

LudoSport Ljussvärdsfäktning

Ljussvärdsfäktning (engelska: *Sporting Light Saber Combat* eller *Light Saber Fencing*) är en fäktsport som skapades år 2006 i Milano, Italien, av organisationen LudoSport.

Beskrivning av Sporten

Ljussvärdsfäktning utövas med *ljussvärd* bestående av ett metallhandtag (*skaft*) och ett plaströr i polykarbonat (*blad*). Bladet lyser upp och ljud spelas upp genom elektronik med rörelsesensorer i skaftet.

Det centrala tävlingsmomentet i sporten är en *duell* mellan två deltagare, som spelas ut i en standardiserad arena, generellt cirkulär med diameter 8 m. Duellen består av flera omgångar (italienska: *assalto*, pl. *assalti*) och efter varje *assalto* kan en poäng tilldelas till en av deltagarna. Vinnaren av duellen är den som erhåller flest poäng efter att alla *assalti* har spelats ut.

Under duellens gång försöker deltagarna träffa varandra på kroppen med bladet. Hela kroppen samt svärdets skaft är ett giltigt mål. Man delar upp kroppen i två områden:

- IH-området består av armarna under armbåge, benen under knät, samt skaftet.
- OH-området består av resten av kroppen, inklusive huvudet.

Den deltagaren som blir träffad på kroppen måste *deklarer*a genom att omedelbart

- Säga "IH" eller "OH" högt, beroende på vilket område blev träffat,
- Avbryta alla attacker som den hade påbörjat,
- Ta bort bladet från linjen mellan sig själv och motståndaren,
- Inte utföra några defensiva tekniker under en kort tid för att lämna en öppning för motståndaren.

En deltagare får en poäng om:

- Motståndaren blir träffad i OH-området av ett blad (oavsett vems blad det är), eller
- Motståndaren går ur arenan.

I så fall avslutas *assalto* och en poäng tilldelas. Inga poäng tilldelas vid simultana träffar i OH-område på båda deltagarna.

Om en deltagare blir träffad i IH-området avslutas inte *assalto* utan duellen fortsätter; motståndaren får i så fall ett övertag eftersom den deltagare som blev träffad måste deklarer

alla träffar med blad på kroppen måste vara lätta kontakter och inte vara hårda slag. Man får inte utföra stickande/spetsande attacker mot kroppen i syfte att träffa med bladets spets, utan alla träffar måste utföras med en skärande rörelse. Det är inte tillåtet att sikta mot ansiktet eller sidan av huvudet.

Deltagarna måste anpassa hastigheten och styrkan i rörelser efter sin egen förmåga att kontrollera svärdet, en färdighet som heter *kontroll*.

Det är obligatoriskt för deltagarna att deklarer

Utrustning

Tre typer av vapen kan användas i dueller:

- *Långsvärdet* (eng: *light saber*) har ett blad på 87 cm,
- *Dubbelsvärdet* (eng: *saberstaff*) har ett längre skaft med två blad på 73 cm, ett på varje sida av skaftet,
- *Två kortsvärd* (eng: *light daggers*) har blad på 60 cm, och används i par.

Dueller kan ske mellan deltagare som använder olika vapen (blandade vapen), dock får en deltagare inte byta vapen under duellens gång.

Deltagare bär standardiserade uniformer (träningskläder) beroende på den nivå de har nått i sin utbildning. Det är inte tillåtet att modifiera uniformen.

Deltagare måste använda skyddsutrustning: vadderade handskar som täcker alla fingrar och suspensoar för herrar. Minderåriga deltagare eller deltagare som bär glasögon måste använda skyddsglasögon. Smycken, piercing, armbandsur eller dylikt får inte bäras.

Annan skyddsutrustning som knä/armbågsskydd, armskydd, skyddsmask eller skyddsglasögon får användas vid behov, men skador och olyckor förebyggs först och främst genom tillämpning av *kontroll* i rörelserna.

Organisationer

Organisationer som utövar LudoSport ljussvärdsfäktning opererar enligt den så kallade *universalitetsprincipen*, som innebär att alla aspekter av idrotten ska vara samma världen över: idrottens regler, tekniker, utrustning, utbildningsprogram, men också namn, symboler, värderingar och mer allmänt idrottens bild.

Alla organisationer (inklusive föreningar) som utövar eller lär ut ljussvärdsfäktning måste vara anslutna till det internationella LudoSport Network genom avtal (www.ludosport.net).

Idrottens tekniska aspekt administreras av Society of LudoSport Masters (SLM), en ideell kulturell förening (it: *associazione culturale*) med ändamålet att fastställa och utveckla idrottens tekniker, regler, utbildningsprogram, kultur och värderingar. SLM har sitt säte i Milano, Italien (slm.ludosport.net).

LudoSport Network administreras och övervakas av LudoSport International, också med säte i Milano. LudoSport International har på uppdrag av SLM ändamålet att ge tillstånd till och ingå avtal med organisationer som är anslutna till nätverket, övervaka dess verksamhet, samt organisera internationella evenemang som t.ex. internationella turneringar och instruktörskurser.

Organisationer som utövar sporten och organiserar kurser kallas för *akademier*. Dessa organisationer är oftast ideella föreningar men i vissa fall kan vara företag som bedriver näringsverksamhet (t.ex. ett gym som erbjuder kurser). Akademier betecknas med ett namn i formatet "LudoSport <geografisk beteckning>", till exempel LudoSport Sweden, LudoSport Paris, osv.

Akademier organiserar träningar, kurser och tävlingar. Regler och riktlinjer för akademiernas verksamhet fastställs av SLM och LudoSport International i dokumentet *LudoSport Protocol*.

Akademier kan bestå av en eller flera *skolor*, varje *skola* har sin verksamhet på en specifik ort (t.ex. Stockholmsskolan, Göteborgsskolan, osv) och hur akademien och skolor är juridiskt organiserade kan variera mellan akademier.

Parallellt till akademier finns det också organisationer som administrerar domare. *INCOM* är en förening som på uppdrag av SLM har ändamålet att författa de officiella tävlingsreglerna (*INCOM Tournament Rules*), organisera kurser för domare och stildomare, övervaka över domarnas verksamhet och över domarorganisationer i varje land.

ONBOARD är de nationella organisationerna som administrerar domare och stildomare i varje land där LudoSport-akademier finns. Målet på sikt är att varje *ONBOARD* ska konstitueras sig som ideell förening, och att *INCOM* ska bedrivas som ett förbund av domarorganisationer, men för vissa länder med få domare är detta fortfarande ett pågående arbete. *ONBOARD* har som ändamål att stödja landets akademier med arrangemang av tävlingar genom att förse med domare och stildomare.

Värderingar

Alla LudoSport-medlemmar (medlemmar i akademier anslutna till LudoSport-nätverket) ska följa tre värderingar som sammanfattas med akronymen *SeCuRi*, från italienska orden *Servizio, Cura, Rispetto*.

Servizio (tjänst) betyder att träningsmoment ska vara inriktade till allas förbättring; en medlem ska inte träna bara för sig själv utan också för att hjälpa andra medlemmar att bli bättre. Träningen ska bedrivas i en anda av samarbete och inte rivalitet.

Cura (omtanke) betyder att sträva för ett säkert duellerande för både motståndaren och sig själv genom träning och utövande av *kontroll* över rörelserna och teknikerna.

Rispetto (respekt) betyder att alla medlemmar har samma värdighet oavsett rang, ålder, erfarenhet, skicklighet, bakgrund eller färdighet med andra sporter. I *rispetto* ingår även kravet att alltid korrekt deklarerera träff enligt reglerna.

LudoSport-organisationer (akademier) ska bedriva sin verksamhet enligt universalitetsprincipen och sträva för att främja en bild av enighet och uniformitet. Akademier ska främja hos medlemmar en identitet som medlem i det internationella LudoSport-nätverket och inte som medlem i en viss akademi. "Klubbkänsla" och rivalitet mellan akademier får inte förekomma.

Utbildning

Akademier organiserar kurser där medlemmar förbättrar sin förmåga genom att lära sig tekniker och träna för att duellera. Kursen hålls av certifierade instruktörer som har gått instruktörskurs och måste följa det officiella utbildningsprogrammet som fastställs av SLM.

Kursprogrammet består av *Former*. Varje Form introducerar ett sätt att fäktas, en filosofi och en uppsättning av tekniker och rörelser. Medlemmar som lär sig en Form utökar sin förråd av tekniker och rörelser och kan fritt använda alla Former de kan under duellerna, men endast tekniker och rörelser från officiella Former får användas.

Nya medlemmar börjar med att lära sig Form I och Form II som utövas med långsvärd. Efter Form II finns det en orienteringsperiod (*Kurs Y*) där medlem får utforska mer avancerade former samt lära sig grunderna med de andra vapnen (dubbelsvärd och två kortsvärd). Efter det väljer medlem att specialisera sig i ett av vapnen och fortsätter med att lära sig de avancerade formerna med det vapnet: Form III, Form IV och Form V.

Enligt standardprogrammet (en lektion per vecka) varar kursen för varje form i ett år. En examination hålls efter varje Form.

Akademiska rang är kopplade till kurser och examinationer. En ny medlem erhåller rang *Novizio* och sedan, efter att den har lärt sig idrottens värderingar, *Iniziato*. Medlem som har klarat upp till Kurs Y kan bli *Accademico* genom examen och den som har klarat de tre avancerade Formerna med ett vapen kan examineras till *Cavaliere* i det vapnet.

Medlemmar kan utbilda sig till *instruktör* i en viss Form och få på det sättet tillåtelse att hålla kurser i den Formen på uppdrag av en akademi. Instruktörskurser hålls av en *Tecnico* som utbildas och utnämns direkt av SLM.

Tävlingar

Tävlingar tar oftast form av en turnering där individuella deltagare möts i flera dueller med ett specifikt format. Akademierna kan organisera tävlingar både för sina medlemmar och öppna för medlemmar av andra akademier. För att delta i en tävling måste man vara medlem i en LudoSport-förening.

En särskild klass av turneringar är *Rated Tournaments*. Varje år organiseras en Rated Tournament för varje nivå i organisationen - *skolturnering*, *akademisk turnering*, *nationell turnering* och den *internationella turneringen* (s.k. *Champions Arena*) som är motsvarande VM i sporten. Genom deltagande i Rated Tournaments kan medlemmar samla poäng för att kvalificera sig till högre nivåer och till Champions Arena.

Regler för Rated Tournaments är definierade i INCOM Tournament Rules (ITR). Rated Tournament består av gruppspel följt av slutspel.

Andra turneringar som inte är Rated och som organiseras av akademierna använder oftast ITR; akademierna får dock större frihet i dessa turneringar över vissa detaljer, som turneringens format.

