

Sword Tournament Rule

1. Treat your opponent with honor and dignity, as you would have him or her treat you.
2. Swords are dangerous weapons; thus you need not bludgeon your opponent with one. A gentle tap will do.
3. Blows to the head are not permitted, and will not count.
4. The striking areas allowed for pointage are from the collarbone to the knee, and from from the shoulder to wrist. Blows to the feet, hands, or head will not result in a point and are discouraged if possible.
5. Act as would a respectful knight and announce your hits and losses with as much enthusiasm as you would your victories. Thus, if you are defeated, you may exit the ring with dignity.
6. No foul or vulgar language will be allowed, and threats will only be permitted in jest.
7. No swords of steel are permitted inside the ring. We want as many knights in good condition as possible!
8. The call "Battle Blind" may be used if you feel yourself overwhelmed with the fight or if you sustain a true wound. You simply need raise your hands and call out "Battle Blind!" and the fight will stop IMMEDIATELY. However, the call shall not be used in jest or as a feint; you may only use it when it must be used. A false Battle Blind call will result in an automatic forfeit of the match.

The rules documented above apply to all tournament age pools. Matches will be in three round intervals. First to three points will win the round, and first to win three rounds wins the match.