

OFFICIAL EVENT RULES AND GUIDELINES



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THE SABER LEGION, LLC
Version 1.0

TSL - OFFICIAL EVENT RULES AND GUIDELINES

Welcome to The Saber Legion

This document was created to address the growth of our organization while providing clarity with how events are organized within **The Saber Legion (TSL)**. This document will also define the rules that pertain to the official TSL events. We have expanded far beyond our monthly meets and the annual **International Tournament** to see official TSL events hosted nearly every month by our amazing charters. This document is to serve as a guideline for those organizing these events and those attending them. Our goal is to provide support and consistency to this thriving sport and make sure it continues to be within the scope and vision of TSL.

First and foremost, this document is separate from the **TSL – Membership and Hold Harmless Agreement**, as it applies only to the events approved by the **TSL Leadership team** and is outside the scope of regular charter meets. As a reminder, every TSL Member is expected to abide by the **TSL – Membership and Hold Harmless Agreement** at all local charter meet and or event. However, Charter meets have a large amount of flexibility to play with games, ideas and formats within the safety guidelines specified in that agreement. The rules in this document pertain only to **Official TSL Events** outside of your regular charter meets.

If any Member plans on attending official events outside of their local charter meets, it is recommended that the Member spend some time practicing with the following rules and guidelines. This way you are familiar with the rules and expectations that will be in place at these events.

This document is by no means a final version. Just as TSL grows, this document will grow and change over the years to reflect new formats and rules updates as needed. Feel free to send any thoughts, ideas and reflections about the current rules; what they do well and what they can do better. It has always been a TSL goal to safely offer something for everyone within our budding community. The events being hosted by our incredible charters have made this possible much sooner and on a grander scope than we ever expected! If you can find a way to travel to any of these events, we urge you to meet with your fellow Members. Your participation is what builds the TSL community around the world!

Together we can truly be **United Through Sabers!**

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Official TSL Event Types

Below is an overview of the current list of possible official event types. When reaching out to TSL Leadership for event approval, please use the **Event Submission Checklist** (at the end of this document) so you can easily specify what event type will be proposed.

International Tournaments

This annual event is held at the **Tournament Level Sparring** as described in the **TSL – Membership and Hold Harmless Agreement**. This event is held for the purpose of gathering the Members of TSL together, meet one another face to face and compete. This event will feature multiple contests such as the **Standard Saber International Tournament** and the **Exotic Saber International Tournament** and may run with varying ruleset combinations as described later in this document. While prizes are awarded, this event exists for the growth of our international community and to promote the sport of saber combat worldwide.

Regional Events

These events can be held at the **Tournament Level Sparring** or **Heavy Level Sparring** as described in the **TSL – Membership and Hold Harmless Agreement**. This is the largest growing section of events currently in the TSL community. These events are held to create accessibility for Members that may not be able to attend the **International Tournament** every year. They can be made up of any of the bout formats and rulesets listed later in this document and will be announced on a per event basis. All Members should try to participate in these events as often as possible. They are organized by local leaders and drive the growth of the local saber community. *United Through Sabers* is alive and well no matter where these events are held!

Championship Series Events

The **Championship Series Events** (CS) are always organized and approved by the TSL CEO – **Terry Birnbaum**. They are held for the promotion of our sport by individually matching chosen Fighters in a series of events, at different locations in order to determine the **TSL CS – World Champion**. This event is held at the **Heavy Dueling** level as described in the **TSL – Membership and Hold Harmless Agreement**. These events use the **Single Match Format** and allows **Variant Rules** referred to as “**Term Bouts**”. CS events are by invitation only, if you have any questions or are interested in participating in a CS event please talk to your Charter Rep and or the TSL Charter Rep Trainer.

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TSL Official Bout Formats

There are multiple approved formats for matching and advancing TSL Members during an event. Any of the below formats may be present at an event and can be mixed and matched per the event needs. When submitting an event for TSL approval, the event coordinator must specify which format(s) will be used.

Single Elimination Bracket

- ❖ This format features a standard single elimination bracket.
- ❖ The bracket should be seeded randomly, while attempting to make sure no participating Members first bout is against a Member of their home charter.

Pools and Bracket

- ❖ Pools will be seeded randomly, taking into consideration Members home charters.
- ❖ Pools should not contain Members of the same charter if possible.
- ❖ Pools should not be larger than 5 Members per pool, if avoidable.
- ❖ Any event should not have more than 16 pools.
- ❖ Each pool will consist of 1 bout per possible combination of TSL Members in that pool.
- ❖ Winner of a pool should be total number of wins; If tied, then total points scored; If still tied then lowest points scored against.
- ❖ Winner(s) of each pool will seed a **Single Elimination Bracket** not to exceed a bracket size of 16 Fighters.
- ❖ Bracket will be seeded by pool numbers corresponding to pre-determined bracket position (This is to keep the brackets random and to make sure a Fighter's first fight in the bracket will not be against Members from the same pool).

Single Match

This is not a tournament format but instead features individual matchups between invited TSL Members. This is the main format used during the **Championship Series** Events.

- ❖ The invited TSL Members have only a single match.
- ❖ A match consists of 3 bouts.
- ❖ The TSL Member with the best 2 of 3 bouts, wins the match.

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General Rules

The goal of all TSL rules is to promote a style of saber combat that is skillful, artful, honorable and fun. The following **General Rules** that are implied to be in effect and enforced at all **Official TSL Events**, unless otherwise stated.

Official Events

- ❖ Official TSL Events are defined as events hosted with permission of TSL Leadership.
- ❖ At least one officially approved **Tournament Director** must be in attendance.

Official Event Consideration

- ❖ All participants must be in good standing with TSL at the start of any event.
- ❖ Volunteers helping to run any event must be approved by the Event Coordinator.
- ❖ Participants attending the International Tournament as a fighter must be a current TSL Member at the time of the event start.
- ❖ TSL Members participating as Fighters in a Regional Tournament or CS event must:
 - Be in good standing with their home Charter.
 - Have attended at least one Charter Meet with a Charter Rep present.
 - Have fought in at least one Charter Meet, using approved TSL Gear, under the supervision of a Charter Rep, Consular or Director.
- ❖ TSL Members wishing to participate in CS events should work on the below traits both before and after communicating their wish to be considered for CS:
 - **Primary Considerations**
 - Experience (fights, meets attended).
 - Contribution (assisting with charter and TSL tasks).
 - Reliability (attendance, and ability to follow through).
 - Sportsmanship (interaction with TSL Members, in and out of the ring).
 - **Secondary Considerations**
 - Fighting style (to showcase a variety of fighting styles).
 - Ability to work a crowd (to engage the audience).
 - National rank (if applicable).
 - **Final Considerations**
 - Fighting prowess (to exhibit all skill levels and show accessibility).
 - CS mission awareness (in the event of a mismatch, a good CS fighter should dial themselves back without sacrificing the integrity of the fight. Audiences engage with drama and excitement, and optimally no fighter should ever win a CS bout by more than three points).