Obligatoriskt på Rated Tournament och vanligt förekommande i andra turneringar är att duellerna dirigeras av domare (*Officials*), en *Official* och minst en *Assistant Official*.

Officials uppdrag är att starta och stoppa varje assalto, ta beslut över resultatet av en assalto ifall deltagarna inte är eniga, samt tilldela straff till deltagarna på grund av brist av *cura* (farligt utförande) eller *rispetto* (bristande deklARATIONER eller respektlös beteende).

På ett liknande sätt är det obligatoriskt på Rated Tournament och i övrigt vanligt förekommande att duellerna bedöms av en eller flera stildomare (*Style Judges*), som tilldelar en stilbedömning för varje deltagare i varje duell. Från stilbedömningar under turneringens

gång räknar man en stilranking för turnering för att tilldela *stilprisen*. Stilprisen anses vara lika värddiga som *arenaprisen* som tilldelas till vinnarna av slutspelet.

Notera att även på tävlingar är det obligatoriskt för deltagarna att deklarerat alla träff, även om det finns domare, och deltagarna kan bli straffade för missade eller bristande deklARATIONER.

Spridning

Idrotten grundades i Milano år 2006 och under åren har den spridits först till andra städer i Italien och sedan 2014 till andra länder. Alla skolor världen över har grundats av instruktörer som utbildades på en officiell instruktörskurs.

En lista över alla skolor finns på <http://www.ludosport.net/where.html>. Nätverket räknar flera tusen medlemmar världen över, varav ungefär 3000 aktiva utövare.

Italien och Spanien är de största länderna inom LudoSport-nätverket med ungefär 600 deltagare var. LudoSport-skolor finns också i UK, Frankrike, USA, Nederländerna, Irland, Tyskland och Brasilien.

I Sverige finns LudoSport-skolor sedan 2015. I dagsläget finns det skolor i Stockholm, Göteborg, Malmö, Örebro, Helsingborg, Ystad. Alla skolor i Sverige är ideella föreningar (idrottsföreningar) som är medlemmar i den svenska akademien, LudoSport Sweden, med sammanlagt ungefär 150 medlemmar (www.ludosport.se).

LudoSport Sweden agerar som ett förbund som samlar svenska LudoSport-föreningar. LudoSport Swedens uppdrag är att främja och sprida idrotten på nationell nivå, främja samarbetet mellan LudoSport-föreningar i Sverige, vara kontaktpunkt för Sverige i LudoSport-nätverket, anordna nationella turneringar, andra nationella aktiviteter samt instruktörskurser.

LudoSport Swedens högsta beslutande organ är årsstämman som konstitueras av medlemsföreningar.

Stadgar för Akademien LudoSport Sverige

V3, 2021-05-29

§1 Förbundet

1. Förbundets namn är Akademien LudoSport Sverige.
2. Förbundet har sitt säte i Stockholm.
3. Förbundet är en ideell förening. Förbundets ändamål är att hjälpa och överse de anslutna föreningarna med idrottsverksamheten Sporting Light Saber Combat (Ijussvärdsfäktning) i Sverige, samt främja och utveckla idrotten.
4. Förbundets verksamhetsår är 1 januari till 31 december.
5. Förbundet är medlem i internationella LudoSport-nätverket i egenskap av LudoSport Academy, och har tillstånd att driva sin verksamhet från Society of LudoSport Masters (SLM).
6. Förbundet är skyldigt att följa SLMs regler och riktlinjer.
7. Förbundet är religiöst och partipolitiskt oberoende.

§2 Beslutande organ

1. Förbundets beslutande organ är Årsstämma, extrainsatt Årsstämma, och Förbundsstyrelsen.
2. Förbundets högsta beslutande organ är Årsstämman.

§3 Sammansättning

1. Förbundet består av de föreningarna som har upptagits som medlemmar i Förbundet.
2. För att en förening ska kunna vara medlem i Förbundet ska föreningen vara ideell samt ha ett ändamål att aktivt utöva idrotten Ijussvärdsfäktning enligt SLMs regler och riktlinjer.
3. Vidare ska föreningen inte tillhöra någon annan LudoSport Academy eller bedriva verksamhet kopplat till andra former av fäktning med Ijussvärd.
4. Föreningar som är medlemmar i Förbundet bedriver sin idrottsverksamhet med tillstånd från Förbundet och är skyldiga att följa Förbundets och SLMs regler och riktlinjer.
5. Medlemsföreningar är skyldiga, på begäran av Förbundsstyrelsen, att till Förbundet rapportera intäkterna från den ordinarie verksamheten i Ijussvärdsfäktning, antalet medlemmar som är aktiva i Ijussvärdsfäktningsaktiviteter och övrig relevant information Förbundsstyrelsen begär.
6. Medlemsföreningar är skyldiga att betala de avgifterna som Förbundet fastställer.

§4 Medlemskap

1. En förening som önskar bli medlem i Förbundet måste skriftligt ansöka om det hos Förbundsstyrelsen. Förbundsstyrelsen kan begära ytterligare dokument eller information för att pröva ansökan.

2. Förbundsstyrelsen beviljar eller avslår ansökan om medlemskapet och meddelar skriftligt beslutet till föreningen. Om ansökan avslås ska Förbundsstyrelsen ange skälen för beslutet.

§5 Utträde och Uteslutning

1. En förening som önskar utträde från Förbundet ska skriftligt meddela det till Förbundsstyrelsen.
2. En förening som, trots påminnelse, inte har betalat eventuella avgifter till Förbundet ska anses ha begärt utträde från Förbundet.
3. Förbundsstyrelsen har rätt att dra in en förenings tillstånd att bedriva verksamhet i ljussvärdsfäktning eller utesluta en förening från Förbundet om den, trots påminnelse, underlåter att följa Förbundets stadgar, regler och riktlinjer, SLMs regler och riktlinjer, eller om den har motverkat Förbundets intresse.
4. Beslut om indraget tillstånd eller uteslutning får överklagas till nästa Årsstämma, som röstar om beslutet hävs eller upprätthålls. En förening får rösta i frågan om sitt eget indragna tillstånd eller uteslutning.

§6 Styrelsen

1. Förbundsstyrelsen är Förbundets beslutande organ när Årsstämman inte är samlat.
2. Förbundsstyrelsen är ansvarig för Förbundets ekonomi och verksamhet.
3. Förbundsstyrelsen bestämmer själv om formerna för sitt arbete.
4. Förbundsstyrelsen består av minst tre ledamöter, varav en ordförande och en vice ordförande. Ledamöterna delar på ansvaret och har lika rösträtt på styrelsemöte.
5. Ordföranden och vice ordföranden väljs för en mandatperiod på två år och väljs på alternerade år med start utav Ordförande. Övriga ledamöter väljs för en mandatperiod på ett år.
6. Vice ordföranden ersätter ordföranden som avgår före sin mandatperiodsslut. Om både Ordförande och vice ordföranden avgår, eller om för få ledamöter sitter kvar i styrelsen, ska en extra Årsstämma kallas för att rösta in en ny styrelse.

§7 Revisorer

1. Revisorns uppgift är att granska Förbundsstyrelsen och redovisa det för nästa Årsstämma.
2. Förbundet ska ha minst en revisor.
3. Revisor eller revisorer väljs av Årsstämman.
4. Ledamöter i Förbundsstyrelse kan inte väljas till revisorer.

§8 Valberedning

1. Valberedningen består av tre ledamöter, varav en sammankallande, valda av Årsstämma.
2. Valberedningen sammanträder när sammankallande eller minst halva antalet ledamöter så bestämmer.

3. Valberedningen ska senast fyra veckor före Årsstämman tillfråga Förbundsstyrelsen vilkas mandattid utgår vid mötets slut, om de vill kandidera för nästa mandattid. Senast två veckor före Årsstämman ska valberedningen meddela röstberättigade medlemmar sitt förslag.

§9 Årsstämma

1. Årsstämman består av representanter (ombud) från varje medlemsförening. Varje medlemsförening har rätt att nämna minst ett ombud till Årsstämman.
2. Årsstämman ska hållas under maj månad varje år.
3. För att mötet ska vara giltigt måste Förbundets medlemmar meddelas minst sex veckor i förväg via inbjudan. I inbjudan måste förekomma tid, samt plats för Årsstämman. Årsstämman kan även hållas över internet på ett sätt som inte hindrar berättigade deltagare att delta.
4. Motioner ska vara Förbundsstyrelse tillhanda senast tre veckor före Årsstämman.
5. Kallelsen till Årsstämman skall tillhandahållas medlemsföreningarna minst två veckor innan Årsstämman och skall innehålla dagordning och samtliga bilagor för mötet.
6. Detta ska alltid tas upp på ett ordinarie Årsstämman:
 - a. Mötets öppnande
 - b. Fastställande av röstlängd för mötet enligt stadgarna
 - c. Beslut om mötets giltighet
 - d. Val av mötets Ordförande
 - e. Val av mötets Sekreterare
 - f. Val av mötets Justerare
 - g. Styrelsens redovisning av förra årets verksamhet
 - h. Styrelsens redovisning av förra årets ekonomi
 - i. Revisorernas redovisning av styrelsens arbete förra året
 - j. Beslut om ansvarsfrihet för förra årets styrelse
 - k. Behandling av propositioner och motioner
 - l. Beslut om årets verksamhetsplan och budget
 - m. Val av årets styrelse
 - n. Val av årets revisor
 - o. Val av årets valberedning
 - p. Mötets avslutande
7. På begäran av Förbundsstyrelse, revisor eller minst hälften av Förbundets medlemmar ska Förbundet hålla en extra Årsstämma. Samma krav på giltighet gäller för extra Årsstämma som för ordinarie.
8. Endast Förbundsstyrelsens förslag eller i rätt tid inkomna motioner får diskuteras på Årsstämma eller extra Årsstämma.
9. Föreningarnas ombud, ledamöter i Förbundsstyrelsen samt Förbundets revisorer har yttranderätt vid Årsstämman.

§10 Omröstningar

1. Varje medlemsförening har rösträtt på Årsstämman genom sina ombud. Medlemsförening ska meddela Förbundsstyrelsen hur föreningens röster fördelas mellan ombud innan Årsstämmans öppnande.
2. En medlemsförening tilldelas ett antal röster på Årsstämman som beror på dess rapporterade medlemmar som aktivt utövar ljussvärdsfäktning. Föreningen rapporterar medlemmar en gång per kvartal, vid tid som beslutas av Förbundsstyrelsen. En förening tilldelas en röst för var tionde snittmedlem från föregående verksamhetsår. En förening får inte tilldelas färre än 1 röst eller fler än 10 röster.
3. Omröstningar gällande propositioner och motioner avgörs med enkel majoritet, med undantag av Stadgeändringar (§12) och frågor om Upplösning (§13).
4. Om en omröstning gällande propositioner och motioner blir lika två gånger i rad räknas detta som avslag.
5. Omröstningar gällande personval sker med enkel majoritet.
6. Om en omröstning gällande personval blir lika två gånger i rad ska den avgöras genom lotten.
7. Röster som inte är för eller mot något förslag räknas inte.

