



COMPETITION REGULATIONS HURLING TOURNAMENT

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§Description and purpose

The HEMA in Armis discipline (translated and drafted from the rules of the Deeds of Arms of De Koven Concord) seeks to reproduce the modalities and techniques of contests in armour, typical of late medieval European treatises, with a focus on the period between the beginning and the end of the 15th century.

In order to conduct a tournament safely, fighters are expected to:

- Have experience in performing the techniques studied;
- Have experience in behaviour and combat in arms;
- Have the awareness to stay within the parameters of the studied techniques;
- They give and receive fair and clean blows;
- They understand that such competition is an opportunity to show skill and honour, not a venue for exhibiting mere brute force, violence and rudeness.

§2. Judges, referees and field staff

Field Master:

The Master of the Field acts as the main judge of the lizza.

The duties of the Field Master are:

- Starting and ending disputes;
- Counting successful hits during an assault;
- Dictating the timing of the meeting by calling a stop when necessary and talking to the competitors in order to achieve a smooth and smooth running of the event.

Field Assistant:

- The purpose of the Field Assistant is to assist the Field Master in his duties, including judging shots taken if the Field Master has an unfavourable line of sight.
- All field judges must act in such a way as to ensure the safety of spectators, assistants and combatants.

Race Director

- The Race Director is appointed from among the referees present by written notice from the National HEMA and Duelling Sports Association (ANH) at least seven days before the event.
- The Race Director coordinates the activities of the referee staff at the tournament venue and acts as a contact person for the tournament.
- The judgement and decisions of the Clerk of the Course regarding any element or situation that may occur at the tournament venue are final and irrevocable.

§3. The playing field

The lizza, i.e. the place within which the contest takes place, is 10m by 10m square, bordered by a 120cm high wooden fence.

§4. Valid weapons and shots

- One-handed sword: its length must be between 70 cm and 100 cm and the tip must be rounded. Pommel and hilt will be made of metal, while, for safety reasons, the blade will be made of wood.
- 2 Javelins: length 200 cm.
- Shield: diameter must be 60cm, thickness 10/12mm. The shape must be round and can be either concave or flat. No plates, brocchieri or pavesi are allowed, only wheels may be used.
- Shots considered valid for the award of 1 point are:
 - ◦ Sword slashing blows (ineffective against plates and iron mesh);
 - ◦ Sword point hits (ineffective against plates);
 - ◦ Spear point strikes (ineffective against plates);
- Shots considered valid for the award of 2 points are:
 - Hitting an uncovered target by throwing the javelin.
 - Completely disarm the opponent.

§5. The score

- A stroke taken according to the rule in §4 and deemed valid by the umpires awards 1 point to the person who took it.
 - If both athletes score a valid stroke in the same fencing time ('double stroke'), both athletes are awarded the point.
 - Shield hits, although allowed, will NOT score points.
 - If a contender is unable to participate in a match, a 3-0 defeat will be inflicted.
 - In the event of the breakage of a piece of equipment that does not jeopardise the player's safety, he may decide whether or not to continue the match; in the event of the loss or breakage of a piece that jeopardises safety or the player's refusal to continue, the other contender automatically gets the 3 points.
- If there is an equipment difference between two contenders (related to the iron jersey), the point, in the case of a double hit, is awarded to the player wearing the iron jersey as historically correct.

§6. Sanctions

During the match a participant may incur several cautions. After the second, and for each subsequent action deemed unfair, a point will be awarded to the opponent. The cautions are as follows:

- Mindless use of weapons, where 'mindless use' means striking your opponent repeatedly and ineffectively with your weapon;
- Voluntarily attempting to cause pain to an opponent in a fighting action;
- Unsportsmanlike conduct (e.g. calling one's shots);
- Address the camp master without raising your hand;
- Contestants are guaranteed 1 minute to compete after their call, on pain of defeat 3-0; no exceptions are allowed.

§Safety Standards and Reinforcement

For the practice of HEMA in Armis, the 'light' category, a defensive armament is required that faithfully reflects the figure of the light infantryman (light throw).

The panoply must consist of defensive elements made of plate, steel mesh and padded cloth. All defensive pieces must refer to a single historical period and must be of documentable fashions in contemporary effigies or artefacts, allowing for a time tolerance of 10 years more or less for each piece in relation to the chosen period.

The mandatory protections are:

- Head: closed helmet with movable visor. Minimum thickness: 2mm steel for the shell (1.5mm if hardened) and 1.5mm steel for the other helmet elements (1.2mm if hardened). Concealments are not permitted.
- Ocularia: the height must in no case be more than 10 mm.
- Torso: a steel plate guard must protect the front part of the torso (chest and abdomen) and the hips. Minimum thickness: 1 mm.
- A arming doublet (zupone, zuparello, armed gambeson) must be worn under the metal protectors, the latter must have the armpits closed for safety reasons.
- Hands: leather gloves or, at the fighter's discretion, a right-handed steel gauntlet, minimum thickness: 1.2 mm.
- Arms and Legs: are left uncovered except for the shin guards.
- Mesh rings should be riveted and have a round or flat cross-section;
- Throat: gorget or fan, with riveted or rigid rings.
- Male/female genitalia: a solid protection (shell) must always be worn underneath the armour, without being visible in any way.

Heraldic tunic: The use of a heraldic tunic is permitted as long as

- it is close fitting to the torso, sleeveless and up to mid-thigh length. Fringes, swirls and other accessories, which may prevent the referee, body from checking the hits received are prohibited.
- The following exceptions on defensive equipment may be accepted (notified in advance to the competition management):
 - Use of armour from different historical periods (from 1350 to 1480), it being understood that under no circumstances is it permitted to use defensive pieces of manifestly non-historical design and/or in materials that significantly alter their weight (e.g. aluminium, titanium, vanadium).

The final decision as to the validity of a particular set-up and/or defensive piece rests with the match director and is as such unquenchable.

§8. Rules of conduct

- All participants are asked to behave respectfully and courteously towards everyone present, whether participants or spectators.
- The combatants must accept, without complaint, all blows called by the Field Master.
- Fighters must call any valid blows sustained on their own person in case the refereeing body does not see them.

§9. Conduct of the competition

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

Group stage:

- An assault is won by the fighter who first achieves three valid hits.
- With each valid blow, the action is interrupted and the contenders must return to their corners.
- Each contender challenges each member of his or her group twice by reversing challenger and challenged.
- In the event of an equal number of victories, the player with the best difference between points scored and points conceded will be favoured, if this is also equal the player with the fewest number of strokes conceded will be favoured, in the event of a further tie the players will have to make a further assault, the winner will be placed ahead of the loser.

Final stage:

- Depending on the number of participants in the tournament, the quarterfinals or directly the semi-finals are held.
- The minimum number to make the quarterfinals is fourteen participants in the tournament.

- Three assaults are scheduled to take place in each match of the final stages.
- Each bout is won by the contender who first reaches 3 valid hits; the winner of the match is the contender who wins at least 2 out of 3 bouts.
- All 3 assaults must be carried out, unless one of the contenders withdraws.
- Participants may request a break of one minute between rounds.
- Each tournament ends with the final, to determine the champion and the runner-up, and the second final, to determine the third and fourth runner-up.

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