

Blade Fighting

Rules & Regulations

- **General rules:**

- 1. **Dress Code:**

- Competitors can wear their respective martial arts uniforms depending on the style being showcased.
- Protective gear is mandatory, including eye protection, karate-like body armor and MMA gloves.
- Quick Draw: Due to concealed weapon requirements, comfortable clothing like t-shirts and sweatpants are allowed. However, belts or anything that could entangle is strictly prohibited.
- No shoes are allowed.

- 2. **Weapon Use:**

- Only pinch grip or hammer grip are permitted.
- Slashes and thrusts are allowed, but thrusts should be followed by a slash.
- Kicks, punches, and any form of grappling/holding are not allowed.

- **Category Rules**

- Tactical Division:**

- **Rounds 1:** The first round is the same as sport.
- **Round 2:** Competitors are tied together with a belt (hand or legs) and can use the belt strategically for distraction, defense, or to unbalance their opponent. The ice pick grip becomes allowed in this round (excluding restricted targets like face, neck, spine, and armpit).
- **Round 3:** Kicks and punches are permitted, but no points are awarded.
- **Finals:** Everyone fights everyone in a single round. The winner is determined by the collective score accumulated throughout all previous rounds.
- **Ties in Tactical or Sports:** In case of a tie, a 1-minute knife defense challenge starts. One competitor holds a knife for 30 seconds while the other attempts to disarm them. The competitor who defends themselves best (giving up fewer points) wins.

- Quick Draw Division:**

- The weapon will be hidden.
- **Starting Position:** Competitors stand very close (1 foot or less) facing each other.
- **Referee's Signal:** The referee initiates the round with a start command or whistle.
- **Allowed Actions:** The first to attack and land a successful knife cut/thrust on the opponent's body wins (touching without intensity doesn't score). This can involve disarming the opponent, using kicks or punches to delay their draw, or directly attacking.
- **Rounds and Elimination:** Matches consist of 5 or 7 rounds before individual elimination. Quick Draw can be played as individual or team events. In team events, multiple teammates face off simultaneously, rotating after each point.

Demo Division:

- **Team-based Performance:** Two teams (usually Red vs. Blue) compete in a kata-like format. One team will sit when the other is performing.
- **Simulated Scenarios:** The referee presents a combat situation, and the team must demonstrate effective solutions through their performance. The situation will be the same for both teams.
- **Multiple Situations:** Both teams will be presented with 3-5 different scenarios to showcase their skills and understanding of blade fighting tactics.
- **Judging and Scoring:** Judges evaluate each team's performance based on accuracy, technique, and creativity. They raise colored flags (red or blue) to indicate their decision, and the team with the most points wins.

- **Warnings & Penalty**

Here's a breakdown of the penalty system:

- **Disarming:** If a competitor disarms their opponent, they receive 1 points. If they do it the second time, they will receive 2 points.

Excessive Contact:

- **Thrust:** An overly forceful thrust will result in a 1-point penalty for the offender.
- **Slash (Excessive):** Delivering more than 5 consecutive slashes within a short timeframe incurs a 1-point penalty.

Foul Warning:

- **Tiebreaker:** In case of a tie, the total score counts.

- **Serious Fouls:** These actions will result in a foul warning from the referee. They include:
 - Biting, spitting, clawing, pinching, twisting the flesh, hair pulling, fish-hooking. Gouging, putting a finger in an orifice, cutting or laceration, small joint manipulation or any other “dirty tactics.”
 - Applying foreign substances to the hair or body to gain an advantage.
 - Holding or manipulating an opponent's mitts.

Consequences of Excessive Contact:

- **Second Warning:** If a competitor continues excessive contact after a verbal warning, they will receive a yellow card, and their opponent will be awarded a point.
- **Third Warning:** A third excessive contact warning results in a red card and disqualification.

Disqualification:

Certain actions will lead to immediate disqualification:

- **Intentional Strikes to Vulnerable Areas:** Hitting the spine, neck, or excessive thrusting will result in immediate disqualification.
- **Sudden Death (Knock Out):** Injuring an opponent to the point of unconsciousness leads to disqualification.

Other Points to Remember:

- Kicks can only result in a warning if they cause excessive contact.
- Slashes and punches generally only result in warnings unless deemed excessive.
- Dropping your weapon is considered disarming, awarding a point to your opponent.

● **Weight & age classification**

❖ **4 major categories**

- Sport
- Tactical
- Quick draw
- Demo