§11 Stadgetolkning

1. Vid tvekan om den riktiga tolkningen av Förbundets stadgar, eller om det förekommer ett fall som inte är förutsett i stadgarna, ska Årsstämman, eller i trängande fall Förbundsstyrelsen, bestämma om frågan.
2. Genom sitt medlemskap i förbundet förbinder sig medlemsföreningar att inte väcka talan vid allmän domstol i frågor av stadgetolkning. Likaså, genom sitt medlemskap i medlemsföreningar, förbinder sig enskilda medlemmar att inte väcka talan vid allmän domstol i frågor av stadgetolkning.

§12 Stadgeändring

1. Förslag på stadgeändring ska inkomma till Förbundsstyrelsen innan kallelsen skickas ut till medlemsföreningarna. Medlemsföreningar samt styrelse får lägga förslag på stadgeändring.
2. Förbundets stadgar kan bara ändras på en ordinarie Årsstämma, om förslaget på ändring står med i inbjudan till mötet. Stadgeändringar beviljas om minst två tredjedelar av antalet angivna röster är för stadgeändring. Stadgeändringar träder i kraft vid Årsstämmans slut.
3. Tillhörighet till LudoSport-nätverket samt verksamhet rörande idrotten ljussvärdsfäktning enligt SLM anses vara väsentliga element i Förbundets identitet. Stadgeändringar som strider mot dessa element är ej tillåtna.

§13 Upplösning

1. För Förbundets upplösning krävs att två på varandra följande ordinarie Årsstämmor röstar för upplösning. Upplösning beviljas om minst två tredjedelar av antalet angivna röster är för upplösning. Om minst fem röster läggs emot förslaget om upplösning på den

andra Årsstämman får de medlemsföreningarna som i majoritet representeras av dessa röster, i samråd med SLM, fortskrida med verksamheten i enlighet med SLMs regler och dokument.

2. Om SLM drar in Förbundets tillstånd att bedriva verksamheten i ljussvårdsfäktning löses Förbundet upp automatiskt efter sex månader, om inte relevanta förhandlingar är pågående. Förbundsstyrelsen ska meddela alla medlemmar om indraget tillstånd och eventuell upplösning.
3. Vid upplösning ska Årsstämman bestämma hur Förbundets kvarvarande tillgångar ska användas. Dessa ska användas enligt Förbundets ändamål.



The
LUDOSPORT
Protocol

Essential Sporting Light Saber Combat Reference
issued by the Society of LudoSport Masters

Update February 2021



slm.ludosport.net

1. General framework

1.1 | SLM

The **Society of LudoSport Masters (SLM)** aims to promote **Light Saber Combat** - codified by its own Founder Masters – as a unique, shared sport, which is the same throughout the world in its techniques, rules and learning method. In any part of the world, therefore, the Light Saber Combat participant must find the same academy structure, the same levels, and have his own rank and qualifications acknowledged, as well as having the possibility of practising Light Saber Combat inside any Hall worldwide (so-called **principle of universality**).

Apart from the **Founder Masters Gianluca Longo and Simone Spreafico**, SLM can be represented by other subjects:

- the **Ambassador** is the highest vicarious authority regarding the culture, values, strategy and regulations, at all levels; **Consuls** can be awarded a mandate of representation at any level.
- the **Masters** are the highest vicarious authority regarding techniques and teaching method in the Form for which they have been certified.

SLM has delegated the subject of competition officials to the **International Commission for Officials (INCOM)**, which has been established for said purpose. INCOM is a body subordinate to SLM. It is autonomous and the sole direct contact for Academies and Clubs for matters related to Sporting Light Saber Combat Competition Officials and sports competitions within the LudoSport international network.

1.2 | THE LUDOSPORT INTERNATIONAL NETWORK

SLM has promoted the establishment of the **international LudoSport network**, appointed to organise lessons on an operational level, in observance of the values and principles established by the Founder Masters. The network must guarantee that such values and principle are applied in each LudoSport structure by all the individuals involved.

Inside the Hall, the LudoSport International network is represented in descending order of importance:

- by the **Rector** or **Director**;
- by the **Dean**;
- by the **Teachers (Masters and Instructors)**, who are qualified by SLM but who remain answerable to the Dean and the Rector (or Director) for all administrative and operational matters.
- by the **Directors** and **Assistants**, who support the spreading of the sport.
- by the **Pupils**, who represent their Academy in public, according to their level, in shows and official events where they wear the LudoSport uniform.

1.3 | THE LUDOSPORT ACADEMIES

The main realities within which Light Saber Combat is taught, practised and promoted, as codified by the Founder Masters of SLM since 2006 are, in growing order of importance:

- the **Schools** led by a Dean who answers to a Rector;
- the **Academies**, led by a Rector.

An Academy comprises one or more Schools. The general learning programme is taught in each school using its own “three-way” activities indicated in this Protocol: learning, teaching and apprenticeship.

Each group of students that meets under the leadership of at least one Teacher (Master, Tecnico or Instructor) takes the name of **Class**. Each Class holds classes in a School according to the academic programme set out in this Protocol under the control and directives of the Dean. The minimum number for establishing a Class is four pupils, the maximum number is fourteen per Teacher, with the possibility of reaching twenty-eight with the aid of another Teacher.

The School is the set of one or more Clans who takes classes inside one or more appointed locations. The Academy is the set of one or more Schools within a given territory.

Each Academy has the following main aims:

- to observe the organisational, administrative and management instructions provided by the LudoSport International network;
- to organise the learning activities in the permitted formats, taking into consideration the economic resources and the qualified staff available;
- to supervise the correct teaching of techniques and the values promoted by the SLM through Light Saber Combat;
- to appoint competition officials, if no SLM-certified staff is present for official competitions, in accordance with the contents of the herein Protocol.



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1. General framework

Each School has the following main aims:

- to check that each Student has the correct uniform for his/her level and the necessary equipment required;
- to ensure that all teachers receive remuneration proportional to the activities they carry out, compatibly with the economic resources available.

Each Teacher has the following main aims:

- to hold his/her lessons punctually and diligently, taking care to prepare each Student by following the Dean's guidelines and indications at all times;
- to appoint the pupils who have shown evident integration into the Academy life through their continuous attendance and collaboration in ordinary and extraordinary activities, regardless of their technical ability, as Iniziati;
- to act as go-between for all communications that must reach the pupils from the School, the Academy or directly from the SLM and for any request, doubts or other communication that comes from the pupils themselves.

1.4 | I LUDOSPORT CLUB

In order to ensure greater diffusion of the Light Saber Combat discipline, SLM has promoted the establishment of **LudoSport Clubs**, within which authorized SLM personnel works under the title of **Assistant**, in charge of supervise the learning pathway through specifically provided online material.

The **Assistant** running a Club is called **Director**.

LudoSport Clubs and their pupils access the **Second Division** of competitions (see below).

LudoSport Club pupils keep the rank of **Novizio**.



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2. Hierarchies and symbols

2.1 | GRADI

In the international academy hierarchy, the **Ranks** are the main structure. Each Student can, based on these levels, obtain Honours and Titles, as defined by SLM in specific provisions.

The **Ranks** defined and recognised by SLM on an international scale represent the various levels in academy training, and correspond to progressive technical improvement in learning the Combat Forms. They can be obtained by appointment or by examination.

Novizio / Novizia	Pupils aged 12 years or over when enrolling in the Courses. Each Novizio/a is entrusted to an Instructor and included in a Class. They use a long saber with a blue coloured blade.
Iniziato / Iniziata	The Novizio or Novizia aged 16 or over, who are believed by their own Instructor to deserve this Rank. The appointment requires the evaluation of the degree of the Student's involvement in the School's everyday life, through continuous attendance and collaboration in ordinary and extraordinary activities, regardless of technical ability. Iniziati are prepared for the Accademico Exam through apprenticeship to a Master (minimum rank: Cavaliere) who will then present them at the test. If no apprenticeship is available, the Teacher will prepare the Iniziato or Iniziata. They take part in the lessons like all the other pupils, and may be involved by the course Teacher as his/her assistant during teaching. They use a long saber with a blue coloured blade.
Accademico / Accademica	The Iniziato or Iniziata who, after passing the Style Exams of Primary Education, also passes the examination to obtain the Rank in question before a regular examination panel. They can choose the colour of the blade for their saber.
Cavaliere / Cavaliere	The Accademico or Accademica who, after concluding one of the paths of Secondary Education, also passes the examination to obtain the Level in question before a regular examination panel. Cavalieri can choose an Iniziato or Iniziata to follow in their preparation of the Rank exam for Accademico. In this case, Cavalieri are granted the title of 'Master', but it is used only by their own Iniziato or Iniziata.
Maestro di Scuola / Magistra di Scuola	The Cavaliere or Cavaliere who meet the following requisites: a) having passed the Style Exams of Further Education; b) having passed the exam to obtain the Rank in question before a regular examination panel; c) having previously mentored an Iniziato to pass the Rank exam for Accademico.

2.2 | QUALIFICATIONS

The subjects qualified to teach Light Saber Combat internationally are, in increasing order of importance:

Assistants	Subjects who are authorized to assist the teaching, officially entrusted to SLM. They are not formally considered teachers. An Assistant's training is through a dedicated Educational Path .
Teachers: Instructors	Subjects who have qualified to teach one or more Forms of Sporting Light Saber Combat within LudoSport International Network. An Instructor's training is through a dedicated Educational Path .
Teachers: Tecnici	Subjects who have qualified to teach one or more Forms of Sporting Light Saber Combat within LudoSport International Network, in particular to Instructors and Trainers. An Instructor's training is through a dedicated Educational Path .
Teachers: Masters	LudoSport Masters are the peak of technical and teaching knowledge for Sporting Light Saber Combat. The title of Founder Master is only given to those subjects who created the sport that is known as LudoSport or Sporting Light Saber Combat and who are part of the Society of LudoSport Masters.

The LudoSport Teachers must only teach the Form or Forms that they have qualified for.



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2. Hierarchies and symbols

2.3 | UNIFORMS

The academy uniform (**CombatSuit**) identifies the Student and the Teacher within the LudoSport hierarchies. The utmost respect must be lent to the uniform. The uniform comprises the following elements:

- **CombatPants;**
- **CombatTee;**
- **CombatBelt;**
- **CombatTunic;**
- **CombatSubtunic.**

2.3.1 | UNIFORM'S ELEMENTS

The **CombatPants** are black pants with white rivet stitching, bearing the LudoSport saber logo on the right shin.

