, coaches, staff and guests are expected to show good sportsmanship and demonstrate respect towards others in both word and deed. Everyone who participates in DCL has the right to feel safe, included, valued and accepted.
- Never argue with the referee, your opponent, staff members or other guests.
- Do not try to (unfairly) influence others to gain advantage in the competition.
- Safety is of the highest importance and should never be disregarded. All fencers are responsible for their own equipment and behaviour.
- Lose with honour, win with dignity. Screaming or throwing of equipment will be frowned upon and could be penalized.
- **Ejection:** Threatening behaviour towards others (fencers, coaches, staff members or guests) will result in the individual being escorted from the premises.
- **No Discrimination:** Fencers, coaches, guests and staff members are expected to treat each other with respect at all times. Discrimination or harassment on basis of race, creed, color, nationality, status, religion, gender or sexual orientation is a big no. Any individual behaving in a discriminatory way towards others, will be escorted from the premises.

Gear Requirements

Equipment will be checked at the beginning of each round of poules and may be checked again at other times. All fighters are required to show up near their arena 15 minutes before the start of their poule for the gear check. The gear check will be done by the referee or tournament management. DLC reserves the right to check equipment as many times as deemed necessary. Equipment initially accepted may be rejected later if then considered unsafe, if it gets damaged during the tournament or if other flaws are noticed during the day. Bouts can and will be stopped if equipment appears unsafe. It is the competitor's responsibility to ensure equipment is suitable for competition. Equipment inspection confirms that the correct items are in the competitor's possession and is not a validation or warranty by DLC that the equipment is safe for use.

As a reminder for the participants: fencing with the longsword is a full-contact sport with the risk of injury if fighters are not properly equipped and protected. Fighters are responsible for their own safety and should make sure that the safety requirements are not only met, but also that their gear is in good condition and safe to use in competition setting. In case of equipment failure, a timeout will be allowed at the referee's discretion.

Required equipment for the longsword competition (both open and women)

Fighters are not allowed to show any bare skin. This includes the back of the calfs. In case bare skin is shown, the fighting will be stopped. The gear will be disqualified, or the fighter will be asked to fix their gear, in order for the bout to continue. This decision will be made by the referee or tournament management.

Fighters must be equipped with:

- Fencing mask
- Back of the head protection
- Throat protection
- HEMA Fencing jacket
- Hard elbow and knee protection
- HEMA fencing gloves (with no limited gaps at the fingers. Metal gauntlets, Lacrosse gloves, and Red Dragons are not allowed)
- Hard shin protection
- Sport shoes
- Groin protector (**mandatory for men, optional for women**)
- Chest protection (**mandatory for women, optional for men**)
- Padding on the hips is **recommended but optional**

Ruleset

This section covers all the information regarding the game rules. Any grey areas or events not described here will be decided upon by the referee(s) and / or the tournament manager(s) on the day of the event itself. Trying to discuss the outcome of such an occurrence is futile and can be penalized. Fencers participate at their own risk and discretion and should follow the spirit of the tournament rules. Each bout should maintain a polite quality and instructions from tournament officials must be respected at all times.

Officials

Each field has one referee, two judges and three table crew. The tournament has two tournament managers.

Scoring

The two judges and the referee have an equal vote when it comes to scoring exchanges. If two of them agree on a score, that score is awarded. The referee is not allowed to overrule both judges, i.e. if both judges call the same score, the referee is not allowed to change that score. If the two judges agree on which fighter landed the hit but disagree on the fighting point value, the lower value is awarded, unless the referee agrees with the higher score.

Fencers can score fighting points with thrusts, cuts and slices. Cuts and slices need to be done with the edge ("sharp" side) of the blade. Flat hits will not be counted. For thrusts and cuts to count there needs to be clear pressure on the blade. Contact itself is not enough to score. For slices to count, there needs to be a clear slicing motion, simply pushing the blade is not enough.

- 3 fighting points: thrusts and cuts to the head*, thrusts to the torso
- 2 fighting points: thrusts and cuts to the limbs, cuts to the torso, controlled pommel strikes to the front of the mask
- 1 fighting point: Ring out, single handed actions.

* The head also includes the bib and neck area.

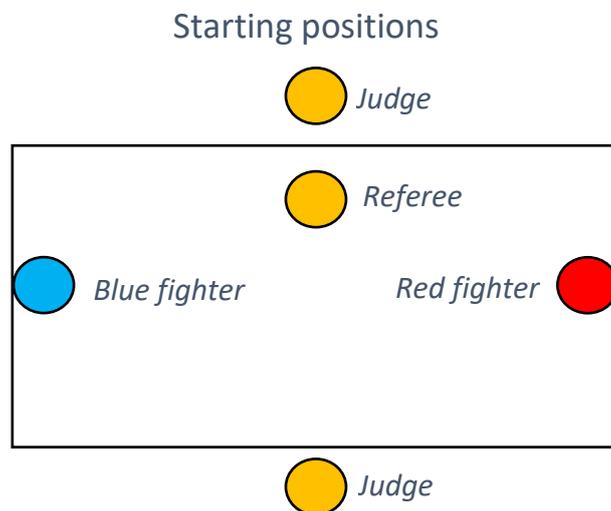
The judges only count the hits and call the corresponding scores. They do not look at the tempo (difference) within the exchange if both fighters hit each other. The referee decides if these hits count as an afterblow or a double. The scoring for afterblows and doubles is the same: the lower score is deducted from the higher score (e.g. red scores three fighting points - blue scores two fighting points = one fighting point for red). Each second double hit will cost each fighter one point in ranking.

