

# Official Töte Rule Details

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## Definitions:

- **Handle** - The area at one end of the Töte, including the tip at that end, where the Töte is to be caught.
- **Blade** - All of the Töte besides the handle.
- **Catch** - Catching a Töte is defined as stopping the relative motion between the hand and the Töte.
- **Kinetic Return** - Although extremely difficult, it is possible and acceptable to return the Töte to the thrower in a smooth motion without ever stopping the motion of the Töte by sliding the Töte through the hand to reverse it's momentum in flight, or also if the Töte is slapped or bounced back to the thrower. Hand must never be closed over the blade (see Lost Arm). A successful kinetic return is extremely advanced and extremely rare ('one-in-a-million'), but it is considered an acceptable throw.
- **Rest** - Resting is only allowed by clearly signaling to the other player that the Töte is out-of-play. This occurs incidentally while the Töte is touching the ground (the Töte is always considered out-of-play immediately upon ever touching the ground or any obstruction while in flight), or intentionally by holding the tip of the Töte to the ground. Once play is to resume, the thrower must clearly signal to the receiver that the Töte is back in-play.
- **Extendable Attire** - Anything worn (loose clothing, hat, shoe, ring, necklace, etc.) is considered an extension of the respective body part, including hair, and a strike to those items extends to their respective body part; therefore, tight-fitting attire is encouraged.

- Arm - The arm begins where an extended line along the side of the chest crosses the shoulder area. This is generally where a shirt sleeve would begin. Thus, the outside shoulder is considered the arm, and the top of the shoulder (the clavicle/shoulder bone) is considered the torso.
  - Leg - The leg begins where the skin of the leg folds as the leg is bent upward - roughly, along a line from below the hip bone to the groin, similar to the traditional 'bikini line'. The buttocks and groin area are considered part of the torso and not part of a leg.
  - Limbs - Legs and arms.
  - Torso - The torso is main trunk of the body - anything not considered the head, arm, or leg.
  - Core - The torso, head, and neck.
  - Wheelchairs - All wheelchair strikes and legs are considered blocks.
- 1) To the core: If, at any time in-play, the Töte touches the core of the thrower or catcher, then 'Töte' - that player loses the game.
  - 2) Lost Arm(s): Arms are expected to be used for blocking the Töte from touching the core or legs, as if the Töte were a sword and your arms were covered in chain-mail. An arm is lost only by catching the Töte without at least one-finger's-width on the handle (roughly half-an-inch, but the term 'one-finger's-width' is used to normalize the dimension for each catcher's hand size). Whenever a catch might be considered questionable, the catch details should immediately be held up in full view of the thrower for confirmation before any repositioning of the hand occurs. The Töte is allowed to slide through the hand as long as the Töte's motion relative to the hand does not stop, even momentarily, while the closed hand is not on the handle (bouncing off or resting against the arm, including an open blocking-hand, is not considered a lost arm). Once an arm is lost, it must be

placed behind the back and not used for the remainder of the game. If the lost arm is touched by the Töte while behind the back, then that would be considered, by extension, a strike to the torso; 'Töte' - game over (no blocking with a lost arm). If both hands catch the Töte off the handle during one exchange, then both arms are considered lost - 'Töte' - game over. If the entire lost arm comes out from behind the back (fully visible to the opponent) while that player is throwing, then the throw is immediately out-of-play (throw is null), and the thrower acquires a Bad Throw penalty point. Similarly, a Bad Catch penalty point applies for the parallel scenario while catching (lost arm becomes fully visible to the opponent). In all, lost limbs must remain inert while in-play.

- 3) Lost Leg(s): A leg is lost if any part of the Töte touches a leg at any time while the Töte is in-play. Once a leg is lost, it must then be lifted up off the ground while the Töte is in-play and not used for the remainder of the game. The player is allowed to hop around on the other leg in the general vicinity of the player's initial position; however, the player cannot hop significantly forward or backward in any distance advantage while throwing or catching the Töte - Off Balance point (see below). If the lost leg, or disabled leg or remaining appendage of a physically disabled player, is touched by the Töte, then the other leg is considered lost; 'Töte' - game over (no blocking with a lost leg). If both legs are touched by the Töte during an exchange before going out-of-play, then both legs are considered lost; 'Töte' - game over. (Also see Off Balance below.)
- 4) Penalty Points: Penalties are only acquired while the Töte is in-play, and only one point is acquired for each penalty, with one exception - Cowardice (see below). If a limb is also lost during the exchange, then the loss of the limb(s), or core strike, overrides any penalty points (worst case is dominant):

a) Off Balance if (players in wheelchairs are exempt):