The **CombatTee** is a black t-shirt with the 'Warriors' logo on the right shoulder blade. The left edge of the "V" neck crosses over the right edge at the cross point.

The **CombatBelt** is a leather belt with a double buckle without tongues that can be knotted in the fashion of old mediaeval warriors.

The **CombatTunic** is a single garment with a wide "V" neck with the left edge over the right edge up to the edge of the ribs, and then continues with a wide band down to the waist. The "Saber" logo is on the left shoulder, while the "Warriors" logo is found on the right shoulder blade. From the waist down, the garment continues under the waist with two splits, one in front and one behind. Another mobile element is attached to the CombatTunic with horizontal stitching just below the lower abdomen. This element is known as the "flag" and is found in different shapes and lengths:

'Accademico' model	it is rectangular and falls just above the knees.
'Knight' model	it is trapezoidal in shape with stitching on the widest side, and it reaches to knee level.
'Master' model	it is trapezoidal in shape with stitching on the widest side, and it reaches to below knee level; Teachers with the Rank of <i>Maestro di Scuola</i> also have the same flag on the rear of the Tunic.

The **CombatSubtunic** is a sleeveless shirt with a V neck, slightly wider than the CombatTee but not as wide as the CombatTunics. It falls below the waist in order for a belt to be tied around it and so a CombatTunic can be worn over it. The 'Warriors' logo is on the right shoulder blade. It is available in several colours:

White for Maestri	Beaver grey for Iniziati	Yellow, Orange, Red, Green for Accademici	Wisteria for Tecnici
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The academy uniform is universal and the same for everyone, each at its level. No additions, modifications or alterations of any kind are admitted, except the ones permitted by SLM with specific provisions.

There are two kind of Uniform: 'regular' and 'full dress': this latter is required in official ceremonies and other circumstances upon request of competent LudoSport authorities. Anyway, pupils can wear the Full Dress Uniform at any occasion.



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2. Hierarchies and symbols

Different compositions, according to ranks and qualifications, are listed herein:

	<i>Regular Uniform:</i>	<i>Full Dress Uniform:</i>
Novizio / Novizia	CombatPants and black Combat-Tee, with no belt.	– not provided.
Iniziato / Iniziata	CombatPants and beaver gray CombatSubtunic, with official belt.	CombatPants and 'Accademico' model CombatTunic worn over a beaver gray CombatSubtunic, with official belt.
Accademico / Accademica	CombatPants and CombatSubtunic in the available colours, with official belt.	CombatPants and 'Accademico' model CombatTunic worn over a CombatSubtunic in the available colours, with official belt.
Cavaliere / Cavaliere	CombatPants and CombatSubtunic in the available colours, with official belt.	CombatPants and 'Knight' model CombatTunic worn over a CombatSubtunic in the available colours, with official belt.
Maestro di Scuola / Magistra di Scuola	CombatPants and white CombatSubtunic, with official belt.	CombatPants and 'Master' model CombatTunic worn over a CombatSubtunic in the available colours, with official belt.
Assistente	CombatPants and black Combat-Tee, with no belt.	– not provided.
Istruttore	CombatPants and CombatSubtunic in the available colours, with official belt.	CombatPants and 'Accademico' or 'Knight' model CombatTunic (according to Rank) worn over a CombatSubtunic in the available colours, with official belt.
	Instructors must hang the 'Braid' to their CombatBelt. It is an item composed of three braided leather threads of a maximum length of twenty centimeters. The 'Braid' is an original distinctive element of the first LudoSport Instructors and replaces the leather strip present on the CombatTunic of the first international Instructors; such CombatTunics continues to be part of the LudoSport Uniform for all those who own them.	
Tecnico	CombatPants and wisteria CombatSubtunic, with official belt.	CombatPants and 'Accademico' or 'Knight' model CombatTunic (according to Rank) worn over a wisteria CombatSubtunic, with official belt.
	Tecnici must hang a Wisteria loop to their CombatBelt.	
Maestro	CombatPants and white CombatSubtunic, with official belt.	CombatPants and 'Master' model CombatTunic worn over a white CombatSubtunic, with official belt.

During the lessons, the Duels and other moments of training or practice not directly involving external audience, all the pupils are authorized to use the TrainingTee instead of the CombatSubtunic and CombatBelt, unless otherwise specified by the competent LudoSport authority.

During competitions of any kind, both official and unofficial, LudoSport Qualifications are not relevant in any way. All the distinctive signs of being an Instructor, Tecnico or Master must therefore be avoided. Specifically: CombatTunic with leather or wisteria strips, 'Braids', wisteria CombatSubtunic.

Academies and Clubs are responsible for making sure that pupils and Teachers respect the uniform, with the possibility of welcoming historical LudoSport traditions as indicated to them.



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3. The sporting practice

3.1 | THE WEAPONS

Light Saber Combat is practised in LudoSport Halls, using a particular instrument known generically as a Light Saber or Saber, of which there are three accepted types:

Dual short saber

Used by pupils starting from **Secondary Education**. Technical specifications are provided by SLM in Sports Regulations.

Long saber

Used by pupils aged 12 years or over during the whole learning path and in particular in the **Primary Education**, the thorough grounding of all following possible specializations. Technical specifications are provided by SLM in Sports Regulations.

Dual-headed staff (or 'Staff')

Used by pupils starting from **Secondary Education**. Technical specifications are provided by SLM in Sports Regulations.

The development of techniques that are codified by the SLM Founder Masters foresees the possibility of comparison with weapons of different lengths, limiting the possibilities of comparison according to the instrument chosen by the athletes.

3.2 | SAFETY

All Light Saber Combat athletes must use **gloves with suitable protections** on all fingers, with special reinforcements on the thumb, index finger and little finger. They must not have any rigid parts that are a risk if they come into contact with the face or with other parts of the body.

Athletes can use specific protections based on their own needs, as indicated to Academies and Clubs.

It is the Teacher's duty to get his pupils used to physical contact immediately, allowing them to lose their fear of being touched and beginning to trust their fellow athletes, each learning to control their own strikes.

In Light Saber Combat contact with the target is not just foreseen but is actually recommended. For this reason, two types of precautions are provided for:

- *preventive*: controlling strikes, taught from the beginning and continuously;
- *protective*: gloves, groin guard, glasses or mask, knee guards and elbow guards for the Styles that require them.

It will be the Teacher's task to identify correct learning progress that allows each class - and each Student - to achieve the goal of striking the target without it causing excessive risk.

3. The sporting practice

3.3 | THE EDUCATIONAL PATH

The LudoSport educational path is developed in cycles: Primary, Secondary and Further.

In the **Primary Education**, people are introduced to the fencing fundamentals. In Course Y, to the common learning grounds useful to let pupils choose one of the three weapons. Pathway is unitary and progressive: each Form is accessible only after the previous one has been completed.

In the **Secondary Education**, the single weapons are explored against themselves. All those who completed Course Y will be able to access any course within the Secondary cycle even changing weapon, although it is suggested to complete the specific weapon's path. Such completion is required to reach the rank of Cavaliere.

In the **Further Education** there is a deepening on specific techniques, which can be performed with each one of the weapons against any other.

Dual Short Saber	Long Saber	Staff
	Form 1	
	Form 2	
Course Y		
Form 3D	Form 3S	Form 3B
Form 4D	Form 4S	Form 4B
Form 5D	Form 5S	Form 5B
Form 6		
Form 7		

The names of Light Saber Combat techniques are in **Italian** and must be taught in this language. For all other matters, the courses can be taught in the language that is easiest to understand for the pupils.

In each Hall, academic activities will begin and end each year on a **Wednesday**, in memory of the first day of sporting Light Saber Combat classes in 2006.

3.4 | TEACHING CRITERIA

Teaching in LudoSport Academies must always be **perfectly balanced between the competitive elements and the playful elements**, creating a climate of mutual respect and collaboration.

This is achieved through:

- a high level of teacher preparation, as it produces an assurance that does not require authoritarianism;
- personal relations between the Teacher and each Student, that does not break down into personalisms or excessive confiding, but rather identifies the limit of each person in order to improve;
- enthusiasm in delivering the technique and working towards goals;
- continuous reference to the principle of Se.Cu.Ri and continuous identification of its being applied in exercises and combat;
- continuous, transparent communication with the class;
- the ability to adapt the lesson at any time to the temporary situation, exploiting the pupils' arrangements and physical or psychological circumstances as well as possible.

The LudoSport Halls are places of teaching and of combat practice.

Pupils are immediately guided towards respect for their own work and also that of others, for the place where they practise Light Saber Combat and for the instruments that are provided for them.

Discipline must be firm, cheerful, demanding and polite.

If a disciplinary penalty must be issued, the Instructor will favour solutions that involve exercises aimed at working on the parts of the body less used by Light Saber Combat, in order to help harmonious development (e.g. press ups or sit ups). These exercises must always be presented positively, in a more exuberant than military manner, always avoiding humiliating or oppressive attitude.

The Teacher is responsible for the correct conduction of the academic programme. He/she has decisionmaking power on both the modes and times during which techniques and basic concepts are delivered, according to the guidelines issued by SLM and in agreement with his/her own Dean.

Each Light Saber Combat lesson is split into three basic moments: **Warm up, exercises, combat**.

The Teacher has the right to modulate the times dedicated to these three moments differently during the course of the academic year, also perhaps not using one of the three to benefit the others, except for warm up which is always necessary. In absolute terms, the most important moment of a Light Saber Combat lesson is duelling, which must be part of the teaching programme, right from the first lesson.



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3. The sporting practice

Warm up (Min. duration 15 mins.)	This is intended to prepare the body for the next phases. It begins with a run and continues with exercises aimed at using muscles and joints in the legs, the pelvis, shoulders, wrists and neck. Exercises with saber in hand may then follow. Wherever required by the workload in each lesson, the Teacher can include a short cool down phase at the end of the lesson.
Exercises	Focus is on explaining techniques and relative exercises to learn to execute them correctly, developed with gradual progression in complexity that allows everyone to achieve the best results possible. The playful part of the sport can also be a part of this phase, with specific exercises.
Combat (Suggested dur. 30 mins.)	The lesson ends and is focused on carrying out techniques in a competitive context, allowing each Student to try out the validity of the techniques they have learned. The playful part is also a part of this phase.

Periodically it is necessary to include playful moment in the programme, which are still intent on learning purposes.

Exercises must be carried out with the saber armed, unless there are particular needs.

