

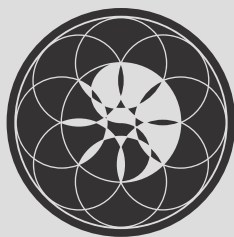


TOURNAMENT RULES

ENGLISH – V6.0

Written in compliance with Saber Accords recommendations
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saberaccords.com



TOURNAMENT RULES

Fighter Qualifications:

1. All non-SSCA Fighters must have a minimum Level 1 Assessment pass in the SSCA syllabus, or equivalent, and demonstrate technique and control
2. SSCA Fighters must have a minimum Level 2 Assessment pass

Armour & Dress Code:

1. Gloves
2. Fencing Mask, including back of head protector and reinforced bib
3. Cup/Box (for men)
4. Chest (for women)
5. Elbows and Knees
6. Shoulders, Ribs, and Clavicles (highly recommended but not mandatory)
7. Light cosplay is encouraged, theatre is required, casual sportswear will not be sufficient without appropriate embellishment
8. Wear dark colours where possible to aid the Referees in arbitration

Tournament Format:

1. Registration
2. Assessment (if necessary)
3. Stage 1 (Eliminations)
4. Stage 2 (Quarter Finals/Semi Finals/Finals)
5. Awards Ceremony

Stage 1 (Eliminations):

1. The Elimination Stage is fought in Waves, where each Fighter competes in one Match per Wave
2. All Fighters enter into the Elimination Stage with the same number of Hit Points (HP), Heals, and Reserve
3. Max Reserve per Fighter per Elimination stage = $6 \times (\text{minimum number of Waves} - 1)$
4. All Matches are drawn randomly, without seed, and Matches are up to 3 Rounds each with each Fighter able to take up to 3 Heals into a Match
5. Fighters drawing Matches against team mates will be allowed to redraw another opponent
6. Fighters drawing Matches against opponents they have faced in earlier Waves can choose to draw again for a new opponent, unless there are no opponents left whom they have not already faced
7. When all Fighters have fought one Match in the current Wave, a new random draw is initiated, and the next Wave of the Elimination Stage begins
8. Any Fighter that has their (HP + Heals + Reserve) reduced to 0 at any point in time, is considered eliminated

9. In the event of odd numbered Fighters in any Wave, any Fighter that advances without fighting a Match will lose 3 Heals, or 2 HP if they have no Heals left
10. In the event of a tie-break, the Fighter with the highest number of Clean Rounds in the Elimination Stage will be declared as the Winner, where a Clean Round is any Round won without losing a single HP
11. If the scores are still tied, the Fighter with the highest number of Round wins in the Elimination Stage will be declared as the Winner
12. If the scores are still tied, the Fighters will enter into a 1 Round Match with 2 HP each

Stage 2 (Quarter Finals/Semi Finals/Finals):

1. When the last 8 Fighters from the Elimination Stage have been established, the Finals can begin
2. This stage consists of Quarter Finals, Semi Finals, and Finals
3. Each Match consists of up to 3 Rounds of a maximum 4 HP each, and each Fighter starts each Match with 4 HP and 3 Heals
4. The Match is over when any Fighter reaches 0 (HP + Heals)
5. In the event of a tie-break, the Fighter with the highest number of Clean Rounds in the Match will be declared the Winner, where a Clean Round is a Round won without losing a single HP
6. If the scores are still tied, the Fighter with the most Rounds won will be declared the Winner
7. If the scores are still tied, the Fighters will enter into a 1 Round Match of 2 HP each

Rules of Engagement:

1. HIT POINTS, HEALS AND RESERVE

1. Fighters start the Elimination Stage with 4 HP, 3 Heals, and a Reserve (as is determined by the Head Referee at the start of the event)
2. Heals automatically restore lost HP in-between Rounds of a Match at a cost of 1 Heal per 1 HP
3. Maximum of 3 Heals are taken into any Match
4. Lost HP and Heals are automatically restored by the Reserve to the maximum possible in between Waves (Eliminations only, not required for Finals), at a cost of 1 Reserve per 1 HP or Heal

2. DEDUCTIVE SCORING

1. Fighters MUST start each Round with a max of 4 HP where possible
2. The Round ends when either Fighter's HP reaches 0, and the Referee will call HALT
3. A Fighter is Eliminated from the Stage and the Tourney if their (HP + Heals + Reserve) = 0 at the end of any Round
4. A Fighter's final score at the end of the Elimination Stage will depend primarily on their remaining (HP + Heals + Reserve), secondarily the total number of Clean Wins, and finally the total number of Rounds won in the Stage

3. SELF DECLARATION

1. Any Fighter that self declares at 0 HP by theatrically conceding, will be awarded +1 Heal, provided they have not been Eliminated in this last Round
2. Any Fighter that self declares will be considered as having 0 HP for this Round, regardless of any later clarification by arbitration or video
3. Self Declaration must be made clear either before or immediately after the Referee declares HALT, without pause or consideration, in order for the +1 Heal to be awarded

