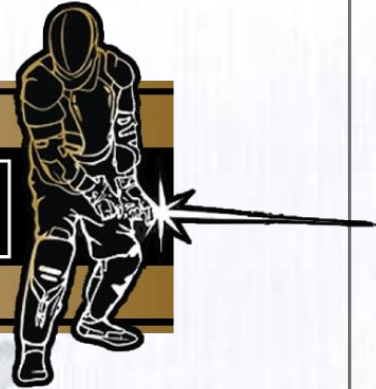


TSL OFFICIAL TOURNAMENT RULES AND TOURNAMENT CODE OF CONDUCT

THE
SABER LEGION
INTERNATIONAL SABER COMBAT ORGANIZATION



THE SABER LEGION:

Love and represent your charters and who you are...

Through sabers all will be united...

The Saber Legion (TSL) is a Full Contact Custom Saber dueling community. Because of the dangerous nature of full contact saber combat ALL participants must waive any and all injury liability against TSL, its members and any locations used for TSL events.

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The goal of this rule set is to promote a style of sabering that is skillful, artful, honorable and fun. The level of combat presented in this format is expected to be at the “Tournament Sparring” level as described in the Club Guidelines and Hold Harmless Agreement. Please see section 5 on page 17 if you must be reminded.

The participants enter each bout at their own risk and discretion. Every participant is expected to follow the spirit of the tournament rules. Every bout should maintain a polite quality to all involved.

All saberists and judges are expected to participate safely and in their best frame of mind. Judges or saberists found to be participating under the influence of any substance, legal or illegal, that impairs their function will be ejected from participating at the remainder of the event. This includes but is not limited to alcohol of any kind, marijuana, illegal drugs, heavy painkillers etc. Any substance that alters your brain chemistry fits into this category and does not belong in these events.

Tournament Bout Overview

Each participant will receive two colored armbands (one to be worn on each arm) and will be referred to by that color for the duration of that bout. The participants will start at the edge of the “ring” until called by the director. If a participant is not near the ring for the call of their name, they will forfeit the bout. Please be aware of your bout times and be present to keep the event running smoothly.

Once the saberists are cleared by a final inspection of the saber and gear, they will be asked to enter the “ring” by the director and asked to acknowledge to the judges and the table. Acknowledging the table is the saberists indication they have read the rules and will fully abide by these rules. Failure to acknowledge the participants will result in a breach of conduct warning at the yellow card level.

The saberists will then be asked to take their places inside the ring by the director. The director will then ask the saberists to acknowledge their opponent. Failure to acknowledge the participants will result in a breach of conduct warning at the yellow card level. The director

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will then make sure each saberist is ready by asking “Saberist’s ready?” at which point the saberists should acknowledge the question by stating verbally they are ready to the director. The director will then begin the bout by saying “Fight”.

When a hold is called during the bout the saberists are expected to disengage but remain in their current location within the “ring”. Once the points are awarded and / or the outcome of the hold resolved, the director will give the commands to begin again (saberist’s ready? – Fight). Saberists should not move until the command “Fight”, movement (foot fault) on the part of a saberist will result in a breach of conduct (verbal warning). A second foot fault will result in a breach of conduct (yellow card) and a third will result in a final breach of conduct (red card) and forfeiture of the bout.

When a reset is called during the bout the saberists will disengage and wait for the director to resume the bout. At the director’s instruction, the saberists will return to the center of the ring. The director will then give the commands to begin again (saberist’s ready? – Fight).

If a saberist has lost his weapon, score your point and step back from the encounter. Becoming disarmed does not cause a hold or reset a bout. If you have lost your weapon, remember that punching, kicking, striking and grappling of any kind are not allowed, however dodging strikes and attempting to recover your saber is allowed.

Once the bout has ended, the director will ask the saberists to meet at the center again and once more acknowledge one another, followed by asking them to acknowledge the judges and the table before leaving the ring. Failure to do so will result in a breach of conduct (yellow card level) and may result in forfeiture of the bout, even if you were just declared the winner. The director will then announce the final call of the bout and prepare the ring for the next round (this includes but is not limited to, making sure the scores are recorded by the table staff, brackets are advanced, saberists announced etc.).