Anyone wearing a LudoSport uniform is representing his/her own Academy or Club, the sport that he/she is playing and the Founder Masters that created and codified it. The behaviour of each athlete, whether Student or Teacher, must be exemplary, in observance of the **SLM Code of Conduct**.

The codified techniques of Light Saber Combat as defined by the SLM Founder Masters must only and exclusively be applied to the light sabers that observe SLM sports rules. Combating with other kinds of equipment or weapons is not permitted.

Light Saber Combat lessons are always public. Anyone watching lessons can take photographs or videos after asking the Teacher for authorisation and in accordance with any instructions he/she may receive.



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3. The sporting practice

3.5 | THE THREE WAYS

The Educational Path for Light Saber Combat follows two main routes: learning and teaching. A period of apprenticeship with a 'Master' must also be considered.

3.5.1 | THE LEARNING ROUTE

The learning route of Light Saber Combat comprises several activities:

Academy Courses

Academy Courses are directed at pupils and are organised inside Schools. Their aim is the educational growth of the pupils through the ordinary Educational Path. They are divided by age range and preparation level. Access to Classes is decided by the Dean of each School based on his/her prudent evaluation. Specific personal situations will be evaluated by the Rector upon Dean's request.

Light Saber Combat techniques are learnt during the **Academy Courses**, starting from Form 1, in weekly sessions and through cycles. The learning path follows commonly a progression one year for each Form. The teacher may make changes to this duration, based on the particular situation of each class. Minimum duration of lessons is one and a half hour each.

As part of every academy activity, each Student must only use techniques learnt from a qualified Teacher during combat (whether official or non-official).

Course	Possible Teacher		
	Instructor	Tecnico	Master
Primary Education	✓	✓	✓
Secondary Education	✓	✓	✓
Further Education	✓	✓	✓

SLM promotes and supports - in different ways and times - several projects intended to diffuse Light Saber Combat as a sport, by presenting the codified techniques and countless possible combinations of the various Forms with each other. For example, Courses dedicated to recreation of combat in which the spectacular parts are aimed at involving the audience and enhancing technical moves.



Academy Experiences

3. The sporting practice

They are education moments without regular frequency, aimed at pupils and organised in the Halls or other suitable places. They can be held during the Academic Year or outside the Year. Their aim is the educational growth of the pupils. They are divided into four categories:

Special Lessons Teaching pupils can be enriched or added to with specific education moments, dedicated to individuals or groups, and aimed at improving or catching up on a part of the programme.
 – *Individual (or Private) Lessons* can be requested individually from any teacher qualified in the Form that is the subject of the lesson by pupils.
 – *Group Lessons* can be requested from any teacher qualified in the Form that is the subject of the lesson by a minimum of two and maximum of six pupils.

Seminars They are moments for more thorough learning of one or more Forms of Light Saber Combat, i.e. of aspects linked to the sport. They can also be used as Refresher sessions (see Appendix). They will be held at a frequency to be decided by the Teacher together with the Rector or Director. They can be held by a qualified Instructor in the Form being addressed in the Seminar and may vary in duration from a minimum of two hours to a maximum of one day.

Workshops These experiences - thanks to collaboration with professional guests – demonstrate martial arts and fencing disciplines of various kinds, other than Light Saber Combat, with the intention of broadening pupils' and teachers' cultural horizons, comparing the set of techniques seen during the lessons with other cultural, philosophical and technical approaches to sporting physical confrontation. They are held by subjects who are experts in the discipline being demonstrated during the Workshop. They normally last as long as a Seminar and take place consistently with the programmes and goals of the Academy/Club. It is important that Rectors/Directors evaluate the curriculum and the serious nature of the proposed disciplines, and the invited teachers carefully, to ensure that his/her pupils gain the maximum advantage.

Gatherings They allow pupils from different Classes, Schools or Academies/Clubs to meet in the same place, in a climate of respect and mutual technical curiosity, to freely talk about technique and combat under the guidance of Teachers. They can also be moments of recreation when a group spirit can be encouraged. The Gatherings can be events that are held in the School (e.g. a day dedicated to combat, a games evening) or externally (e.g. weekends out of town with pupils to deliver lessons and hold a mini-tournament) under the management and supervision of the Rector/Director and Deans who have been delegated.



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3. The sporting practice

3.5.2 | THE TEACHING ROUTE

The Light Saber Combat teaching route is carried out through **Educational Paths** that aim at training Teachers. They are open to adult pupils and non-pupils and have different durations and frequencies. Educational Paths are organised by the LudoSport International network, or by Academies where there is a Master or a Tecnico. All the Academies can be partly involved in some Paths.

The main Educational Paths are:

Assistants Path	Destined for future Assistants in Academy Courses. It provides: <ul style="list-style-type: none"> – the Online Session for Istructors, with an Exam at the end. Passing the Exam allows the purchase of – a Starter Kit with the relevant material to provide the class with. 												
Instructors Path	<p>Destined for future Academy Courses Teachers. It takes place through the attendance at:</p> <ul style="list-style-type: none"> – an Online Session, with an Exam at the end. Passing the Exam allows the participation to – an In-presence Session focused on completing the preparation, with a final Exam. <p>Before accessing the Instructor Path of a Form, a previous knowledge of the Form itself is recommended, reached through Courses, Seminars, online or offline Classes.</p> <p>In any case the Online Session is not available, and only until it becomes such, the Instructors Path can be deployed in different ways, in agreement with SLM.</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="width: 50%;"></th> <th colspan="3" style="text-align: center; border-bottom: 1px solid black;">Possible Teacher</th> </tr> <tr> <th style="text-align: left; border-bottom: 1px solid black;">Duration</th> <th style="text-align: center; border-bottom: 1px solid black;">Instructor</th> <th style="text-align: center; border-bottom: 1px solid black;">Tecnico</th> <th style="text-align: center; border-bottom: 1px solid black;">Master</th> </tr> </thead> <tbody> <tr> <td style="border-bottom: 1px solid black;">Sessione in presenza</td> <td style="text-align: center; border-bottom: 1px solid black;">48 hours</td> <td style="text-align: center; border-bottom: 1px solid black;">✘</td> <td style="text-align: center; border-bottom: 1px solid black;">✔</td> </tr> </tbody> </table>		Possible Teacher			Duration	Instructor	Tecnico	Master	Sessione in presenza	48 hours	✘	✔
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Duration	Instructor	Tecnico	Master										
Sessione in presenza	48 hours	✘	✔										
Tecnici Path	<p>A Tecnico is trained (in each of the combat Forms) with a specific In-presence Course held by a Master, that can be accessed by anyone who has qualified as an Instructor in the Form in question. Previous teaching experience in the Form as Instructor is recommended for a positive outcome of the final Exam.</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th style="width: 50%;"></th> <th colspan="3" style="text-align: center; border-bottom: 1px solid black;">Possible Teacher</th> </tr> <tr> <th style="text-align: left; border-bottom: 1px solid black;">Duration</th> <th style="text-align: center; border-bottom: 1px solid black;">Instructor</th> <th style="text-align: center; border-bottom: 1px solid black;">Tecnico</th> <th style="text-align: center; border-bottom: 1px solid black;">Master</th> </tr> </thead> <tbody> <tr> <td style="border-bottom: 1px solid black;">Tecnico Course</td> <td style="text-align: center; border-bottom: 1px solid black;">30 hours</td> <td style="text-align: center; border-bottom: 1px solid black;">✘</td> <td style="text-align: center; border-bottom: 1px solid black;">✔</td> </tr> </tbody> </table>		Possible Teacher			Duration	Instructor	Tecnico	Master	Tecnico Course	30 hours	✘	✔
	Possible Teacher												
Duration	Instructor	Tecnico	Master										
Tecnico Course	30 hours	✘	✔										

On a yearly basis, as **professional update**, every Teacher will have to pass an **online exam** in the Form they want to keep the qualification.

Failing or skipping the exam will result in being removed from the official list of active teachers, therefore unable to teach for the year following the one in which the exam has not been taken or passed.

After three years of absence from the official list of active teachers, the Instructor will lose the qualification. In order to acquire it again, they will need to simply follow again the **Online Session** of the relevant Form, passing its Exam.

First obligation to take the refresher exam is in the civil year following the one in which the subject achieved the qualification.



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3. The sporting practice

3.5.3 | THE THIRD WAY: THE APPRENTICESHIP

The **Iniziati Apprenticeship with a Cavaliere or a Cavaliere** lies between the two ways. Cavalieri create a personal relationship of trust and mutual help, benefitting both the Teacher and the Student.

The Apprenticeship of Iniziati with a Cavaliere or a Cavaliere is the perfect example of the values lying behind Light Saber Combat as created and codified by the SLM Founder Masters and as taught in the LudoSport Academies: the personal relationship between teacher-Student; the serious nature of the sporting preparation together with respect for the playful part; the mutual enrichment brought by sharing the sport with people from different levels.

The choice of Iniziato is the Cavaliere's own decision and must be made responsibly. Time for theoretical training and suitable combat training must be dedicated to the Iniziati. The Cavaliere or the Cavaliere will be the person who will present Iniziati to an Examination Panel so the latter can take the **Accademico Exam**.

Cavaliere can only have one Iniziato (or Iniziata) at a time. Iniziati can be chosen in any LudoSport Academy or Club on the condition that his/her Apprenticeship is continued.

When Cavalieri choose an Iniziato or an Iniziata, it must be communicated beforehand to the Academy Rector (or the Director of the Club) that the latter subject belongs to. The Rector will be the Apprenticeship supervisor, and can be consulted at any time by the Cavaliere or by the Iniziato for any matter that may arise between the two.

Iniziati must address their Cavaliere or Cavaliere in charge of their Apprenticeship by the title of 'Master'.

A Master can also take on responsibility for Iniziati's Apprenticeship.

3.6 | THE INTERNATIONAL RATING

In observance of the principle of universality, SLM requires the inclusion - in the modes stated by the network - of all pupils in an international classification that takes into account every LudoSport Student's sporting results and accrued experience. Measure unit of such a classification is the **rating point**, appointed according to specific provisions issued by SLM.

3.7 | EXAMS

Light Saber Combat Exams that are part of the Academy Courses are:

Style Exams	To be performed on completion of studying each combat Form - with the exception of Course Y - they aim to verify the understanding of the Style's philosophy and dynamics of techniques according to each Student's ability: in all cases, SLM will not tolerate any form of discrimination.
Rank Exams	o be performed on completion of each Education cycle, they aim to verify the Student's ability to practise the Styles they have learnt in combat and to worthily represent the School and the network.

Pupils who have completed the study programme for the Exam subject can take Style and Rank Exams. The Student who does not fulfil this requisite but who intends to take an Exam anyway, must make an express request to the Dean, who will authorise or refuse him/her the right to present him/herself before the Examination Panel. In the event that the candidate is authorised, he/she will be presented to the examination panel by the Dean or a proxy.