4. TARGET LOCATIONS

1. HEAD = -3 HP
2. TORSO = -2 HP
3. LIMBS = -1 HP
4. Cuts to the feet (distal to the ankles) do not score
5. If a hit location is unclear, the lowest of the scoring options will be applied
6. If two locations are hit cleanly with a single Cut, but not simultaneously, then only the first locations damage is deducted
7. If two locations are hit cleanly with a single cut simultaneously, then the higher location damage is deducted

5. PARRYING

1. A Parry is either Good or Bad
2. A Parry is Good if it clearly prevents a Cut from scoring
3. A Parry is Bad if it clearly fails to prevent a Cut from scoring
4. If a Parry is not clear as to whether the Cut scored or not, it is considered as Good (The benefit of the doubt is with the defender)
5. Deliberate brutality attempting to force past a Good Parry constitutes excessive force and is a minimum Yellow Card foul
6. Beats, Binds, and Redirects, delivered after a Cut is Parried, are permitted and do not necessarily constitute excessive force
7. Deliberate Parrying with the feet is a Yellow Card, whether active or passive

6. FLOW: *The Referee must not interrupt the Fighters unless absolutely necessary, and may only call HALT for:*

1. A danger to Fighters, Referees, or Audience
2. If either Fighter reaches 0 HP
3. For Disarms
4. For Out of Bounds
5. For timer reaching zero
6. For Fouls
7. To establish the score in between Assaults, in which case Legal Cuts in motion at the time of the HALT are considered as Valid, and where an Assault is any attempt by either Fighter to score
8. Fighters must freeze and hold position when the Referee calls HALT, until given permission to move, or to perform a theatrical defeat for Self Declaration

7. EACH ROUND MAY HAVE A TIME LIMIT (optional)

1. At the end of the prescribed time, the Referee will call HALT
2. If the score is tied, both Fighters lose all remaining HP
3. If the scores are not tied, the lowest remaining HP is deducted from both Fighters HP
4. The timer does not run during halts
5. Each Fighter gets one timeout per Match

8. SEMI CONTACT ONLY

1. All Cuts must be pulled, where a pulled Cut does not deliver force deeper than the surface of the target
2. A Cut which would injure an un-armoured fighter if it makes contact, is considered as excessive force even if it doesn't make contact
3. Accidental excessive force is a Yellow Card
4. Deliberate excessive force is a Black Card

9. CUTS MUST HAVE CLEAR INTENT IN ORDER TO BE CONSIDERED VALID

1. An Arc is either Valid or Not Valid
2. The minimum intended Arc of Travel for a Cut to be considered Valid for scoring is 90 degrees delivered in a two dimensional plane, and complex spiralling/conic attacks will only be considered Valid if the final arc of the attack satisfies the 90 degree two dimensional condition
3. The Arc of Cut is measured at its initiation, as observed at the moment of execution
4. If the Arc of Cut is not clear, it is Not Valid and no score will be awarded
5. A general guidance for Referees is that the point of the sabre must start the Cut from behind the hilt, relative to the target, sometimes known as 'engagement arming'
6. Grazes are Cuts that only touch with the point/tip of the weapon, not the blade, and they do not score
7. Shaving/Glancing Blows are Cuts that arrive with a vector parallel or almost parallel to the surface of the target, and they do not score

10. SLICES (optional)

1. A Slice is a Cut delivered by the waist, with no minimum Arc of Cut, that only scores against the torso, for -2 HP
2. Slices must start in contact with the target and be drawn from at least the middle of the blade to beyond the point, in order to be Valid
3. Slices to the limbs and head are Not Valid, and slices to the neck or throat are prohibited by a Red Card

11. SIMULTANEOUS CUTS WILL BE SCORED NORMALLY, WITH BOTH FIGHTERS HP DEDUCTED ACCORDING TO HIT LOCATION

1. The Round ends immediately if either Fighter drops to 0 HP
2. There is no priority
3. Both Cuts must be in motion before either Cut scores, in order for the attacks to be simultaneous
4. Both Cuts must be Valid in order to be simultaneous

12. DISARMS = -2 HP

1. The Referee will call HALT
2. A Disarm is only complete if the hilt or blade touches the ground
3. A Disarm that is caught before touching the ground does not incur -2 HP, but the Referee can still call HALT
4. A Disarm that hits the ground after the Referee calls HALT will still incur -2 HP

13. THRUSTS ARE NOT PERMITTED, AND WILL INCUR A PENALTY

1. Accidental Thrust is Yellow Card
2. Deliberate Thrust is Black Card
3. Deliberate Thrust with excessive force is Black Card and a Ban

14. UNARMED TECHNIQUES ARE NOT PERMITTED, AND WILL INCUR A PENALTY, AND THIS INCLUDES ANY DELIBERATE USE OF BODY/HILT TO BODY/HILT CONTACT