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Official Bouts

- ❖ An **Official TSL Bout** is defined as any occurrence inside a **TSL Ring** or **Event Arena** between **Official TSL Members** during any **Official TSL Event**.
- ❖ Official TSL Members **MUST** have read, signed and filed the **TSL – Membership and Hold Harmless Agreement** with their local charter and TSL Leadership.
- ❖ All **Official TSL Bouts** must be officiated by an approved **Consular** or **Tournament Director** (Consular is a role defined in the Judges Corps document).

Safety Rules

- ❖ The Coordinator of any **Official TSL Event** will be expected to arrange EMT services to be available within minutes should an injury occur.
- ❖ TSL Members are expected to participate safely and in their best frame of mind.
- ❖ TSL Members found to be participating under the influence of any substance, legal or illegal, which significantly impairs motor function will be ejected from participating at the remainder of the event. This includes but is not limited to alcohol, marijuana, illegal drugs, heavy painkillers etc.
- ❖ TSL Members participate in each bout at their own risk and discretion.

Code of Conduct

- ❖ Members and spectators are expected to follow the spirit of the event rules.
- ❖ Members are expected to act professionally and respectfully to the officiating staff, participants, attendees and vendors.
- ❖ Members should not throw gear, curse loudly, make threats to another, or engage in aggressive behavior during the event.
- ❖ While it is okay to be upset if you lose or perceive a bad call, all Members are expected to demonstrate polite behavior and act accordingly.
- ❖ Members are expected to compete with sportsmanship and self-control.
- ❖ Every bout should maintain a polite quality to all involved.

Breach of Conduct Definitions and Penalties

A breach of conduct is defined when an action taken by any applicable event participant (TSL Member or spectator) is against the rules and or the spirit of the rules at a TSL event. Below is a list of possible breaches and corresponding actions.

Breach of Conduct Levels

- ❖ **Verbal Warning** – Warning given (Points awarded as normal).
- ❖ **Yellow Card** – Warning given (Bout Reset, Point awarded to opponent).

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- ❖ **Red Card** – Forfeiture of current and all remaining event bouts.
- ❖ **Ejection** from the event – Spectators and TSL Members alike.

General Breach of Conduct

- ❖ Any event participant deemed to be a danger to others will be given a **Yellow Card** warning.
- ❖ If further endangerment is observed, the event participant may receive a **Red Card** Breach and may be ejected from the event entirely, based on the offence and at the event staff's discretion.
- ❖ If the Director of a bout or another event Member (judge, event coordinator, owner, etc.) observes behavior that is deemed as poor sportsmanship or excessive behavior, you may be given a **Yellow Card** warning, **Red Card** Breach or immediately asked to leave the event depending on the severity of the offence.
- ❖ Members are always expected to follow the commands of the event staff. Failure to comply may result in a **Red Card** Breach and the offender may be ejected from the event entirely based on the offence and at the staff's discretion.
- ❖ **Verbal Warnings** to TSL Members are discarded after a bout is over.
- ❖ **Yellow Cards** and **Red Cards** are maintained throughout the current Event.
- ❖ For TSL Members participating as Fighters, your next bout will start over from the verbal warning stage but if a Yellow Card was received it remains with you for the remainder of the event.
- ❖ A second **Yellow Card** will graduate that breach to a Red Card, even if any violations were not similar in nature.
- ❖ Once a **Red Card** is received, any further violation will result in an ejection from the event.

Intentional Breach of Conduct

This applies to all Members and or attendees for any violation of the rules or spirit of the rules even if not covered specifically. For TSL Members participating at any event as a Fighter, this covers **Excessive Force, Intentional Contact of Invalid Targets, Failure to Acknowledge Your Fellow Fighter(s) or Judges** during your bout(s).

- ❖ 1st Breach of Conduct – **Yellow Card**.
- ❖ 2nd Breach of Conduct – **Red Card**.
- ❖ 3rd Breach of Conduct – **Ejection** from the event.

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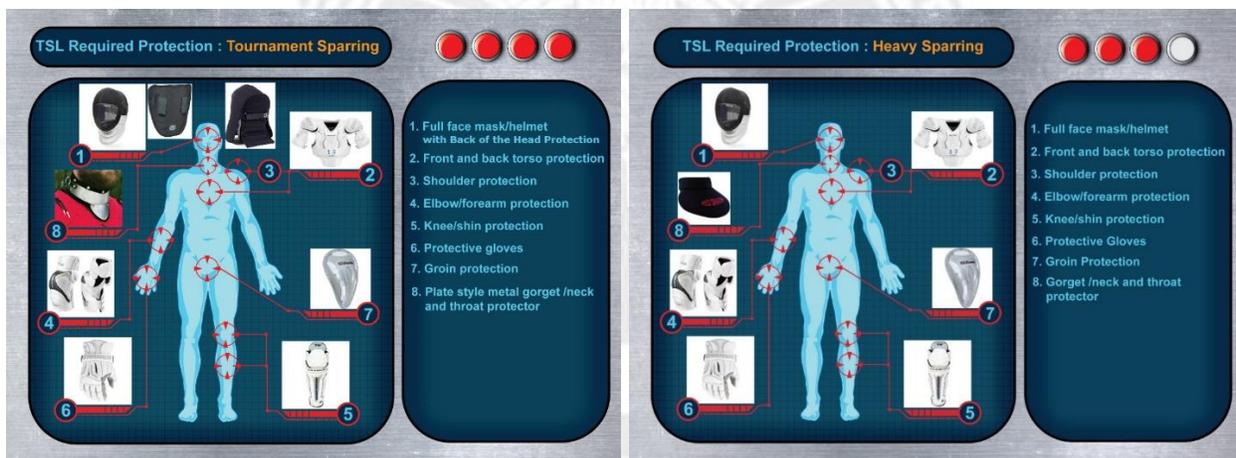
Non-Intentional Breach of Conduct

This applies to all Members and or attendees for any violation of the rules or spirit of the rules even if not covered specifically. For TSL Members participating at any event as a Fighter, this covers **Accidental Contact of Invalid Targets, Lack of Control, or Foot Faults** (aka false starts) during your bout(s).