Judging signals

- 3 fighting points: Judge holds the flag vertically up.
- 2 fighting points: Judge holds the flag horizontally sideways.
- 1 fighting point: Judge holds the flag vertically down.
- No hit seen (one fighter): Judge holds the flag behind his or her body.
- No hits seen (both fighters): Judge holds the flags low, crossed in front of his or her body.
- No quality (Incidental strike, cut with questionable edge alignment, very light cut with the point or cut made with a very small arc, etc.): judge holds the flag to their chest.

Field

The field on which the fighters fence is a square-shaped. It measures eight by four meters. A judge stands on each of the long sides. Only the fighters and the referee are allowed on the field during the bout.



Illegal targets

- Back of the head
- Spine
- Back of the knee
- Groin
- Feet

Illegal techniques

- Mortslags
- Arm & leg locks, twisting joints against their natural direction
- Throws, punching, kicking and kneeing.
- "Bullrushing". It is not allowed to push away your opponent in an uncontrolled fashion.

- Strikes with the crossguard are not allowed. All strikes must be executed in a controlled fashion. Failure to do so may result in warnings or penalties.
- Pommel strikes may only be done to the front of the mask and score 2 points when done safely.

Ring out

It is not allowed to forcefully push your opponent out of the ring due to safety. You can of course manoeuvre your opponent out of the ring. If someone steps out of the ring with both feet, the fencer still in the ring will receive one point. Strikes made by a fencer while stepping out of the ring do not count. Strikes made on a fencer while stepping out of the ring do count as long as the action started while the fencer was moving out of the ring. Attacks started when the fencer was already out of the ring do not score.

Wrestling

Throwing and locks are not allowed. Standing wrestling is allowed, cuts and thrusts in a wrestling action will score the regular points, even if done with one hand. The referee can allow wrestling to continue as long as there seems to be any improvement in position for either fencer. If there is a stalemate or a safety risk, the referee will stop the action. When during a wrestling situation one of the fencers turns around showing the back of the head, the other fencer only needs to show he could hit, but should not make the hit to ensure the opponent's safety.

Disarm

If a fighter loses his weapon, either an active disarm or otherwise, the fencer who still has their weapon while being out of wrestling distance will get 3 points. If the disarmed fencer is within wrestling distance the referee can let the bout continue until either a point is scored or until there is a stalemate.

Errors, warnings and penalties

Each bout should be conducted in a safe and respectful manner. The penalties for errors against these guidelines include warnings, penalty hits, disqualification and a loss of ranking points. Referees can give verbal warnings or directly draw a penalty card when they deem necessary.

- Yellow card: no direct effect, counts as an official warning.
- Red card: 2 ranking points deduction
- Black card: Loss of bout and potentially disqualification from the tournament.

A fencer can receive various warnings before a red or black card will be given but warnings can also stack. How to proceed is up to the referee and the tournament management.

The following are guidelines to which behavior leads to which card. The final call is always made by the referee and the tournament management.

Yellow card:

- Fencer is late for the pool/bout
- Fencer stalls between exchanges

- Fencer tries to influence the judges by celebrating before the points have been give
- Accidental hits to illegal targets
- Uncontrolled fencing
- Hitting after halt

Red card:

- Rude behaviour towards the referee and/or judges
- Uncontrolled / dangerous behaviour
- Multiple yellow cards

Black card:

- Intentional dangerous behaviour

The referee will rule according to the tables below.

Format of the Bout	First time	Second time
Not present during bout call	Warning	Penalty hit/ Loss of ranking points
Non regulatory equipment	Warning	Penalty hit/ Loss of ranking points
Leaving the filed without permission during the bout	Warning	Penalty hit/ Loss of ranking points
Addressing the judges during the competition is ongoing or during the bout	Warning	Penalty hit/ Loss of ranking points
Addressing the referee before the final score for the exchange is announced	Warning	Penalty hit/ Loss of ranking points

Safety	First time	Second and following times during the whole competition
Turning the back to the opponent before the referee calls "break"	Warning	Penalty hit/ Loss of ranking points
Striking after the referee calls "break"	Warning	Penalty hit/ Loss of ranking points
Uncontrolled fencing	Warning	Penalty hit/ Loss of ranking points
Violent, dangerous or vindictive actions	Warning	Penalty hit/ Loss of ranking points
Intentional brutality	Disqualification	(If this happens more than once, the referee may

		disqualify the fencer from the entire competition)
Taking the mask off before the referee calls “break”	Warning	Penalty hit/ Loss of ranking points

