



THE SILVER LION TOURNAMENT

TOURNAMENT RULES HEAVY CATEGORY

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§1. Description and main purpose

The discipline HEMA in Armis (translated and written from the rules of the Deeds of Arms of the DeKoven Concord) aims to reproduce the methods and techniques of contests in armour, typical of the treaties of the late Middle Ages in Europe, with particular emphasis on the period between the beginning and the end of the 15th century.

In order to join the tournament in the safest possible way, fighters are expected to:

- Have experience in performing the techniques studied;
- Have experience regarding the behavior during combat in arms;
- Have the awareness of respecting the parameters of the techniques studied;
- Give and receive correct and clean strikes;
- Be aware that this competition is an opportunity to show their skill and honor, not a venue for exhibiting mere brute force, violence and rudeness.

§2. Judges, referees and field staff

Field Master:

The Field Master is the main judge of the competition

His/her tasks are the following:

- To start and to end the contests;
- To count the successful hits during an assault;
- To dictate the timing of the meeting by calling a stop when necessary and talking to competitors in order to achieve optimal conduct and fluidity of the event.

Field Assistants:

- There are two Field Assistants and their purpose is to assist the Field Master in his duties, including making judgments regarding hits taken if the Field Master has an unfavorable line of sight.
- Field Assistants should guarantee the safety of spectators, attendants and fighters.

Director of the competition (or Competition Master):

- The Competition Master shall be nominated from among the referees in attendance by a written notice from the National Association HEMA and Dueling Sports Association (ANH) at least seven days prior to the event.
- The Competition Master coordinates the activities of the referee staff at the tournament site and acts as a contact person for the tournament itself.
- The judgment and decisions of the Tournament Director regarding any element or situation that may occur at the tournament site are final and unquestionable.

§3. The Battlefield

The “lizza”, that is the place within which the dispute takes part, has a square plan of 10m by 10m, delimited by a wooden fence 120cm high.

§4. Admitted weapons and strikes

All weapons used in HEMA in Armis must have a rubber safety button of at least 12mm, covering the parts used for point shots.

The weapons admitted and used in HEMA in Armis are:

- Dagger: must be between 40cm and 50cm in length. Strikes considered effective are the spikes;
- Sword: its length must be between 100cm and 140cm. Strikes considered effective are spikes and cuts. Any variations on a particular sword must be agreed upon in advance with the organization;
- Spear: the length must be 220cm. Strikes considered effective are the spikes;
- Pole axe: must have a length of 170cm. Strikes considered effective are spikes and concussion.

Strikes considered valid for the award of 1 point are:

- Cuts (ineffective against plates and iron mesh);
- Spikes (ineffective against plates);
- Strikes with the head of the pole axe (effective against every target).

§5. The score

- A strike given according to the rule in paragraph 4 and deemed valid by the referees awards 1 point to the person who brought it.
- If both athletes make a valid strike in the same fencing time ("double hit"), both athletes are awarded the point.
- The athlete who manages to completely disarm the opponent receives 2 points.
- If a contender is unable to participate in a match he/she will be given a loss of 3 to 0.
- In case of breakage of a piece of equipment that does not jeopardize the player's safety, he can decide whether or not to continue the fight; in case of loss or breakage of a piece that jeopardizes safety or if the player refuses to continue, the other contender automatically gets 3 points.
- If there is an equipment difference between two contenders (related to the shirt of iron mail), the point, in case of a double strike, is awarded to the player wearing the shirt of iron mail as historically correct.

§6. Penalties

A participant may incur in several admonitions during the match. After the second one, and for each subsequent action deemed unfair, a point will be awarded to the

to the opponent. The possible admonitions are the following:

- Mindless use of weapons where "mindless use" is defined as repeatedly and ineffectively striking your opponent with your weapon;
- Voluntarily attempting to cause pain to an opponent in a fighting action;
- Unsportsmanlike conduct (e.g., calling your own strikes);
- Address the field master without raising your hand;
- Contestants are guaranteed 1 minute to report to the lizza after their call, under penalty of losing 3-0; no exceptions are granted.