- ❖ 1st Breach of Conduct – **Verbal Warning.**
- ❖ 2nd Breach of Conduct – **Yellow Card.**
- ❖ 3rd Breach of Conduct – **Red Card.**
- ❖ 4th Breach of Conduct – **Ejection** from the event.

Protective Gear Requirements

Tournament Level Sparring Gear or Heavy Sparring Gear is required at all official events based on event type. If clarification is needed, please refer to the **TSL – Membership and Hold Harmless Agreement.**



- ❖ All gear must be inspected and approved by the Tournament Director, gear inspector and or event coordinator. The **Official Tournament Director** always has final say.
- ❖ Due to safety concerns, no ill-fitting gear will be allowed to be worn during any event (e.g. the gorget must be fitted properly as an ill-fitted gorget will cause impact damage to the throat when struck).
- ❖ Masks must be in good working order. No mask dented in any way that affects its function will be allowed. If a mask becomes dented during a bout it will fail and must be immediately retired. If a suitable replacement cannot be found the bout will end. See Injuries or Equipment Failure section pertaining to the bout outcome.

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Saber Requirements

Unless otherwise noted, all sabers must meet the following requirements regardless of whether the event is using **Standard Saber** or **Exotic Saber** weapon rulesets. Please consult with TSL Leadership if you have questions or concerns about your saber.

- ❖ All saber hilts and blades must be inspected and approved by the Tournament Director, gear inspector and or event coordinator. The **Official Tournament Director** always has final say.
- ❖ Saber hilts and blades must consist of parts from approved saber manufacturers or otherwise be approved by the gear inspection staff.
- ❖ Homemade hilts or parts cannot be used without approval of the gear inspection staff as they have not been tested and may place Members in danger.
- ❖ Saber blades must light up at the start of any match. A colored blade does not count as being illuminated.
- ❖ Heavy grade blades only. A polycarbonate tube (referred to as PC) with 1" diameter and wall thickness of 1/8" or 3mm must be used.
- ❖ Sabers blades that use Neopixel Led strings are allowed, they must still illuminate and be of heavy grade PC construction.
- ❖ "Clear" blades must be diffused. No clear blades without diffuser film, or a blade diffuser, will be allowed.
- ❖ "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.
- ❖ Blade tips must be mirrored (no shine through tips allowed).
- ❖ 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.
- ❖ No pieces may be taped to a hilt to extend or repair a hilt.
- ❖ Absolutely no claws, sharp or hard-edged protrusions are allowed on sabers or gear. This includes metal quillions.

Injury or Equipment Failures

- ❖ 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 replaced with another approved weapon before your next bout. If no replacement can be found, you will forfeit your next bout.
- ❖ If an injury occurs, or any equipment fails, the injured participant, owner of the damaged equipment, any Judge or Member must call for a reset of the bout.

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- ❖ 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 Member with the most points.
- ❖ If the injured Member or the Member with the failed equipment cannot continue, and was the winner by points, and the injury or equipment failure deemed an accident then the losing Member 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.

Illegal Techniques

- ❖ Takedowns, grappling, kicks, pommel strikes, head-butts, hand checking, charging or other close combat techniques are **not allowed**.
- ❖ Incidental collision (shoulder bumping, etc.) will not be penalized if it does not result in gaining an advantage.
- ❖ No grabbing or blocking of your own or your opponent's saber blade with your hands (e.g. half swording etc.).

Disarms

- ❖ If a Fighter loses his weapon, the opponent can still score a point.
- ❖ Becoming disarmed **does not cause a Hold or Reset** of a bout.
- ❖ ReMember that punching, kicking, striking and grappling of any kind is **not allowed**, however dodging strikes and attempting to recover the lost saber is allowed.

Honor Calls

- ❖ While not mandatory, it is considered a **Mark of Honor** to acknowledge each valid hit that is landed by your partner.
- ❖ While not mandatory it is considered a **Mark of Honor** to decline a point should you feel you have been awarded a point you did not earn or earned but were close to a breach of conduct (e.g. hitting too hard, fighting wild, a hit to a non-scoring area).
- ❖ The Director has the final call when awarding or discarding a point created by a Member's honor call. Please do not argue with the Director when declining or acknowledging a point, as the Director's decision is always final. It is the Director's job to sort out all point scoring and fight timing.

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- ❖ Honor calls are different than self-calling touches (which should be occurring at local charter meets). **DO NOT** use this privilege to call out invalid touches (e.g. fingers instead of hands) or to argue with the Judge's decisions.

Ring Requirements

- ❖ All bouts will be conducted with a designated area referred to as a Ring.
- ❖ The area should be clearly marked off and free from any obstruction or materials that might cause accidental slips, falls or present any danger to the Fighter, officials or any other event participant (e.g. wet grass, loose dirt, leaves, holes etc.).
- ❖ The ceiling height of the area must also be adequate so that all Fighters are able to extend their saber above them without obstruction.
- ❖ The ring must also have additional safety distance from its boarder to ensure that spectators and foot traffic will not be harmed by Fighters (or their gear) exiting the ring unexpectedly and or equipment failures.
- ❖ Standard ring size is 25' x 25'. (If the size of the event space cannot accommodate this, then a 20' x 20' ring may be used and a ring out call will apply only if both feet are outside the ring).
- ❖ When any weapon over 51" is allowed at the event, the Ring size will be 30' x 30' and there must also be a minimum 5' safety distance between any ring edge.