Light Saber Combat Exams that are part of the Educational Paths are:

Instructor Exams	To be performed on completing the relative Course, they aim to verify the understanding of the technique and teaching of the studied programme for Form 1 and the candidate's preparation for teaching.
Tecnico Exams	To be performed on completing the relative Course, they aim to verify the understanding of the technique and teaching of the studied programme for Form 1 and the candidate's preparation for teaching.

The Light Saber Combat exams are carried out before an **Examination Panel**, comprising one or more people, up to a maximum of three people, appointed directly by SLM or through a proxy. The Exams are public, unless the Examination Panel considers it suitable to hold them behind closed doors. The result of the Exam is decided by majority vote of the Examination Panel. If there is a tie, the deciding vote will be the one from the highest examiner by Rank. If there is a tie between examiners of equal rank, the



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3. The sporting practice

Exam will continue until a common opinion has been reached. The Examination Panel is composed differently depending on the type of Exam.

Exam	First Examiner	Second Examiner
Style	The class Teacher	– non required
Rank	Instructor of one of the Forms of the relevant cycle, appointed by the Rector.	Another Instructor of one of the Forms of the relevant cycle, appointed by the First Examiner.
Instructor	Tecnico of the relevant Form.	Another Instructor of the relevant Form, appointed by the First Examiner.
Tecnico	The class Teacher or a Master	– non required

In all cases, Examiners can be replaced by subjects with higher Qualification. Masters can form an Examination Panel on their own. The SLM Founder Masters can always appoint a member of the network as a Panel Examiner to represent them, even if said member does not have one of the requisites listed herein.

The pupils who must take Rank exams will be presented to the examination panel by their Teacher or - in his/her absence - by the Dean of their School. The Iniziati who are the apprentices of a Cavaliere who must take the Academy Level exam will be presented to the Examination Panel by their own 'Master'. The pupils who must take the Instructor exams will be presented to the Examination Panel by the Teacher of the relevant Course.

Style Exams should be held in groups, usually for the entire Class. The pupils must answer technical questions about practising the sport and prove that they have sufficient knowledge of how to carry out the manoeuvres requested. The only element preventing the Style Exams being passed is a clear lack of understanding or application of Se.Cu.Ri.

Rank Exams are held individually. The candidate must answer technical questions about the sporting practice and prove that they have sufficient knowledge of how to execute the manoeuvres required in combat, mixing the known Styles. The Student must therefore show an understanding of Se.Cu.Ri as a principle and must prove that he/she knows how to apply it in combat.

Instructor Exams and **Tecnico Exams** are held individually. The candidate must answer technical questions about the sporting practice and on the correct ways to deliver these to pupils, proving that they know how to execute the manoeuvres required or at least know how to explain them; a capacity for observation, a positive attitude towards welcoming pupils and a proven ability for leadership of a class are the elements of evaluation looked for in each candidate.

The result of **Instructor** and **Tecnico Exams** can be any of the following:

'Qualified'	The candidate has passed the Exam and is therefore qualified to teach the Form in question.
'Awaiting qualification'	The candidate has proved him/herself as having an adequate level of skills but not enough to be eligible for teaching. In this case, qualification will be appointed after an apprenticeship with a qualified Instructor in the Form in question with a duration as stated. At the end of such a term, the Rector responsible for the candidate will notify SLM the completion of the apprenticeship.
'Not qualified'	The candidate has not proved him/herself as having an adequate level of skills, either technical or personal. The Examination Panel will decide the ways in which the Educational Path can be completed: (a) a new Exam, without the need for repeating the Path, by a date set by the Panel; (b) take part in a new Path, of the duration set by the Panel.

Il superamento dell'Esame di Istruttore comporta l'automatico superamento dell'Esame di Stile nella Forma in oggetto, laddove non sia stato precedentemente superato. Il superamento dell'Esame di Trainer non comporta invece tale automatismo. Gli esiti degli Esami sono definitivi e non possono essere oggetto di revisione. Gli Esami possono essere ripetuti più volte senza limitazioni.

Passing the Instructor Exam brings about the automatic passing of the Style Exam in the Form in question, if it has not already been passed. The results of the Exam are final and cannot be reviewed. The Exams can be repeated several times, without any limitation.



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4.1 | DIVISIONS

In the LudoSport International Network, competitions take place in two separate divisions:

Premier division	The league where Academies and their pupils are in, with both Individual and Team Tournaments.
Second division	The league where Clubs and their pupils are in, with both Individual and Team Tournaments.

4.2 TOURNAMENTS

LudoSport Tournaments have different categories and levels:

4.2.1 | TOURNAMENT CATEGORIES

Rated Tournaments	Competitions where INCOM Personnel is in charge of refereeing, therefore rating points are assigned.
Unrated Tournaments	Competitions where INCOM Personnel is absent, therefore rating points are not assigned.

4.2.2 | TOURNAMENT LEVELS

All tournament categories can take place at the following levels:

Academic	Competitions reserved to pupils of the same Academy, both in individual and team specialties, following specific access criteria.
National	Competitions reserved to pupils of the same Country, both in individual and team specialties, following specific access criteria.
International	Competitions reserved to all pupils, both in individual and team specialties, following specific access criteria.
Open	Competitions reserved to pupils from different Academies or Countries, both in individual and team specialties, with free access or according to specific rules decided by the organizing Academy.

Definitions, access rules and specific regulations are issued by SLM through INCOM.

4.2 | DUELLI

Duels are encounters between two pupils, where the result is valid for the purpose of international ranking on the Myludosport platform. They are an occasion for technical growth and encourage pupils to challenge themselves with anyone. The rules of each Duel are defined by the opponents, in observance of Se.Cu.Ri, as set out in the SLM Code of Ethics, of applicable law and common sense.

Duels are permitted only within each division.

5. Final provisions

This Protocol can be amended at any time by decision of SLM, who will then inform all the Academies and Clubs so that they can promptly adapt and correctly transmit said amendments to their pupils.

Milano, 14 February 2021

Gianluca Longo



Simone Spreafico





Type of Act	Act
Registration no.	221-2
Date	30 Jan 2023

Subject: **Official LudoSport Competitions**

I. DEFINITIONS AND OFFICIAL SCORES

1. LudoSport official competition system culminates with the International Champions' Arena.

Members of the network can access it through their performances in the lower tier tournaments, here listed in order of importance:

- A) National Tournaments
- B) Academy Tournaments
- C) School Tournaments

Performance is measured by means of War and Style Points.

2. Each Tournament, apart from the Champions' Arena, assigns points according to the following tables:

School Tournaments	WAR	STY
First in War Primo in War	15	
Second in War Secondo in War	10	
Third in War Terzo in War	5	
First in Style Primo in Stile		15
Second in Style Secondo in Stile		10
Third in Style Terzo in Stile		5
Participation Partecipazione	0	0
Leaderboard Points * Punti Classifica *	N x 0,5	N x 0,5

National Tournaments	WAR	STY
First in War Primo in War	75	
Second in War Secondo in War	50	
Third in War Terzo in War	25	
First in Style Primo in Stile		75
Second in Style Secondo in Stile		50
Third in Style Terzo in Stile		25
Participation Partecipazione	10	10
Leaderboard Points * Punti Classifica *	N x 2	N x 2

I. DEFINIZIONI E PUNTEGGI UFFICIALI

1. Il sistema di competizioni ufficiali LudoSport trova il suo culmine con il torneo internazionale definito "Champions' Arena". I membri del Network possono accedervi attraverso i risultati ottenuti nelle competizioni di ordine inferiore, elencate di seguito per importanza:

- A) Tornei Nazionali
- B) Tornei Accademici
- C) Tornei d'Ordine

I risultati sono misurati in punti War e Stile

2. Ogni torneo, tranne la Champions' Arena, assegna punti secondo la tabella sottostante:

Academy Tournaments	WAR	STY
First in War Primo in War	45	
Second in War Secondo in War	30	
Third in War Terzo in War	15	
First in Style Primo in Stile		45
Second in Style Secondo in Stile		30
Third in Style Terzo in Stile		15
Participation Partecipazione	5	5
Leaderboard Points * / Punti Classifica *	N x 0,5	N x 0,5

* See the next paragraph for the details/Leggi il prossimo paragrafo per i dettagli



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3. Leaderboard Points

Leaderboard points are assigned to all the participants of the tournament according to their position in the final leaderboard and the number of participants of the tournament itself following this formula:

$N = \text{Number of participants in the tournament} - \text{Leaderboard Position} + 1$

“N” will be then multiplied by a coefficient that will depend on the level of the tournament:

- School Tournament: $x 0,5$ >>> (results have to be rounded up)

- Academy Tournament: $x 0,5$ >>> (results have to be rounded up)

- National Tournament: $x 2$

The result of this operation will determine the points to assign to each athlete. (see the following examples)

3. Punti Classifica

I Punti Classifica sono assegnati a tutti i partecipanti del torneo, a seconda del loro posizionamento nella classifica finale e del numero di partecipanti al torneo stesso, seguendo questa formula:

$N = \text{Numero di partecipanti al torneo} - \text{posizione in Classifica} + 1$

“N” verrà poi moltiplicato per un coefficiente che varierà a seconda del livello del torneo:

- Torneo d’Ordine: $x 0,5$ >>> (i risultati vanno arrotondati per eccesso)

- Torneo Accademico: $x 0,5$ >>> (results have to be rounded up)

- Torneo Nazionale: $x 2$

Il risultato di questa operazione determinerà i punti assegnati a ogni atleta. (vedere l’esempio qui sotto)

Examples/Esempi

School Tournament with 20 participants: Player A arrives 1st in the War Leaderboard and 5th in the Style Leaderboard.
His/hers N for War will be: $20 - 1 + 1 = 20$
His/hers N for Style will be: $20 - 5 + 1 = 15$
Being in a School Tournament, he/she will receive 10 War Points ($20 \times 0,5$) and 8 Style Points ($15 \times 0,5$ with round up).
Then he/she will receive 15 bonus War points being 1st in War.
His/hers final score will be: War – 25 | Style – 8

Torneo d’Ordine con 20 partecipanti: Player A arriva 1° nella Classifica War e 5° nella Classifica Stile
Il suo N per War sarà: $20 - 1 + 1 = 20$
Il suo N per Stile sarà: $20 - 5 + 1 = 15$
Essendo un torneo d’Ordine, riceverà 10 Punti War ($20 \times 0,5$) e 8 Punti Stile ($15 \times 0,5$ arrotondato per eccesso)
Riceverà inoltre 15 punti War bonus per essere arrivato/a 1° in War
Il suo punteggio finale sarà: War – 25 | Stile – 8

National Tournament with 64 participants: Player B arrives 2nd in the War Leaderboard and 10th in the Style Leaderboard.
His/hers N for War will be: $64 - 2 + 1 = 63$
His/hers N for Style will be: $64 - 10 + 1 = 55$
Being in a National Tournament, he/she will receive 126 War Points (64×2) and 110 Style Points (55×2)
Then he/she will receive 50 bonus War points being 2nd in War, 10 War and 10 Style points for the participation.
His/hers final score will be: War – 186 | Style – 120

Torneo Nazionale con 64 Partecipanti: Player B arriva 2° nella Classifica War e 10° nella Classifica Stile
Il suo N per War sarà: $64 - 2 + 1 = 63$
Il suo N per Stile sarà: $64 - 10 + 1 = 55$
Essendo un torneo Nazionale, riceverà 126 Punti War (64×2) e 110 Punti Stile (55×2)
Riceverà inoltre 50 punti War bonus per essere arrivato/a 2° in War, 10 Punti War e 10 Punti Stile per la partecipazione.
Il suo punteggio finale sarà: War – 186 | Stile – 120



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Subject: **Official LudoSport Competitions**

II. LEADERBOARDS

At the end of each tournament the organization has to create the two leaderboards, one for War and one for Style. The leaderboards will include all the participants of the tournament from the first ranked to the last, and they will be fundamental for the assignation of the points.