§7. Safety rules and armours

For the practice of HEMA in Armis is required a defensive armament of historically correct style for the historical period between 1350 and 1480 a.c.

The panoply must be composed of defensive elements made of plate, shirt of iron mail and padded fabric. All the defensive pieces must refer to a single historical period and must be of documentable shapes in effigies or findings of the same period, allowing for each piece a temporal tolerance of 10 years more or less than the chosen period.

The mandatory protections are:

- Head: closed helmet with movable visor. Minimum thickness: 2mm of steel for the shell (1.5mm if hardened) and 1.5mm of steel for the other elements of the helmet (1.2mm if hardened). Armet: as long as the visor fissure is less than 1 cm. Sallet: as long as the bevor can be fixed to the helmet or the visor has a protective grid. Bassinet: as long as the visor fissure is less than 1 cm.
- Ocularia: The height should NOT be more than 10mm in any case.
- Torso: the front part of the torso (chest and abdomen) and the sides must be protected by a steel plate protector. Minimum thickness: 1mm steel.
- A padded suit (zupone, zuparello, farsetto d'arme) must be worn under the metal protections; the latter must have the armpits closed, for safety reasons..
- Hands: steel weapon gloves, Minimum thickness: 1.2mm.
- Arms and Legs: Leg and arm tools, Minimum thickness: 1mm steel.
- Skirt of arms: composed of riveted rings of round or flat section.
- Throat: gorzarin or fan, riveted or with rigid rings.
- Male/female genitals: a solid protection (shell) must always be worn under the armor, without being visible in any way.
- The following exceptions on defensive equipment can be accepted (previously communicated to the competition management):
 - ↳ The use of a heraldic mail chain is allowed as long as it is close-fitting, sleeveless and up to mid-thigh length. It is forbidden to wear bangs, swirls or other accessories which may prevent the referee from checking the hits received..

- ↳ Use of armor from different historical periods (from 1350 to 1480), it being understood that in no case is it permitted to use defensive pieces of clearly non-historical style and/or in materials that significantly alter the weight (aluminum, titanium, vanadium).
- The final decision on the validity of a given set-up and/or defensive piece is up to the match director and as such is unappealable.

§8. Rules of behaviour

- All participants are asked to behave respectfully and courteously toward each person present, whether a participant or a spectator.
- Fighters must accept, without complaint, all strikes called by the Field Master.
- Fighters must call any valid strike suffered on their own person in case they are not seen by the refereeing staff.

§9. Course of the competition

Each competition consists of two phases; the first group phase (Italian style or Round Robin) and the second knockout phase (tennis style).

Group phase:

- An assault is won by the fighter who first achieves 3 valid strikes.
- At each valid strike, the action is interrupted and the contenders must return to their corners.
- Each contender challenges each member of their group twice by reversing challenger and challenged.
- The challenger has the task of choosing the weapon to be used during that given assault (sword, pole axe or spear).
- In case of equal number of victories, the player with the best difference between points made and points suffered will be favored, if this will be equal, the player with the lowest number of strikes will be favored, in case of further parity the players will have to make another assault, the winner will be placed before the loser..

Final phase:

- Depending on the number of participants in the tournament, the quarter-finals or directly the semifinals are held.
- The minimum number to make the quarterfinals is fourteen participants in the tournament.
- In each meeting of the final stages is expected to be carried out 3 assaults, each using one of the three weapons, starting with the spear, followed by the sword and ending with the pole axe.
- Each assault is won by the contender who first reaches 3 valid strikes; the winner of the match is the contender who wins at least 2 out of 3 assaults.
- All 3 assaults must be conducted, unless one of the contenders withdraws.

- Participants may request a 1-minute break between weapons.
- Each tournament ends with the final, to determine the champion and the second place and the second final, to determine the third and the fourth place.

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