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Weapon Rules

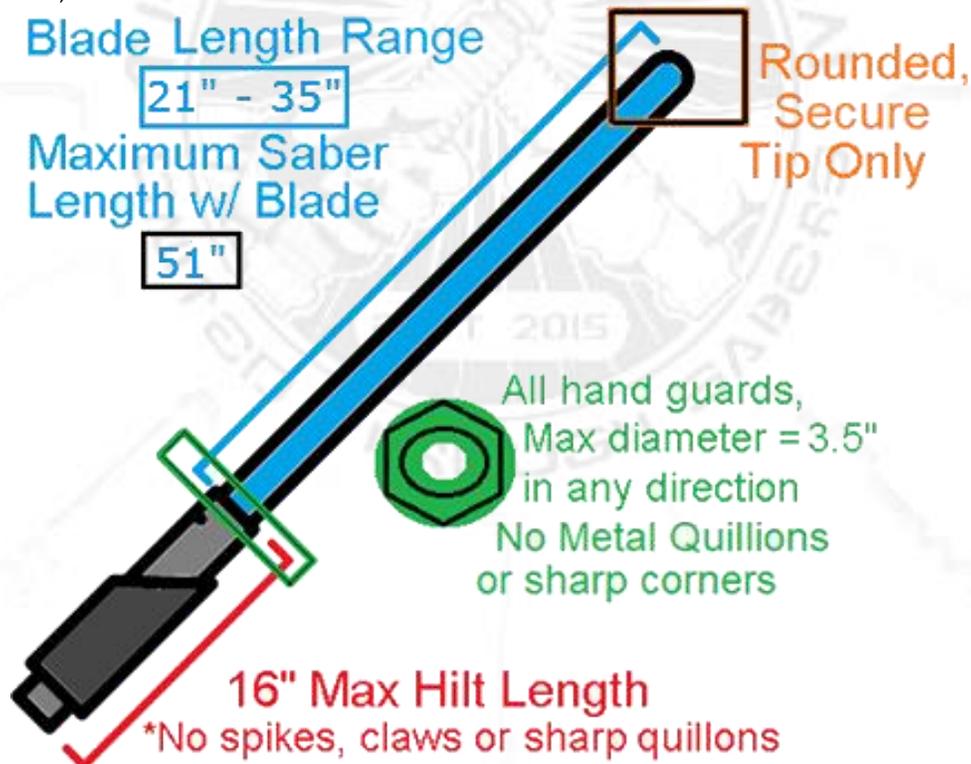
Possible weapon rulesets to use at any event type. All rules follow the safest practice mindset while still allowing the greatest variety of fighting styles. When in doubt always err on the side of safety as a first consideration.

Standard Saber

The most common ruleset used at events. Open to all TSL Members.

Saber Requirements

- ❖ Any hilt with a single blade.
- ❖ Max hilt length is 16" (measured from the end of the pommel to the tip of the emitter).
- ❖ Hand guard max size is 3.5" in any direction and must adhere to the "claws" rule.
- ❖ Max total saber length is 51" (measured while the blade is fully seated in the emitter).
- ❖ No blade is to be shorter than 21" or longer than 35" (measured fully seated in the emitter).



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Exotic Saber

With this set of rules, we allow a large variety of non-standard saber configurations. Careful attention has been paid to ensure safety as well as fairness between saber designs. This should be open to all TSL Members.

Saber Requirements

All Sabers

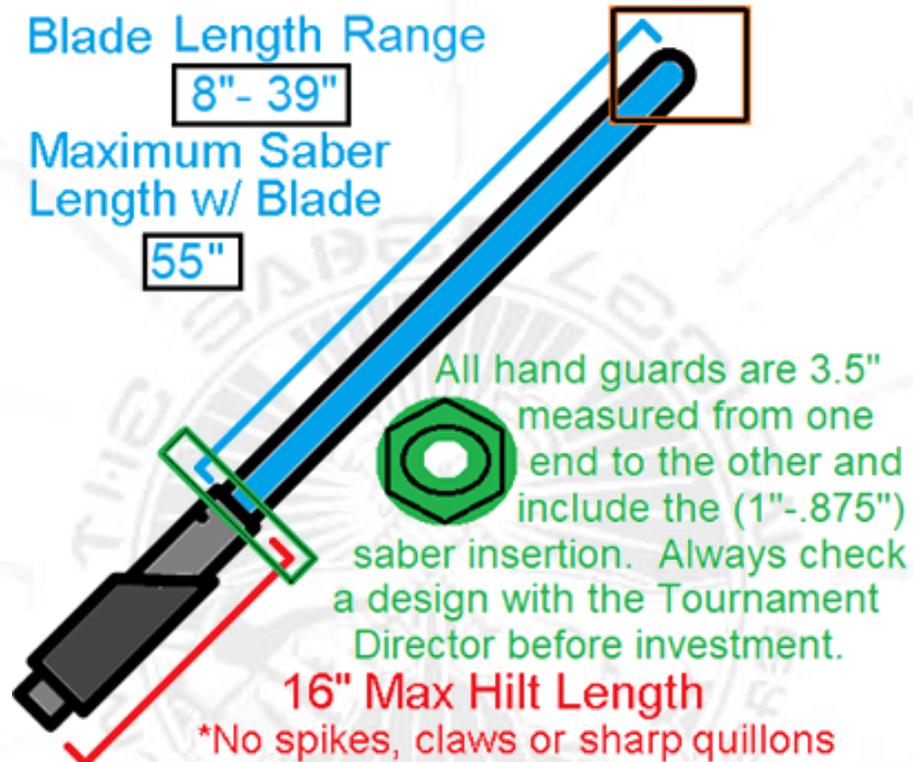
- ❖ Any bout where sabers over 51" are allowed should have the Fighters start every exchange 20' apart.
- ❖ No blade length to be longer than 39" no matter what category the saber falls under (measured fully seated in the emitter).
- ❖ Any saber measuring over 59" in total length, measured from the end of the hilt to the opposite blade, must be handled with 2 hands at all times.
- ❖ Any saber that must adhere to the 2 hands rule is **not allowed** to make a cut style touch with the hands brought together near the pommel. These "Hammer" and "Whip" strikes are difficult to control reliably.

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Single Saber

- ❖ Any single hilt, 16 inches or shorter, with a single blade.
- ❖ Max total saber length is 55" (measured while the blade is fully seated in the emitter).
- ❖ No blade is to be shorter than 8".