Tournament Bout Rules

The organizer of any The Saber Legion dueling / sparring event will be expected to arrange EMT services to be available within minutes should an injury occur to any participant.

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Official tournament bouts are defined as a single bout between 2 members of The Saber Legion that have read, signed and filed the Club Guidelines and Hold Harmless Agreement with the club owners. No other participants are allowed nor endorsed by The Saber Legion to participate at The Saber Legion events of any kind.

Tournament bouts will have a time limit of 5 minutes each (total run time, not bout time). Tournament bouts will end when a participant reaches 10 points or the timer expires, whichever occurs first.

Ring size for a standard saber event is 25' x 25'. (If the size of the event space cannot accommodate this, then in a pinch a 20' x 20' ring can be used and a ring out call will only occur if both feet of any saberist are outside the smaller ring). The ring for exotic matches, when long weapons are allowed, will be 30' x 30' and the participants should start 20' apart.

Whenever a point is scored a "hold" will be called, a hold is defined as a stop in the action for points to be scored. Participants will disengage but remain in their positions in the arena and will resume at the director's command. The clock will not stop during a hold.

Combatants will "reset" and switch starting positions once the first participant reaches 5 points. A reset is defined as both participants moving back to the center of the ring and resuming at the director's commands. A reset will always stop the clock when it is called.

In the event of a tie there will be a sudden death point to determine the winner with a 60 second time limit. If no attempt to score is observed for 30 seconds during the sudden death round, then a hold will be called and both combatants will be eliminated.

Upon the director's call (hold/point), line judges will look down and then show a flag to verify points scored. The director will then verify with the line judges, if need be, and confer the final score to the table. The director has final say in ALL scoring decisions regardless of what the line judges or the saberists have seen.

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“After blows” (any hit scored after an initial point is already recognized) will **NOT** be scored, 1st contact always wins the point regardless of the point value of any target hit. Double Hits / Ties (where both participants score a hit simultaneously) will not be scored for the first 2 occurrences in any single bout. Be advised that each Double Hit / Tie after the 2nd occurrence will deduct a point from both saberists score. We want to create an environment where skill is as important as speed and we want to see the saberists make smart scoring attempts not sacrificial ones.

Takedowns, grappling, kicks, pommel strikes, and head-butts etc. are **NOT** allowed.

All combatants will be expected to compete with skill and control.

Any combatant deemed to be a danger to others will be given a breach of conduct warning (yellow card level). If further endangerment is observed the participant may be disqualified from all bouts and may be ejected (a red card) from the event entirely based on the offence and at the director’s discretion.

Combatants are expected to act professionally and respectfully to the officiating staff, all participants, attendees and vendors.

Combatants are expected to follow the commands of the tournament staff at all times. Failure to comply may result in disqualification from all bouts and the offender may be ejected from the event entirely based on the offence and at the official’s discretion.

Violating any of the rules of conduct for a participant or attendee can and will result in:

- First Offence – a verbal warning (and points awarded if applicable)
- Second Offence – forfeiture of the current or next bout
- Third Offence – expulsion from the tournament and the remainder of the event

All participants are expected to compete with sportsmanship and self-control. No throwing your gear, aggressive behavior, cursing, threats to another, etc. While it is okay to be upset if you lose a bout or are the subject of a perceived “bad call”, we are all adults and will be expected to use self-control and act accordingly. If the director of a bout or another event

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member (judge, tournament organizer, founder, etc.) observes behavior that is deemed as poor sportsmanship or excessive behavior, you may be given a breach of conduct (yellow card level) and or immediately asked to leave the event (red card level) depending on the severity of the offence. This is a **ZERO TOLERANCE** rule.

Protective Gear Requirements

The Saber Legion Tournament Level Sparring Gear Requirements apply to all tournament bouts. As a reminder, the gear requirements excerpt from the Hold Harmless Agreement and Club Guidelines document has been included.