Sportsmanship	First time	Second time
Refusal to obey the referee	Warning	Penalty hit/ Loss of ranking points
Refusal to salute the opponent before the bout	Warning	Disqualification
Refusal to salute the opponent after the bout	Warning	Disqualification
Refusal to face contestant that is duly registered	Warning	Disqualification
Person that interferes with the order on the mat	Warning	Disqualification
To favor the opponent or benefit from unauthorized agreements (for example. agreeing with opponent before the bout on the fight)	Disqualification	-
Violation against sportsman spirit (for example cursing towards opponent, coach/fighter trying to influence judges, etc.)	Warning	-

A warning is valid for the bout at hand and is recorded in the bout protocol. If a fencer, second or member of the audience is disqualified he or she must leave the premises immediately. Violation against the sportsman spirit includes, but is not limited to: using foul language, throwing equipment and threatening tournament officials. In cases when an offense cannot be properly addressed by the referee during the bout it is possible for the referee or any of the fencers to make an appeal to the tournament manager. The manager has the authority to remove ranking points from a fencer for a violation that hasn't been fully addressed during the bout.

Tournament structure and procedure

Tournament structure

The tournament starts with poule rounds. Each fighter will be put into a poule, which exists out of six or seven fighters. Each fighter will have one match against each other fighter in the same poule. For each fight the fighter receives ranking points. Without penalties a fighter receives:

- 9 ranking points for a win
- 6 ranking points for a draw
- 3 ranking points for a loss

After the pool round the best 32 fighters in the open tournament, alongside the best 8 fighters in the women's tournament, will proceed onto the elimination rounds. Note that not necessarily the best fighters of the poules go through to the elimination rounds, but the fighters with the best results compared to all other fighters in the tournament. The ranking which determines who will get through to the next round, is based on:

1. Ranking points (average per fight)
2. Penalties
3. Win/loss ratio
4. Warnings
5. Hit ratio
6. Double hits

If fighters are equal on 1 (ranking points), the ranking will be determined by 2 (penalties). If they are also equal on 2, the ranking will be determined by 3 (win/loss ratio), etc.

The elimination round are single knock-out rounds where the winner moves on to the next round, up to the finals. There will be two finals: one for first and second place and one for the third and fourth place. Elimination rounds can not end in a draw. If at the end of the regulated time there is a draw, there will be an extra exchange, until one of the fighters manages to score a clean two- or three point hit (without afterblow or double).

Procedure during the bout

The fencers will receive red and blue armbands before the bout when on deck, and will be known by their colours during the bout. The fencers will start the bout from one side of the field as depicted in the picture given before. The bout begins when the referee calls "fence". At the first hit, a judge will call "point". After giving time for an after-blow, the referee will call "break". When "break" is called, the fencers must cease their attacks, separate, and return to their corners. After this, the referee will call "judges". Each judge will indicate the highest scoring hit for each fencer that happened within one tempo of the initial hit. This means that if the fencer who at first struck a lower-scoring target and followed it up with a higher-scoring target within one tempo, this last hit is valid. Points will be awarded and the referee will ask both fencers if they're ready for the next exchange, then call "fence" again and signal the fencers to start again.

Duration

Each fight will last three minutes without stopping time. At 2 minute 50 the table will call “Last exchange” after which the exchange can take as long as the fighters stay active. When the bout stalls, the referee will call time. The referee will only call a time out when there is a prolonged stopping situation (e.g. extensive gear adjustment or a judge conference). The amount of exchanges are irrelevant for the duration of a fight.

The semi-finals and both finals will exist of two three-minute rounds, with an one-minute break between the two rounds. The score will not be reset for the second round.

Technical award

At DLC we intend to honour the tradition from which our sport stems. Fighting in style and with the techniques described and depicted in medieval manuscripts will be much appreciated. The fencer that shows the best technique will be awarded the technical price.

Additional information

- Only fighters and coaches are allowed in the arena area and in the warm up area.
- The audience is asked to stay at the bleachers.
- Fifteen minutes before your bout starts, report to your arena. There will be a small briefing and a gear check. If your gear is not up to standard you will have until five minutes before the start of the bout to change it. If you do not have the required gear, you won't be allowed to fight and will be disqualified from the competition.
- Starting times of bouts and fifteen minute warnings will be announced.
- If you have any questions regarding the tournament, scores, judging, etc., you can go to the tournament management desk, which is located on the far left of the main hall. The tournament managers will answer all your questions or hear your complaints. It is not allowed for fighters or coaches to talk to the referees, judges or table crew.
- If you need food or drinks, there is a restaurant on the first floor of the building
- After the tournament you can change and shower on location.
- We have a professional first aid team on site. In case of an injury or need of medical treatment please go to the first aid. In case of an emergency, call out for "Medic". In case all medical staff is busy, fighting will be stopped for this time.