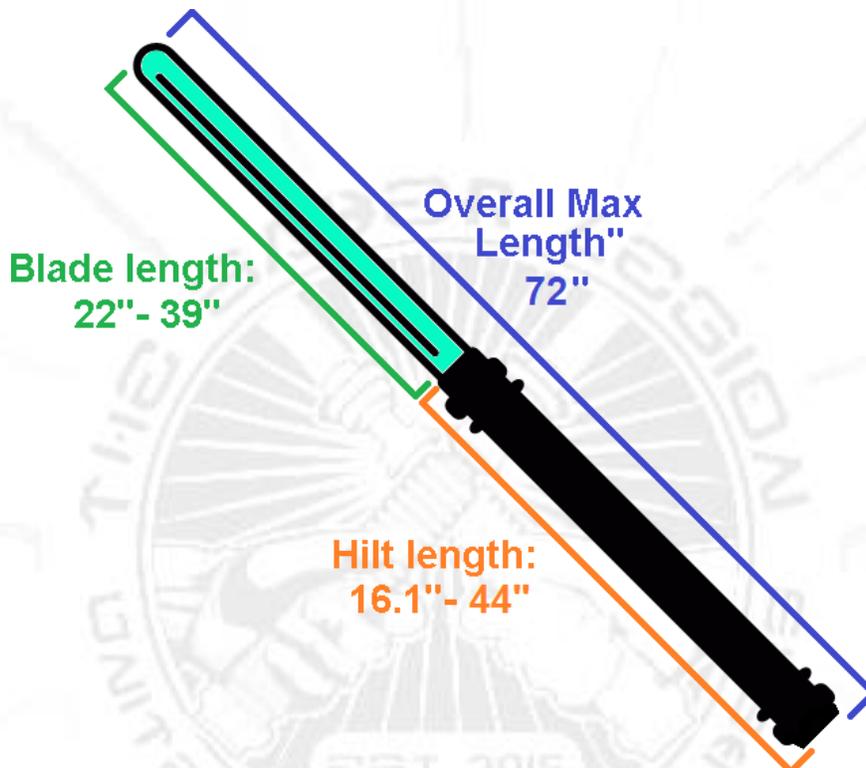


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Saber Pike

- ❖ Any hilt longer than 16", but not longer than 44", with a single blade.
- ❖ Not to be longer than 72" total length.
- ❖ No blades shorter than 22" (measured fully seated in the emitter).
- ❖ No Tsubas (or similar hand guards) allowed.

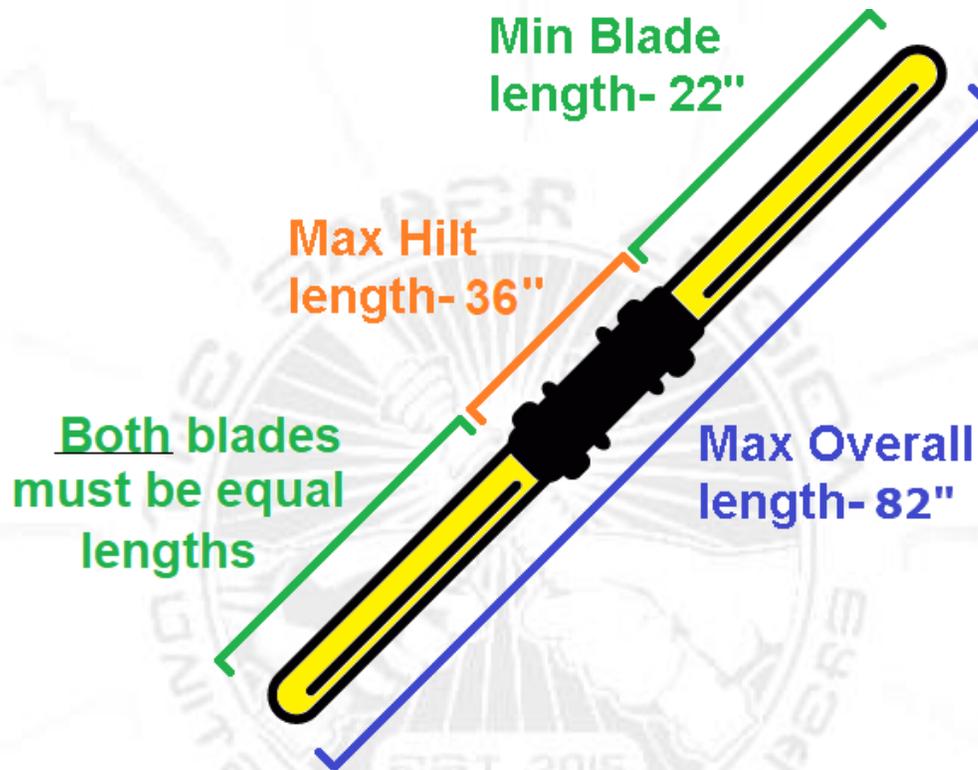


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Saber Staff

- ❖ Any hilt, not to be longer than 36", with 2 blades of equal length on opposite sides.
- ❖ Not to be longer than 82" total length.
- ❖ No blade shorter than 22" (measured fully seated in its emitter).
- ❖ No Tsubas (or similar hand guards) allowed.



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Cross Guard Saber

- ❖ Any saber hilt, not to be longer than 44", with "PC quillions" (Any length of the "handguard" (metal portion only) that exceeds the 3.5" standard is added to hilt length).
- ❖ Not to be longer than 72" total length (includes quillions and "handguard excess").
- ❖ 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 (the only exception is if a quillion has a flush blade plug, so only the metal portions are being used), Maximum PC quillion length of 6".
- ❖ Quillion tips must also be rounded. No bullet or pointed tips allowed.

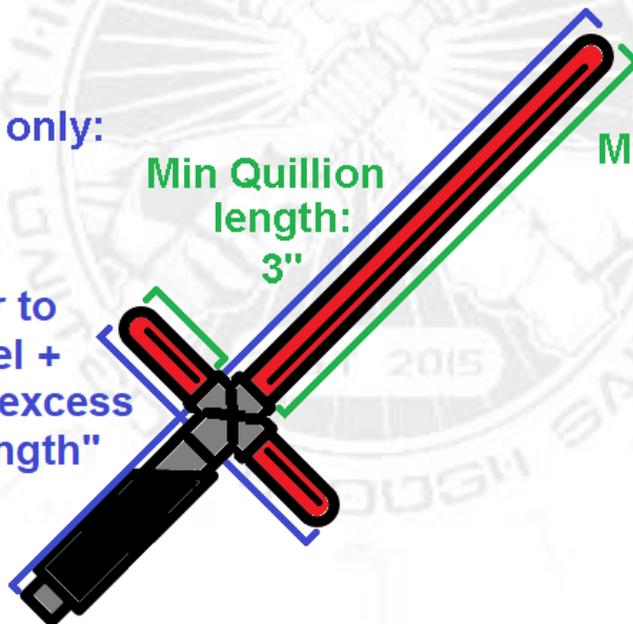
**Combined Overall (Hilt + Main
Blade + Quillion L + Quillion R +
Handguard excess) Max length:
72"**