TSL Required Protection : Tournament Sparring

1. Full face mask/helmet
2. Front and back torso protection
3. Shoulder protection
4. Elbow/forearm protection
5. Knee/shin protection
6. Protective gloves
7. Groin protection
8. Plate style metal gorget /neck and throat protector

All gear must be properly fitted on the saberist. No ill-fitting gear will be allowed to be worn during the tournament. E.g. the gorget must be fitted properly to protect the saberist. One that is too big will slam into the saberist's throat causing impact damage to the area struck.

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Masks must be in good order (able to withstand an 80% power and speed blow while still protecting the wearer from the strike). No dented masks will be allowed to be worn. If a mask becomes dented during a bout it will fail the 80% test and must be retired. If a suitable replacement cannot be found the bout will end. See the Injuries or Equipment Failure section pertaining to the bout outcome.

Saber Requirements

All sabers must light up, all "clear" blades must be diffused and all blade tips must be mirrored (no shine through tips allowed). No clear blades without diffuser film or a blade diffuser will be allowed. The "trans white" blades might be allowed with no diffuser or film upon inspections if found to be "trans" enough to keep the led from shining through and possibly being used to "blind" an opponent.

If during a bout your saber malfunctions and no longer lights up, you will be allowed to continue the remainder of that bout but will be expected to have it repaired or replace your weapon with another approved weapon before your next bout. If no replacement can be found a forfeiture of your next bought may be called.

All saber hilts and blades must consist of approved parts from saber manufacturers. No pieces may be taped to a hilt to extend or repair a hilt in any bracket. No "homemade" parts can be used to create extensions as they have not been tested and may place participants in danger. Most official saber manufacturers parts fall into the approved list area but if there are any questions please contact The Saber Legion for a final decision. The decision of our weapons inspector(s) is final no matter what saber part or piece is in question.

Standard Single Saber Requirements

- Any hilt with a single blade
- Max hilt length is 16" (measured from the end of the pommel to the start of the emitter)
- Absolutely no claws, sharp or hard edged protrusions allowed. This includes metal quillions
- Hand guards max size is 3.5" in diameter in any direction and must adhere to the above rules

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- Max total saber length is 52" (measured while the blade is fully seated in the emitter)
- Heavy grade blades only
- No blade is to be shorter than 24" (measured while out of the emitter)
- Rounded tips only. No bullet or pointed tips allowed.
- All tips must be taped or heat shrink wrapped to reduce the risk of the tip coming off

Exotic Saber Requirements

- No blade length to be longer than 39" no matter what category the saber falls under (measured fully seated in the emitter)
- Saber Pike (Any hilt longer than 16", but not longer than 62", with a single blade). Not to be longer than 84" total length. No blades shorter than 22" (measured fully seated in the emitter)
- Saber Staff (Any hilt, not to be longer than 40", with 2 blades on opposite sides). Not to be longer than 84" total length and no blade shorter than 22" (measured fully seated in its emitter)
- Cross Guard Saber (Any saber hilt, not to be longer than 62", with "PC quillions"). Total blade length (including PC quillions) not to exceed 50" measured while all blades are fully seated in their emitters. Minimum PC quillion length of 3" measured fully seated in their emitters (even if you only have 3" PC quillions the maximum main blade length will be 39" per point 1)
- Dual Wield (any 2 standard sabers wielded at the same time). Total blade length not to exceed 50" measured fully seated in the emitters and no blade shorter than 8" fully seated in the emitter (so if you have an 8" off hander then your main hander can only be 39" per point 1)
- Heavy grade blades only
- Rounded tips only. No bullet or pointed tips allowed.
- All tips must be taped or heat shrink wrapped to reduce the risk of the tip coming off
- If there are other hilt requests, please submit your ideas to The Saber Legion for review no later than 120 days prior to the event for which you wish to use the saber

Target Areas and Point Values

Thrust and Cut targets (Scoring with a thrust or a cut will reward the same score)