- A player's foot (or feet) slides or comes off the ground, while catching or throwing the Töte. However, the players may temporally pivot, swivel, or rock on toes or heel, including while falling down, as long as neither foot raises up off the ground, or moves completely outside of an imaginary outline of their initial footprint. (Not applicable to players with a Lost Leg, they can hop.)
- A player who has lost a leg and hops significantly closer to, or further away from, the opponent in any significant distance advantage, respectively, during an exchange.
- A player who has lost a leg touches the lost leg to the ground while the Töte is in-play.

b) Bad Throw if:

- (Overhand/Spearing) The Töte is thrown with any part of the arm higher than the shoulder. This rule does not apply to kinetic returns - they are allowed regardless of any arm geometry.
- (Tomahawk) The Töte is thrown so that it flips over 180 degrees (rotates beyond handle-first while in-flight; blade pointing back at the thrower) before reaching the plane of the catcher's body.
- (Spearing) The Töte is thrown with any part of the hand on the blade (no underhanded-spear throws), the throw is immediately null, arm is lost, and possession is lost. This rule does not apply to kinetic returns - they are allowed regardless of the hand's departing contact point.
- (Short) The Töte is thrown short. After leaving the throwers's hand, a tip of the Töte must not touch the ground before passing the heel of the catcher; but, touching the

foot before touching the ground results in a Lost Leg.

However, if the catcher attempts to catch a short-thrown Töte by touching it before it touches the ground, then the Töte is considered in-play and all other rules apply.

- (Out-Of-Reach) The Töte is thrown so that the handle is out-of-reach and not short-thrown. The catcher must fully extend the nearest arm to the Töte naturally (not over-stretching) to help the other player gauge that the handle is out-of-reach. If the handle is within one-finger's-width of the catcher's hand and the catcher does not catch it, then a penalty point is acquired for Bad Catch (or lost leg if hitting a leg, or 'Töte' - game over if striking the core, before going out-of-play). If the Töte was thrown out-of-reach, then the thrower acquires a penalty point, regardless of subsequent Töte strikes (deflections off the outstretched arm while used as a reference). However, if the Töte strikes the leg(s) or the core before being determined out-of-reach (before passing the outstretched arm used as a reference), then Lost Leg(s), or 'Töte' - game over (reminder: always defend your body). Additionally, if any attempt to catch the Töte is made, out-of-reach or not, then the Töte is considered still in-play and all other rules apply. For disabled players, ALL throws are considered bad throws if they are out-of-reach of the able hands of a player in a wheelchair, or out-of-reach of the hand of the functioning arm of one-armed players (good arm should be outstretched across the body as a reference), unless those players attempt to catch the Töte, out-of-reach or not.
- The thrower fully moves a lost arm out from the back side of the body (as noted in Lost Arm above).

c) Bad Catch if:

- The Töte is thrown well but not caught.
- A catcher fully moves a lost arm out from the back side of the body (as noted in Lost Arm above).

d) Cowardice if:

- The only time a player acquires two simultaneous penalty points during one exchange is when that player moves out of the way (Off Balance point) AND does not catch an otherwise good-thrown Töte (Bad Catch point). This is to encourage bravery - the player should at least block/slap the Töte away instead of cowering away from it.

**Precedence:**

- If the thrower acquires a penalty during the throw (Bad Throw or Off Balance), then the Töte is immediately considered out-of-play (before the catch), i.e., the throw is immediately null, possession is lost (both players cannot acquire points in one exchange; first player to acquire a penalty point is the only point of the exchange).
- If a limb would be considered lost and a penalty point would be considered acquired for a player during an exchange, then only the limb is lost for that player - the penalty point is not counted (worst case is dominant, and regardless of precedence; see Penalty Points paragraph above).
- While in-play, being stricken to the core overrides all other events (is dominant regardless of precedence/sequence) - the Töte is then immediately considered out-of-play and that game is over.

## **Play Töte!**