**Blades only:
50"**

**Min Quillion
length:
3"**

**Main Blade
Max length:
39"**

**Emitter to
Pommel +
Guard excess
Max length"
44"**

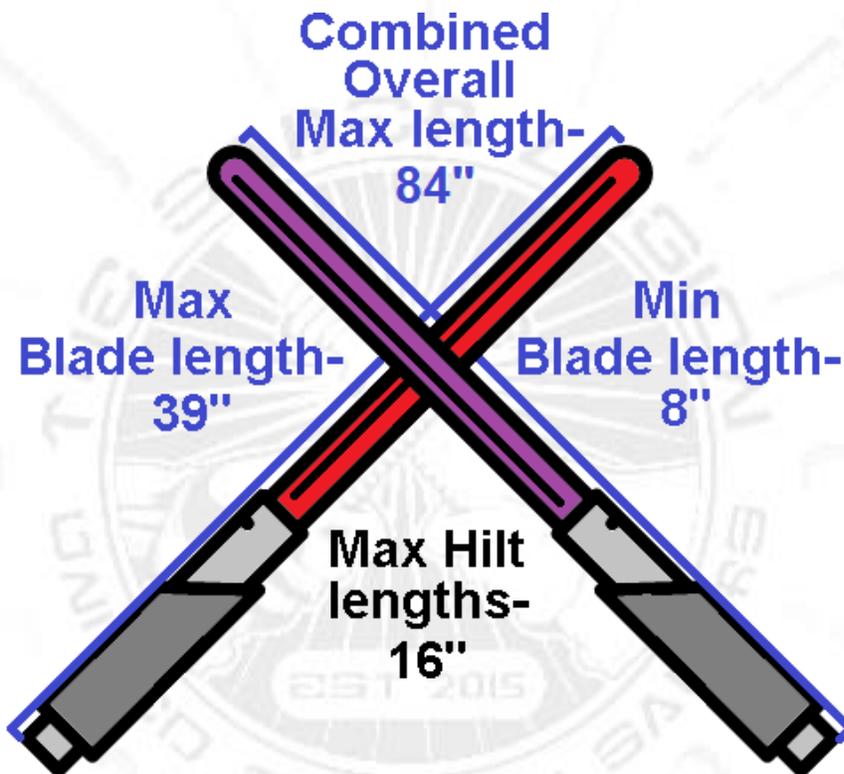


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Dual Wield

- ❖ Any 2 sabers wielded at the same time.
- ❖ No single hilt to be longer than 16".
- ❖ Total length of both sabers not to exceed 84", measured with the blades fully seated in the emitters (this includes all saber blades and all quillions if applicable).
- ❖ No blade shorter than 8" measured fully seated in the emitter (except for quillions, see cross guard saber section for clarification on quillions).



Other Exotic Saber Requests

- ❖ 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

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Bout Specific Rules

- ❖ TSL Members fighting in any bouts during an event will be referred to as **Fighters**.
- ❖ Fighters must use only the approved gear and sabers that were inspected prior to the event start (or any additional gear that was inspected and approved during the event).
- ❖ Fighters must have signed and submitted the **TSL – Membership and Hold Harmless Agreement** prior to any bout and a copy must be available for the Event staff (this may require you to sign a new agreement for the specific event).

Ring Summons

- ❖ Fighters are expected to be aware of their bout times and be present to keep the event running smoothly.
- ❖ Fighters will be called to the ring to begin their bout. Please listen closely as the event staff will announce who is next to bout and who should be gearing up to bout.
- ❖ At scheduled events (such as CS series) please pay attention to whom is fighting so you know when your scheduled fight will occur.
- ❖ Any Member who is not near the ring, or has not adequately prepared to fight, when they are summoned for their bout, may forfeit the bout (Director's discretion).
- ❖ The Judging staff will give the Fighters gear a final inspection.
- ❖ The Judging staff will give the Fighters a designator of color (e.g. armbands, flags).
- ❖ The Fighters will be referred to by the assigned color for the remainder of the bout.
- ❖ Once the designators are applied the Fighters will stay at the edge of the ring until called by the Director.

Bout introduction

- ❖ The Director will call the Fighters to enter the ring and ask the Fighters to acknowledge the Judges by acknowledging table.
- ❖ When the Fighters acknowledge the table, it is considered an indication that they have read these rules and will fully abide by them.
- ❖ The Fighters will then be asked to acknowledge their fellow Fighter.
- ❖ The Director will ask the Fighters to take their place inside the ring and make sure they are ready to begin by asking "Fighter's Ready?".
- ❖ The Fighters should acknowledge verbally or with an obvious physical cue to let the Director know they are ready.
- ❖ Fighters are expected to hold their position in the ring until the word "Fight!".
- ❖ Moving to engage or gain an advantage after the Director asks, "Fighter's Ready?" but before the word "Fight!" creates a **Foot Fault**, a **Breach of Conduct** and a "Hold".

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- ❖ The Director will begin the bout with the word “Fight!”, the Timekeeper will also start the clock for the bout at this time.

Bout Exchanges

- ❖ An exchange is defined as the time between the Director’s call of “Fight” and any occurrence that stops the Fighter’s actions.
- ❖ An exchange is the only portion of a bout that Fighters can score points.
- ❖ At the Directors call of “Fight”, the Fighters are expected to attempt to score legal points as determined by the event format.
- ❖ Fighters should not stop in action until the Director calls a “Hold” or “Reset”.
- ❖ Exchanges are repeated until a winning scenario is reached.

Bout Holds

- ❖ When a “Hold” is called the Fighters will disengage out of quick striking range but remain in their current location in the ring and await the result of the ‘Hold”.
- ❖ Once the “Hold” is resolved the Director will once again ask “Fighter’s Ready?” and then resume the action with the word “Fight!”.

Bout Resets

- ❖ When a “Reset” is called the Fighters will disengage out of quick striking range and await the results of the “Reset”.
- ❖ Once the “Reset” is resolved the Director will instruct the Fighters will return to their starting positions in the center of the ring.
- ❖ The Director will once again ask “Fighter’s Ready?” and then resume the action with the word “Fight!”.

Ring Outs

- ❖ A Ring Out is called when one foot of any Fighter completely leaves the ring barrier.
- ❖ No points are awarded, and a “Reset” is called.