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- Front and Side of the Head – 1 points
- Body (Chest, Shoulders, Back, Ribs) – 1 point
- Arms (Upper arm, Elbow, Forearm, Wrist, Back or palm of the Hand) – 1 point
- Legs (Knee, Shin) – 1 point

Cut Targets only (Thrusts to these areas score 0 points and may result in a breach of conduct)

- Abdomen and lower back – 1 point
- Thighs – 1point

Invalid target areas and corresponding actions:

- Neck, Throat and Back of the Head – No points scored / possible Breach of Conduct
- Groin – No points scored / possible Breach of Conduct
- Ankles and or Feet – No points scored / possible Breach of Conduct
- Fingers and thumb – No points scored
- Hilt – No points scored
- Ring Outs – Creates a reset – 0 Points

While not mandatory it is considered a Mark of Honor to acknowledge each hit and / or decline a point should you feel you have been given one you did not earn or earned but were close to a breach of conduct (e.g. hitting too hard, fighting wild, or a shot to a non-scoring area the judges missed). When declining, or acknowledging a point do not argue with the director as the director's decision is always final. It is the director's job to sort out all final point scoring and timing.

Breach of conduct definitions and penalties

Accidental Contact of Non-Target Areas:

- 1st Breach of Conduct: Verbal Warning – Bout Hold. Touches Called. Warnings given. (verbal warning is to be registered with the staff table)
- 2nd Breach of Conduct: Yellow Card – Bout Hold. Point Given to Opponent
- 3rd Breach of Conduct: Red Card – Forfeiture of the bout

Intentional Contact of Non-Target Areas:

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- 1st Breach of Conduct: Yellow Card – Bout Hold. Point Given to Opponent
- 2nd Breach of Conduct: Red Card – Forfeiture of the bout

Fighting “wild”, with no control or with excessive force

- 1st Breach of Conduct: Yellow Card – Bout Hold. Point Given to Opponent
- 2nd Breach of Conduct: Red Card – Forfeiture of the bout

Injuries or Equipment Failures

If an injury occurs, or any equipment fails, the injured participant, owner of the damaged equipment, any judge or saberist must call for a reset of the bout (this will stop the clock). The injury or equipment must be inspected and cleared by the director to continue before the bout can resume. If the injury is too severe or the equipment cannot be repaired or replaced by an approved piece of equipment the bout will be called.

The winner of the bout will be the leader in points.

If the injured saberist or the saberist with the failed equipment cannot continue, and was the winner by points, and the injury or equipment failure deemed an accident then the losing saberist will continue to the next round.

If the Injury or equipment failure is deemed to be perpetrated purposefully then the perpetrator of the injury or equipment failure will forfeit all bouts and may be ejected from the event entirely depending on the severity of the infraction.

Time definitions

Once the center judge has called the saberists to the center and started the bout the 5-minute timer will begin. The timer will not be stopped for any reason except the following.

- When the 5-point reset is called, the timer will be stopped until the saberists are called by the center judge to begin again.

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- When a saberist steps outside the ring barrier, the director or line judge on that side will call for a reset and stop the clock.
- In the case of an injury or equipment failure, the timer will be stopped. If needed the center judge will call for a reset to center, otherwise the bout will be started again from the position the reset was called, at which point the timer will be restarted.

Judging Overview

During official The Saber Legion bouts 1 director, 4 line judges, 1 score keeper and 1 time keeper will be used for each “ring”. All 7 participants fall under the Judge umbrella even though each has distinct duties. Below is a quick overview of each judge’s duties followed by a more in depth explanation of the process and duties below.