1. Grabbing the opponents blade deliberately is a Yellow Card, unless for safety reasons
2. Excessive blade on blade force is a Warning
3. Accidental Unarmed Contact is a Yellow Card
4. Deliberate Unarmed Contact is a Red Card
5. Deliberate Unarmed Contact with excessive force is a Black Card and a Ban

15. OUT OF BOUNDS

1. THE FLOOR IS LAVA (beyond the boundary)
2. Touching the boundary is okay, touching the Lava is not
3. -2 HP for part of one hand or foot in the Lava
4. Lose all HP for any additional contact with Lava
5. Referee calls HALT

16. NO DISRESPECTING THE REFEREE

1. Each Fighter can request a single Review per Match, at any time during a Match
2. Each Review permits a Fighter to request the Referees view the slow motion replay in order to arbitrate a dispute (provided slow motion replay is available)
3. If the Fighter's objection is upheld, they get their Review option back, otherwise it is considered spent for that Match
4. The Referee may request slow motion review whenever they feel it's necessary, but not at the expense of the audience
5. Negative contestation of a Referee's decision is a Warning

17. NO FOUL LANGUAGE OR ABUSIVE BEHAVIOUR

1. Loss of temper/throwing of masks/primal screaming = Yellow Card
2. Abuse toward the Opponent, the Referees, or the Public = Black Card
3. Refusal to salute = Red Card
4. Refusal to shake hands at the end of a fight = Red Card

18. ALL OUTFITS AND SABRES MUST BE AUTHORISED FOR USE IN DUELS BY THE REFEREE, SEE SABRE REGULATIONS BELOW FOR MORE DETAILS

Penalty Protocols:

1. Referees may offer Warnings as advisories for minor infringements, if a Card is deemed excessive
2. 1x Warning allowed per Match
3. 2x Warnings = Yellow Card
4. 1x Yellow Card allowed per Match
5. Yellow Card = -2 HP
6. 2x Yellow Cards = Red Card
7. 1x Red Card allowed per Tournament
8. Red Card = Match loss, and score set to 0 HP for all Rounds
9. 2x Red Cards = Black Card
10. Black Card = Disqualified from the Tournament

LED Sabre Regulations:

1. All blades must be constructed of polycarbonate
2. Blade length is 61cm to 92cm
3. Blade width/diameter is 1 inch or 25mm only
4. Wall thickness of blades is 2.0mm only (mid-grade)
5. Minimum depth of blade in emitter is 5cm
6. Maximum width/diameter of emitter on hilt is 5cm
7. Maximum total weapon length is 125cm
8. Maximum width of any Tsuba is 12cm
9. Maximum width of any crossguard (including side blades) is 20cm
10. Bullet points are prohibited
11. Sharp edges and dangerous protrusions are prohibited, and this includes unreasonable crossguard designs
12. LED Sabres must have good light, and must be illuminated for all Matches
13. If illumination is unavailable for any Fighter, a replacement LED Sabre must be borrowed
14. LED Sabres must be without sound or muted

Arena & Referees:

1. Arenas must be a square with sides of 6-8 meters in length
2. Fighters must begin in opposite corners with one foot outside the boundary line
3. Arenas should have 1 Head Referee and 4 Line Referees for formal matches
4. Only Head Referees can be in the Arena with the Fighters, and Line Referees are assigned one edge each, which they are free to move along in order to maintain the best viewing angle

5. Each Fighter will have 2 Line Referees watching for HP they have lost, confirming Valid Arc, and where the target was struck, and immediately calling HALT when they believe the Round is ended due to a Fighter losing all their HP
6. The Main Referee is to arbitrate excessive hits, simultaneous hits, and ensures fair play and safety, leaving score keeping to the Line Referees and additional Arbitrators
7. Slow motion cameras will be available for Eliminations and Finals, but only if they can be accessed without compromising the audience experience
8. All Main Referees must have a minimum Level 3 Assessment Pass in the Silver Sabres Combat Academy Syllabus, or equivalent, and must hold a valid First Aid Certificate (unless professional First Aid facilities are available)
9. All Line Referees must hold a minimum Level 2 Assessment Pass in the Silver Sabres Combat Academy Syllabus, or equivalent

Code of Conduct:

1. Treat others with the same respect and fairness that you would wish to receive
2. Ensure that your behaviour is appropriate and considerate at all times
3. Uphold proper sporting values of fairness and safety in the practice, training and competing of Martial Arts in all its aspects
4. Act with dignity at all times
5. Take great care when handling and using weapons to ensure the safety of those around you and yourself
6. Do not be intimidatory, aggressive or lose control either verbally or physically
7. Be appreciative, patient and respectful of all other participants
8. Aim to be co-operative and helpful
9. Ensure that your outfit is appropriate and suitable for the practice and training of Martial Arts
10. Speak out immediately if anything makes you uncomfortable or concerned about your or anyone else's wellbeing or safety
11. Immediately inform the organiser of any injury that occurs during Tournament