



SABREFEST

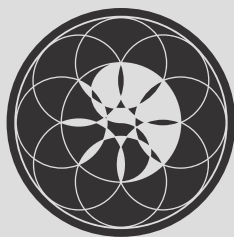
CHANGING THE GAME

TOURNAMENT RULES

ENGLISH – V7.0

Written in compliance with Saber Accords recommendations
(June 2026)

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 appropriate 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

Tournament Format:

1. Registration
2. Assessment (if necessary)
3. Stage 1 (Eliminations)
4. Stage 2 (Auramaxx Exhibition Match)
5. Stage 3 (Semi Finals/Finals)
6. 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 Total HP, where:
Total HP = HP + Heals + Reserve
3. Any Fighter that has their Total HP reduced to 0 at any point in time, is considered eliminated
4. All Matches are drawn randomly, without seed
5. Each Match will consist of up to 3 Rounds
6. Fighters drawing Matches against team mates will be allowed to redraw another opponent
7. 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
8. 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
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. The last four fighters standing will proceed to the Finals
11. 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
12. If the scores are still tied, the fighter with the highest number of Aura Points wins (see below)
13. 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
14. If the scores are still tied, the Fighters will enter into a 1 Round Match with 2 HP each

Stage 2 (Exhibition Match & Aura Points):

Aura Points (AP) are an acknowledgement of the aesthetic and technical skill of a martial artist. Aura Points are judged independently of and in parallel to the Line referees, using a different metric for achievement in order to complement the primary Rules of Engagement.

1. A panel of three Judges is selected to evaluate the Matches, and each Judge should be from a different competing club or third party in order maintain fairness
2. The primary referee team (Line Referees and Head Referee) shall abstain from interaction with the Judges in any official capacity, and maintain focus on their own tournament responsibilities
3. The tournament MC shall be responsible for interacting with the Judges during the tournament, as part of their own role of hosting and engaging with the audience, and the MC will give the final Aura Point update to the Scorekeepers at the end of each match
4. As an optional alternative, only two Judges may be selected, with the audience acting as the third Judge. In this case the MC will ascertain the majority vote from the audience, and then give the verdict on the audience's behalf alongside the two Judges. The Audience vote and the two Judge votes are then tallied as normal
5. After the conclusion of each Match (after all Rounds are complete), the Judges shall award Aura Points (+1/0/-1) based on their own personal evaluation of the visual appeal and entertainment value of the entire match
6. When prompted by the MC the panel will indicate their personal evaluation with a thumbs up (+1), side thumb (0), or thumbs down (-1). These marks are then tallied to determine the AP for the entire Match, giving a potential maximum rating of +3 and minimum rating of -3
7. Any audience vote that is not clearly thumbs up or down, will be given as +0 AP
8. Aura Points are for the overall match, not for a single round or solely the performance of an individual fighter, and hence both fighters are awarded the same Aura Points for the match
9. Matches will continue to be awarded Aura Points until the end of the first wave in which there is a HP-based elimination of a fighter (elimination by carding, fighter withdrawal, injury, etc will not trigger the end of Aura Point awards)
10. The two fighters with the highest Aura Points at the end of the Elimination Stage are the mutual winners of the Aura Medals!
11. A special Exhibition Match featuring the two Aura Medal winners takes place between the end of the Elimination Stage and the Semi Finals
12. If any of the finalists are to participate in the Exhibition Match, then they are also expected to take part in the Semi Finals that immediately follow. If two finalists are featured in the Exhibition Match, then this match is also their Semi Final Match, and the seedings for the final will be adjusted to accommodate

13. In cases of equal Aura Point scores, the fighters in the exhibition match are determined by a 30 second solo performance for the Audience and Judges, with the winner determined by a final vote, as per Aura Points
14. Aura medals are awarded to the two fighters at the conclusion of the exhibition match

Stage 3 (Semi Finals/Finals):

1. The Finals begin once the last 4 Fighters from the Elimination Stage have been established
2. This stage consists of 2 Semi Finals, and Final
3. Each Match consists of up to 3 Rounds, and Fighters start each Match with 4 HP and 3 Heals
4. There is no Reserve for Matches in the Finals
5. A Match is over when any Fighter reaches 0 (HP + Heals)
6. In the event of a tie-break or Double Kill, 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
7. If the scores are still tied, the Fighter with the most Rounds won will be declared the Winner
8. 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 Scorekeeper at the start of the event)
2. Maximum of 4 HP and 3 Heals are taken from the Reserve into any Match
3. Heals automatically restore lost HP in-between Rounds of a Match, at a cost of 1 Heal per 1 HP
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 Total HP = 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 Total HP, 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. Self declaration does not need to be acrobatic or stunt based in order to be theatrical, and less mobile fighters can opt to indicate self declaration with something as simple as taking the knee
3. Any Fighter that self declares will be considered as having 0 HP for this Round, regardless of any later clarification by arbitration or video
4. 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, 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/conical 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 & -1AP
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, & -3AP
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 on main blades
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 arranged
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