Director Duties

- At the start of each match verify with each judge to make sure they have completed their pre-bout duties and are ready for the match to begin
- Will call the saberists into the ring and direct the saberists actions for the remainder of the bout
- Will verify each point with the line judges (visually or verbally if there are discrepancies)
- Will direct the saberists actions at the end of the bout
- Announce the final winner of the bout
- Will verify with the table judges all data has been recorded and advanced correctly

Line Judge Duties

- Pre-bout, Line Judges will give both saberists gear (and saber) a final check (verify they have all equipment required and it is in good working order)
- Score points fairly during the bout
- Follow the Directors instructions and answer Director queries
- Assist with any gear malfunctions as needed

Table Judge Duties

- Pre-bout, Table Judges will verify the scorecards and the timer have been reset

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- Pre-bout, Table Judges announce the current saberists to their ring, the Saberists “in the hole” for their ring, and the saberists “preparing to arm” for their ring
- Advance all scorecards and start and stop the timer per the director’s instructions
- Record all final times and scores to each saberists “stat card” and the event stat tracker if necessary. Advance both saberists to the appropriate bracket position and reset the timer and scorecards for the next bout

Judging Expectations

All Judges will be expected to follow all the codes of conduct for saberists as well as the following additions. All judges will be expected to be at their rings on time to begin any event or after any breaks taken during an event. No additional breaks will be given apart from the breaks already given at the event. If an event is long enough that a break for lunch or bathroom is given, judges are expected to be held to the same time constraints as the saberists.

Judges will be expected to be fair and impartial in their scoring.

Line judges will be responsible for giving the saberists gear a final inspection while the saberists are still outside the ring. Line judges will check to make sure all pieces of required equipment are in place and the saber is in working order. While this is happening, the director will verify the ring is ready for the next bout (Make sure the brackets were properly advanced. Check that the table judges have recorded points scored and final bout times. Check that the scorecards and timer have been reset. Allow time for the table judges to announce the saberists in the next bout, the saberists “in the hole” and the saberists who are “preparing to arm”).

Line judges will then take one side of the ring and remain on that “line” of the ring for the remainder of the bout. Line judges may move back and forth along their designated side, to keep the best view of the action possible, but do not move to any other side of the ring during any bout.

The director will invite the saberists into the ring once they have confirmed the line judges have inspected the saberists equipment. The director will then instruct the saberists to acknowledge the table and take their places. The director will then instruct the saberists to

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acknowledge one another and begin the bout by asking if the saberists are ready. Once he receives confirmation, the director will begin the bout with the word “Fight”.

At each scoring exchange the director will call a hold to assess what has occurred. The line judges are to lower their eyes to the floor and will be expected to call the points they saw by raising the corresponding flag. If you did not see any points scored, or are not certain of what you saw, do not raise a flag (you will not see every exchange clearly that is why we have 5 judges). The director may confirm points landed with any line judges that have scored a point or call no points scored. When points are being confirmed the director will ask for line judge input if specifics are needed. All line judges answer the director with confidence. Call what you saw. Remember the director has final say in the scoring and it may differ from what you saw as a line judge. Once the director reaches a decision he will address the table with the official call. He will then ask if the saberist are ready and begin the bout again with the word “Fight”.

The scorekeeper will advance the scorecards to reflect the final call. When the first saberist of a bout reaches 5 points (or more) the scorekeeper will inform the director that a 5-point reset is needed. Saberists will exchange starting places in the ring, thus allowing a different set of line judges to review the action.

The timekeeper will stop the clock any time a reset is called for any reason.

The director will then reset the saberists, (having them switch starting positions if the reset was called for reaching 5 points), and begin the bout again.

As soon as the director begins the bout (whether at the start of the bout or after any reset) the time keeper will start the timer at the word “Fight” and stop the timer at the word “reset”.

At 4 minutes (or 60 seconds left in a bout) the timekeeper will announce there is 60 seconds left to the saberists and judges. At 15 seconds left (or 4:45) he will announce 15 seconds remaining and at the 5:00 mark he will announce the bout is over with time expired.

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Once a saberist reaches 10 points or time expires, the director will announce the official winner of the bout (unless sudden death is needed in case of a tie. See sudden death rules explained earlier in this document).

The scorekeeper will then record the final score and the timekeeper will record the bout time. The table judges will update the brackets, reset the score cards, announce which saberists are next, which saberists are “on deck” and which saberists should be “preparing to arm” (getting ready).



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