Scoring Points

This is a brief outline of what takes place when the Judges see a valid touch. For more information refer to the **Judging Roles and Duties** section.

- ❖ When an exchange appears to result in a valid touch, the Line Judges will LOOK DOWN and lift the baton or flag that matches the color of the winning Fighter.
- ❖ With the other flag or baton, a Line Judge should point, on their own body, to the location where they saw the valid touch.

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- ❖ The Director will call “Hold!” when a valid touch is seen.
- ❖ The Director will then take stock of the awarded touch by the Line Judges, consider what they saw, and verify the touch with the Line Judges if needed.
- ❖ The Director will then convey the result to the table by awarding a point and or communicating the outcome.
- ❖ The Scorekeeper will then advance the Fighters score per the Director’s award.
- ❖ The Director always has final say in the points awarded and is the only voice that can award a point to the table.

Switching Sides

- ❖ When the first Fighter in a bout reaches half of the total points of a winning score (e.g. 5 of 10 or 4 of 7) the Table Judge(s) will inform the Director to initiate a “Reset” and ask the Fighters to switch starting corners.

Winning Scenarios

- ❖ The first Fighter to reach a winning score for the event will be awarded the bout win.
- ❖ If the timer expires before the winning score is reached, then the Fighter with the highest score is awarded the bout win.
- ❖ In the event of a tie there will be a **Sudden Death Round**.
- ❖ The Director will announce the final outcome of the bout.

Sudden Death Round

- ❖ In the event of a tie at the end of a bout, there will be an extra round
- ❖ See **Bout Time Rules** for round length and specifics
- ❖ If a valid point is not scored by the end of the sudden death round, both Fighters will be given a loss for the bout.

Bout Conclusion

- ❖ The Director will ask the Fighters to meet in the center of the ring and acknowledge one another.
- ❖ The Director will ask the Fighters to acknowledge the table before leaving the ring.
- ❖ Failure to acknowledge an opponent or the table may end in the forfeiture of the bout, even if that Fighter was just announced the winner. If this occurs the losing Fighter of that bout will be advanced in the offending Fighters stead.

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TSL - OFFICIAL EVENT RULES AND GUIDELINES

Bout Touch Rules

With the growth of TSL we are expanding our explanations of valid touches to help all Fighter's achieve the maximum opportunity for varied exchanges while in the ring.

First Light Touch

This is the main set of rules for TSL scoring during bouts. The logic behind the rules embraces the idea that a saber would not require much effort to deliver an incapacitating blow. Even a simple graze could potentially remove a limb.

Valid Touches

- ❖ Any contact of a Fighter's blade onto their opponent's body or armor during an exchange is considered a touch, no matter how light.
- ❖ A touch can be described as either a cut or a thrust.
- ❖ A cut is defined as a touch where the side of the blade makes contact.
- ❖ A thrust is defined as a touch where the tip of the blade makes contact.
- ❖ A Valid touch to a Valid Target area will score 1 point. There are no additional points awarded or weighted targets.

Valid Targets

Thrust and Cut Targets

- Front and Side of the Head.
- Body (Chest, Shoulders, Upper Back, Ribs).
- Arms (Upper arm, Elbow, Forearm, Wrist, Back or Palm of the Hand).
- Legs (Knee, Shin).

Cut Only Targets

- Abdomen.
- Lower back.
- Thighs.

Invalid Touches

- ❖ Any touch after the First Light Touch is recognized will be considered an after blow and will not be recognized. First contact always wins the point no matter how quick the after blow may land.
- ❖ If a Fighter deliberately strikes an opponent well after a touch is recognized it will be a Breach of Conduct.

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- ❖ Any touch to an invalid target will result in 0 points and possibly a Breach of Conduct (Director's discretion).
- ❖ Any touch that is considered excessive force (Director's discretion) will be thrown out and may be considered a Breach of Conduct.
- ❖ Any touches that land in the same moment (Director's discretion) will be considered Simultaneous touches.
 - Simultaneous touches will award no points to any Fighter for the first 2 occurrences in any bout.
 - On the 3rd occurrence, and all simultaneous touches after, a point will be deducted from both Fighters.
 - If any Fighters score reaches 0, no points will be deducted from either Fighter for a simultaneous call.

Invalid Targets

No touch, whether a cut or thrust, that lands on these targets will award points. They are excluded for safety concerns. If the touch is considered to be intentional (Director's discretion) it may result in a Breach of Conduct.

- Neck.
- Throat.
- Back of the Head.
- Groin.
- Ankles and or Feet.
- Fingers and thumb.
- Hilt.

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Bout Time Rules

With the growth of TSL we are adding new ways of keeping time help to organize and control event times and guarantee the Fighters maximum opportunities for varied exchanges while in the ring. Of course, keeping the classic TSL Total Bout Time format as a standard is assumed.

Total Bout Time

- ❖ Total bout time runs the clock from the Director's first command of "Fight!" through the timer expiration.
- ❖ Standard time is 5 minutes (this can be adjusted per event need).
- ❖ Score to create a winning scenario is 10 points (this can be adjusted per event need).
- ❖ Holds will not stop the timer.
- ❖ Resets will always stop the timer (5-point reset, safety reset, ring outs, etc.).
- ❖ Table will call remaining time of 1 minute, 30 seconds, and when time expires.
- ❖ Sudden death will have a timer of 1 minute and an attempt to score must occur in the first 30 second or both Fighters forfeit.

Guaranteed Fight Time

- ❖ Guaranteed fight time will only run the clock during an exchange.
- ❖ The clock must stop at every hold, reset, safety call, gear failure, injury, ring out etc. (any action that causes the Fighters to disengage with a Director's or Judge's command).
- ❖ Standard timer is 2 minutes and 30 seconds (this can be adjusted per event need).
- ❖ Score to create a winning scenario is 10 points (this can be adjusted per event need).
- ❖ Table will call remaining time of 30 seconds, 15 seconds and at 5 seconds the table will call for a "Final Exchange".
- ❖ At the "Final Exchange" call the Fighters continue until an event occurs that would cause a hold or reset.
- ❖ If no attempt to score has been made in a reasonable amount of time after the Final Exchange call (Director's discretion), then the Director will end the bout with no point awarded.
- ❖ Once the final Exchange resolves the bout is over. If a tie, then sudden death occurs.
- ❖ Sudden death will have a timer of 30 seconds.