4. The **Style Leaderboard** is created by the Style rating during the tournament, according to the INCOM rules. The higher the rating, the higher the position. In case of an Ex-Aequo in the style rating, the two participants will share the same position.

II. CLASSIFICHE

Alla fine di ogni torneo l'organizzazione deve creare le due classifiche, quella War e quella Stile. Le classifiche includeranno tutti i partecipanti del torneo dal primo posizionato all'ultimo, e saranno fondamentali per l'assegnazione dei punti.

4. La **Classifica Stile** viene creata dalla valutazione dello Stile durante il torneo, secondo le regole INCOM. Più alta la valutazione, più alta la posizione in classifica.

Examples | Esempi

Style Rating Valutazione Stile		Style Leaderboard Classifica Stile	
Player 1	8.00	Player 1	1 st
Player 2	6.50	Player 5	2 nd
Player 3	7.00	Player 3	3 rd
Player 4	7.00	Player 4	3 rd
Player 5	7.50	Player 2	5 th

5. The **War Leaderboard** is created according to the phase of the tournament in which an athlete is eliminated. To avoid a lot of Ex-Aequo, the rank in the Style Leaderboard will determine the position on the War Leaderboard of the athletes that have been eliminated in the same round of the Final Phase. Athletes that have been eliminated in the Pool Phase will be ranked according to the average of the points they scored in the pools and in case of a tie, the rank in the Style Leaderboard will determine the position. In the case that two athletes have been eliminated in the same round of the final phase or in the Pool Phase with the same average points, and they have the same Style Rating, they will share the same position on the War Leaderboard.

5. La **Classifica War** viene creata a seconda della fase del torneo nel quale l'atleta viene eliminato. Per evitare numerosi casi di pareggio, la posizione nella Classifica Stile determinerà la posizione nella Classifica War degli atleti che sono stati eliminati nella stessa fase Finale. Gli atleti eliminati nei gironi saranno classificati in base alla loro media punti, e in caso di pareggio, la loro posizione nella Classifica Stile determinerà la posizione. Nel caso in cui due atleti siano eliminati nella stessa fase (finale o gironi) e abbiano la stessa posizione nella Classifica di Stile, avranno anche la stessa posizione nella Classifica War.



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Examples | Esempi

Player X wins the tournament in the Arena and he/she ranks 1st in War. Player Y ranks 2nd, Player Z ranks 3rd and Player W ranks 4th. That means they will be number 1, 2, 3 and 4 in the War Leaderboard, no matter their Style Rank.

Player A, Player B, Player C and Player D have been eliminated in the quarterfinals (top 8). That means that they will occupy the the position in the War Leaderboard from the 5th to the 8th, according to their Style Rank. (see table below)

Player X vince il torneo in Arena e si classifica 1° in War. Player Y arriva 2°, Player Z arriva 3° e Player W arriva 4°. Questo significa che saranno rispettivamente nelle posizioni 1, 2, 3 e 4 della Classifica War, a prescindere dal loro posizionamento nello Stile.

Player A, Player B, Player C e Player D sono stati eliminate nei quarti di finale (Top 8). Questo significa che occuperanno la posizione nella Classifica War dal 5° all'8° posto, secondo la loro posizione nello Stile (vedi tabella sotto)

Athlete Atleta	Round of Elimination Fase di Eliminazione	Style Rank Classifica Stile	War Leaderboard Classifica War
Player A	Quarterfinal (Top 8)	4 th	5 th
Player B	Quarterfinal (Top 8)	16 th	8 th
Player C	Quarterfinal (Top 8)	8 th	6 th
Player D	Quarterfinal (Top 8)	12 th	7 th

Player F, Player G, Player H and Player L have been eliminated in the Pools, in a tournament with a Final Phase that started with the Top 32. Their War Leaderboard position will be from the 33rd spot below, according to their average points and consecutively their Style Rank.

Player F, Player G, Player H e Player L sono stati eliminate nei Gironi, in un torneo con una Fase Finale con i migliori 32. La loro posizione in Classifica War sarà dal 33° posto in giù, secondo la loro media punti e di seguito il loro posizionamento in Stile.

Athlete Atleta	Round of Elimination Fase di Eliminazione	Average points scored in the pool Media punti ottenuti nel girone	Style Rank Classifica Stile	War Leaderboard Classifica War
Player F	Pools Gironi	1,5	24 th	33 rd
Player G	Pools Gironi	1,2	31 st	35 th
Player H	Pools Gironi	1,2	28 th	34 th
Player L	Pools Gironi	1,0	11 th	36 th



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II. TOURNAMENT ORGANIZATION

6. The School, Academy and National Tournaments shall be carried out according to the INCOM ruleset¹ for Rated tournaments, with the goal of maximizing the pupils' experience via an adequate number of fights.

Some important points to remember:

- a) Any qualification rounds cannot include more than 10 pupils each.
- b) The maximum number of participants for a Academy Tournament is 128.
- c) The maximum number of participants for a National Tournament is 64.
- d) Rated tournaments shall have both Style and War judgment from INCOM authorized personnel.

7. In the event that there is more than one Academy in a Nation, the Rectors must organize the National Tournament together. **Each Academy shall always have at least 2 guaranteed spots at the National Tournament. SLM suggest to share the remaining places proportionally to the number of athletes of each Academy even if other criteria can be commonly decided with an agreement within all the Rectors**

8. Smaller Schools or Academies can decide to organize their tournaments together. A School tournament that gathers two or more schools, has a limit of participants of 128.

III. CALENDAR

8. The LudoSport Academic Year begins on 1st September and ends on 31st August of each year.

9. The Tournaments can be held at any time during the academic year, preferably in the last term or during the summer, but before 31st August. Only one official tournament can be held each year in any of the indicated levels.

10. The Champions' Arena will be held on a different date in the months of November or December.

¹ The latest version of the ruleset is available at bit.ly/incomarc

II. ORGANIZZAZIONE TORNEI

6. I tornei d'Ordine, Accademici e Nazionali vanno organizzati seguendo il regolamento INCOM² per i Tornei Ufficiali, cercando di massimizzare l'esperienza dei partecipanti con un adeguato numero di duelli.

Alcuni punti importanti da ricordare:

- a) Ogni girone di qualificazione o posizionamento non può includere più di 10 atleti.
- b) Il numero massimo di partecipanti a un Torneo Accademico è di 128.
- c) Il numero massimo di partecipanti a un Torneo Nazionale è di 64.
- d) I Tornei Rated devono garantire la presenza del personale INCOM per il giudizio Stile e War.

7. Nel caso in cui sia presente più di un'Accademia in una nazione, i Rettori devono organizzare il Torneo Nazionale in comune accordo. **Ogni Accademia dovrà sempre avere un minimo di 2 partecipanti garantiti al Torneo Nazionale. SLM suggerisce di ripartire i posti rimanenti tra le Accademie in maniera proporzionale al numero di iscritti. In ogni caso differenti criteri di suddivisione possono essere decisi dai Rettori in comune accordo.**

8. Scuole o Accademie di piccole dimensioni, possono decidere di organizzare i loro tornei insieme. Un Torneo d'Ordine che riunisce due o più Scuole non può superare i 128 partecipanti.

III. CALENDARIO

8. L'anno Accademico LudoSport inizia il 1° Settembre e termina il 31° Agosto di ogni anno.

9. I Tornei possono essere svolti in ogni momento dell'anno accademico, preferibilmente nel secondo semestre o durante l'estate, ma comunque prima del 31 Agosto. Ogni anno può essere svolto solo un torneo ufficiale per ogni livello.

10. La Champions' Arena si svolgerà nei mesi di Novembre o Dicembre.

² Il regolamento aggiornato è disponibile al link: bit.ly/incomarc



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Subject: **Official LudoSport Competitions**

IV. CHAMPIONS' ARENA

11. The Champions' Arena will have 64 participants.

12. The admission to the Champions' Arena is regulated by the LudoSport International Network according to the following criteria:

- The 64 spots will be assigned to each country in proportion of the number of registered athletes on LudoSport+ in that country during the Academic Year of the qualification tournaments. **(The count will happen on the 30th of June of the ongoing year)**
- Each nation will have in any case 2 guaranteed spots in the Arena, reserved to the winners of the National Tournament (War and Style).
- The remaining athletes will be selected according to their Style and War ranking inside their country.

13. With the increase in the number of Academies and participant Nations, different admission criteria can be defined by SLM guaranteeing the broadest representation of countries in which sporting Light Saber Combat is practised.

14. SLM reserves the right to undisputedly invite LudoSport athletes directly to the Champions' Arena even if they do not come under any of the official categories or requisites.

V. OTHER PROVISIONS

15. Schools and Academies can agree - alone or with each other - to hold other competitions but for which no rating point will be allocated.

IV. CHAMPIONS' ARENA

11. La Champions' Arena avrà 64 partecipanti.

12. L'accesso alla Champions' Arena è regolato dal Network di LudoSport International secondo i seguenti criteri:

- I 64 posti saranno assegnati ad ogni nazione in proporzione al numero di atleti registrati su LudoSport+ in quella nazione durante l'Anno Accademico dei tornei di qualificazione. **(Il conteggio avverrà il 30 Giugno dell'anno in corso)**
- Ogni nazione avrà in ogni caso 2 posti garantiti per l'Arena, riservati ai vincitori del Torneo Nazionale (War e Stile).
- I posti rimanenti saranno assegnati secondo le classifiche War e Stile di ogni nazione.