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Team Bout Rules

These are rules variations for team battles. It is assumed all previous rules apply except for where the rules below specifically state a change. All Team Bouts can use either the Standard or Exotic Weapon Rule set. This must be clearly defined before any bout begins and the entire event must be held with those stated rules.

Tag Team Bout

- ❖ A match for 2 teams, consisting of 2 Fighters per team, a total of 4 Fighters.
- ❖ Team battles are fought in a best 2 out of 3 bout style.

Bout Introduction

- ❖ All 4 Fighters must enter the ring to pay respects at the beginning and end of the match.
- ❖ After respects are given, one Fighter from each team must return to their team's corner and remain outside the ring in that corner, until a switch has been recognized.

Bout Rules

- ❖ Only one Fighter at a time from each team may be in the ring during an active match.
- ❖ When **Switching Sides**, the teams swap starting corners as normal. However, if a team has not made a switch prior, then a mandatory switch of that team's Fighters will also occur at this time.
- ❖ Any Fighter may initiate a switch after the Director has given the command "Fight", and before the Director calls a hold or reset.
- ❖ A switch must only be attempted before an exchange has begun or after an exchange fails to create a hold or reset.
- ❖ No switches are allowed during a hold or reset.
- ❖ To have a switch recognized by the Judging team, a Fighter must touch their teammate with their hand(s) (no saber touches, foot touches etc.).
- ❖ When a touch is made, any Judge can recognize the action by stating "Switch".
- ❖ All switches will stop the clock and create a reset to the center of the ring.
- ❖ When a touch is clearly being attempted, the opposing Fighter should disengage.
- ❖ No Fighter should attempt to use the switch as an option to quickly escape an exchange.
- ❖ If a switch is attempted before an exchange or a ring out occurs, the switch is recognized, and no points are rewarded.

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- ❖ If a switch is attempted, but an exchange initiated before the touch, then the switch is discarded, points awarded, and the match continues with the current Fighters.
- ❖ If any team's Fighter who is currently outside the ring, steps inside the ring before a recognized switch, a hold will be called, and a "ring in" warning given.
- ❖ Any further unrecognized "ring in's", by either team Member on a team with a "ring in" warning already given, will result in a point awarded to the opposing team.

Simultaneous hits

- ❖ Simultaneous hits create a mandatory switch instead of point deductions, beginning with the very first simultaneous hit called.
- ❖ At the simultaneous hit call, instead of switching, either team may opt to have a point taken from their score to keep their own teams' current Fighter in the ring.
- ❖ At the simultaneous hit call, if a team has no points to deduct, they must switch Fighters.

Sudden Death Round

- ❖ In the event of a tie, the sudden death is fought with the current Fighters remaining in the ring.

Variant Rules

Any event can employ variations of the rules if they are articulated to and approved by TSL Leadership and the Fighters involved in the bouts prior to the event. A prime example is the Term Bouts employed at the Championship Series allowing for different weapons measurements, ring measurements and or adding/omitting certain rules listed above.

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TSL - OFFICIAL EVENT RULES AND GUIDELINES

Judging Roles and Duties

Below is an overview of Judge's duties (refer to the **Judges Corps Document** for complete descriptions). During official TSL bouts Directors, Line Judges, and Table Judges will be used for each ring.

Gear Inspector

- ❖ Before the event begins, the Event coordinator, Director and or Gear Inspector will verify with the participating TSL Members what gear level is expected at the event.
- ❖ Inspect all required gear for fit and function, gear must fit well and be in good working order.
- ❖ If any questions arise, verify with the event Tournament Director to make sure the gear is cleared and or allowed.
- ❖ The official TSL Tournament Directors always has the final decision.

Director

- ❖ 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 Fighters into the ring and direct the Fighter's actions for the remainder of the bout.
- ❖ Will verify each point with the Line Judges (visually and or verbally if needed).
- ❖ Will direct the Fighter's 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

- ❖ Pre-bout, Line Judges will give both Fighter's gear a final check (especially the gorget as it is hidden under gear) and place the color designators on the Fighters (armbands).
- ❖ Score points fairly during the bout.
- ❖ Follow the Directors instructions and answer Directors queries.
- ❖ Assist with any gear malfunctions as needed.
- ❖ Retrieve the color designators at the end of the bout.

Table Judge

- ❖ A Table Judge can be a Scorekeeper, Timekeeper or both as required for the event.

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- ❖ Pre-bout, Table Judges (or announcers if applicable) will announce who has won the last match, who is participating in the next match and who preparing to arm (otherwise know as “on deck”).
- ❖ The Table Judges will begin each match with the assigned time placed on a countdown timer.
- ❖ The Table Judges will make sure the scorecards begin at 0 and are advanced according to the Director’s instructions during the bout.
- ❖ The Table Judges will communicate to the Fighters and Judges at the assigned timer and score marker for resets and warnings.
- ❖ The Table Judges will communicate the time and or score to the Judges or Fighters when verbally asked.
- ❖ Record all final bout information as needed for the event. Advance the Fighter(s) to the appropriate bracket positions and reset the timer and scorecards for the next bout.

Contacting TSL Leadership

If you have any questions, concerns or feedback regarding these rules you can contact TSL directly through our electronic means.

Facebook Messenger: <https://www.facebook.com/TSLcombatLLC/>

Email: TheSaberLegion1@gmail.com

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Version Changes

To track changes as they are made to this document over time.

Version 1.0

This is the initial release of this document

- ❖ Replacing all previous versions of the TSL Tournament rulesets
- ❖ Moving to a document that will allow the ease of proposing and planning **Official TSL Events**
- ❖ Clarifying rules specifics from previous TSL Rulesets to begin this document with the clearest possible representation of the rules allowed under the TSL banner at events representing the organization.

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TSL - OFFICIAL EVENT RULES AND GUIDELINES

Event Submission Checklist

Event Name _____ Event Coordinator(s) _____

Event Date _____ Event Location _____

Event Director _____ Host (Charter or Other) _____

Event Description _____

Event Type

- International Tournament
- Regional Tournament
- Championship Series

Bout Format

- Single Elimination/Bracket Size: ____
- Pools/Max number of Pools: ____
- Single Match

Number of Bouts per Match / Winning Score

- Single: _____
- Best 2 of 3: _____

Bout Time Rules / Time Per Bout

- Total Bout Time
- Guaranteed Bout Time

Weapons Rules

- Standard Saber
- Exotic Saber

Touch Rules

- First Touch

Team Battle Rules

- Tag Team

Variant Rules

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