13. Con l'aumentare del numero delle Accademie e delle nazioni partecipanti, criteri differenti per l'ammissione possono essere definiti da SLM per garantire la maggior rappresentazione dei paesi in cui si pratica il Light Saber Combat.

14. SLM si riserva il diritto di invitare direttamente selezionati atleti del Network alla Champions' Arena, anche se non rientrano nei prerequisiti di ammissione ufficiali.

V. ALTRE DISPOSIZIONI

15. Scuole e Accademie possono organizzare, da sole o assieme, altre competizioni, per le quali però non verranno assegnati punteggi ufficiali.



INCOM

Tournament Rules

Version 3.4 - Dec 5th, 2023

Valid from: Dec 11th, 2023

Version history

<p>3.0 - 16/09/2020 - Version change</p>	<p>Complete restructuring of the document. Text made gender-neutral whenever possible. Clarification about allowed participants to Rated tournaments (§7.4.3).</p>
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<p>3.1 - 05/05/2022 - Major update</p>	<p>Weapon names changed (§2.1). Two-bladed weapons must have blades of the same color (§2.1.4). Blade, cap and film must not be modified (§2.1.5). Added provisions for Tecnico braids (§2.2). Changed rules for bandanas, piercings and teeth braces (§2.3.6, §2.3.8 and §2.3.10). Vocal command for winning a match changed to "VINCE" (§3.3.1). Modified OH and PAREGGIO gestures (§3.3.2). Reworded and clarified "Hits for gravity" (§3.5.6.2). Head Official to have the final word on Red/Black Cards (§3.7.2, §5.1.3 and §7.4.4). Head Official log introduced (§6.6.2). Clarified subtypes of Unrated tournaments (§7.2.1.2). Clarified when the Head Official can and cannot also be an Official in an arena (§7.4.4). Added note concerning Officials duties during an accident (§7.6.3.1). Added provision for foot/hand outside and simultaneous OH (§9.3.12). Added table of requirements by tournament bracket and subtype (§9.7.2).</p>
<p>3.2 - 24/10/2022 - Major update</p>	<p>Changes to saber color/sound provisions. Cannot be disruptive or confusing. Rewritten blue blade rule (§2.1.4). Rearranged general provisions for hilts (§2.1.5). Changed expiration of blades (§2.1.6). Minor changes to combat pants details (§2.2). Minor changes to gloves and knee pads details (§2.3.2, §2.3.7). Removed rule about disallowed weapon matches (was: §3.2.1) to implement Act 2022/05. Improved vocal signals section to better reflect current practice (§3.3.1). Added "card?" gesture to dialoguing signals (§3.3.3). Some edits for clarity in §3.3.2 and §3.3.3. IH declaration section improved for clarity (§3.4.2) and to implement Act 2021/04. Clarified when penalties for disturbance can be applied (§3.7.2). Clarified leaderboard paragraph (§7.3.2.3). Extended to A brackets (with exceptions) the rule about Head Officials not being able to act as Officials in multiple arena tournaments (§7.4.4). Added requirement of having a circular arena to B brackets (§7.6.1). Clarified that medical staff can intervene for injuries, sickness, apparent confusion or any other medical issue (§7.6.3.1). Changed times of tournament public announcement and communication to ONBOARD/INCOM and involved entities (§7.7.1). The person performing the draw cannot be a competitor (§7.7.3). Draw can be performed using yearly rating as a sorting criteria (§7.7.4). Added examples of hits for proximity in change of target case (§9.3.13). Changed table at §9.7.2 consequentially to other changes. A few minor rewordings throughout the document.</p>
<p>3.3 - 30/01/2023 - Major update</p>	<p>Application (§1.2) changed to include Rated and Unrated Official tournaments only. Several changes throughout the document to reflect this change. Reworded rule about pocket content (§2.3.12). Added section about Control (§3.6). Reviewed rule about announcing Cards (§5.1.3). Changes to section about tournament classification (§7.2).</p>
<p>3.4 - 05/12/2023 - Major update</p>	<p>Atlas hilts added to the list (§2.1.5). Scoring gesture for "5" added (§3.3.6). Rule for OH for gravity, added clarification paragraph at the end and minor corrections (§3.5.6.2). Discipline of public, staff and bystanders, added paragraph at the end and minor corrections (§3.7.3). Signaling penalties added (§4.2.3.1). Double Elimination phase, added definition for reference (§7.1.5). Quotients and Acronyms, added definitions for reference (§7.1.6). Formula Alpha rewritten also introducing 48-ply option (§7.3.1.1). Formula</p>

	<p>Bravo rewritten increasing length of pool matches to 90” and allowing any number of pools (§7.3.2.2). INCOM approved tables mandatory for Rated National and International tournaments (§7.3.3). Criteria for the designation of the HO changed (§7.4.4). How to proceed in case the tournament must be suspended due to disruption (§7.4.4). Added possibility for SJ to request to confer with the Official when strictly necessary (§7.4.7). Added daily limit to number of matches for O/A personnel (§7.5.1.1). Added mandatory rest (§7.5.1.2). Moved dress code for personnel to the ITS (§8.2).</p>
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*Dear fellow LudoSport athlete,
in all of our Academies we teach and practice the same techniques, we find
the same family spirit, we live the same sporting ideal; these INCOM
Tournament Rules constitute a further step along the path which is creating a
common language encompassing all aspects of our discipline throughout the
world and leading toward official recognition of our sport.
May your blade always strike true.*

Andrea "Ander" Ungaro - INCOM Chancellor

1 Introduction

1.1 Precedence

INCOM Tournament Rules (ITR) are not a replacement of SLM Rules or SLM Code of Ethics, but rather they integrate and explicate them wherever necessary, drawing from SLM Acts and Decrees and INCOM Acts as a reference.

National ONBOARDS have the option to translate the ITR in the local language; however, the English language version has precedence over any localized version in case of conflicts.

1.2 Application

Unless otherwise specified, these Rules apply to all Rated tournaments within the LudoSport network. The Rules also apply to Unrated Official tournaments (mimicking Rated tournaments but not awarding rating points) except as indicated in the text; assume that a regulation applies unless differently stated.

All other forms of tournaments, competitions, duels or games are regulated under SLM Rules and

SLM Code of Ethics only; however INCOM personnel will note that the INCOM Ethical Code always applies as described.

Unless otherwise specified, these Rules are valid from the date of validity indicated at the bottom of the cover under the version number.

The most updated version of the INCOM Tournament Rules can always be found in the INCOM archive for the public at <http://bit.ly/incomarc> and obsoletes any older version from the date of validity onwards.

Please note that wherever the Rector of an Academy is mentioned, the same rule applies, *mutatis mutandis*, to the Director of a Club.

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2 Athletes Equipment

2.1 The combat saber(s)

Three types of light saber can be used for the sport: long saber, short sabers, staff. Specifications for the three types are listed below. Note that these specifications are equivalent to those listed in the SLM Rules but are herein formulated including the tolerances for ease of use. Weight is measured without the installed blade; the length is measured including the cap.

2.1.1 Long saber

Hilt length: from 258 to 322 mm.

Hilt weight: 470 to 730 g.

Blade diameter: 25 mm.

Blade thickness: 2 mm.

Blade length out of the hilt: from 865 to 875 mm.

Blade material: polycarbonate (PC).

2.1.2 Short sabers

Hilt length: from 178 to 262 mm.

Hilt weight: 370 to 630 g.

Blade diameter: 25 mm.

Blade thickness: 2 mm.

Blade length out of the hilt: from 595 to 605 mm.

Blade material: polycarbonate (PC).

2.1.3 Staff

Hilt length: from 408 to 542 mm.

Hilt weight: 520 to 830 g.

Blade diameter: 25 mm.

Blade thickness: 2 mm.

Blade length out of the hilt: from 725 to 735 mm.

Blade material: polycarbonate (PC).

2.1.4 Color and sound

Sabers without light or sound are not permitted. No delay between motion and associated light and/or sound effects shall be noticed.

Once the blade is illuminated, the saber is considered to be “armed”. Otherwise it is considered “unarmed”.

Competitors of the Novizio or Iniziato Rank will use a light saber with a blue blade including all effects (clash can be white if desired).

Competitors of Accademico, Cavaliere or Maestro Rank will use a light saber of any color. When using short sabers or staff both blades must be of the same color.

The color and the sound effects of the saber must be appropriate to its nature and cannot be disruptive or confusing. The Head Official will be the final judge of whether a saber is admissible or not.

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2.1.5 Hilts, general provisions

For safety reasons the following conditions must be met:

- a. hilts cannot have cutting, barbed or dangerous parts in the event they come into contact with the adversary's body or uniform;
- b. the electronics must be equipped with batteries protected from short circuits, undervoltage and overvoltage, be inserted inside a casing equipped with vent holes;
- c. hilt assembly shall satisfy electromagnetic compatibility requirements .¹

Further, in order to be used in official tournaments, one of the following must be met:

1. hilts is one of the following models :²
 - Lamadiluce SSe-1
 - Lamadiluce SSe-2
 - Lamadiluce SSe-3
 - Nordic Sabers Arctic Storm
 - Crystal Cave Adam

- Mi&Ti Horayzon³
 - Atlas Serie Mk
2. hilt is a commercial model bought before 2019;
 3. hilt is self-built.

In cases 2 and 3 the hilt must be certified by the Rector of the Academy of the competitor as compliant to all technical requirements listed herein.

2.1.6 Blades, general provisions

In all cases, the cap of the blade(s) must be hemispherical and not ogival (pointed). INCOM recommends that the cap of the blade(s) be glued to reduce the risk of removal. Taping is not recommended and is temporarily tolerated only if performed with transparent tape or partially transparent white tape, well flattened so that no dangerous edge is present.

No modifications of the blade(s), cap or inner film are allowed.

Further, in order to be used in official tournaments, both of the following must be met:

- Blade(s) must be provided by LamaDiLuce and bear its logo and year of production.⁴
- The year of production cannot be more than three full solar years past (e.g. a blade with a 2019 marking cannot be used after December 31st, 2022).

2.1.7 Approval

Personal sabers must be verified by the technical personnel of the hosting entity (see also §7.6.4 Technical equipment and personnel) before the tournament.

¹ Significant standards are CEI EN 61000-6-3 (01/11/2007) and CEI EN 61000-6-1 (01/10/2007). ² Lamadiluce SSe-1/SSe-2/SSe-3 & Nordic Sabers Arctic Storm parts can be mixed together; other hilt parts produced by Lamadiluce can also be used.

³ 2019 pre-series production of 10 sabers only.

⁴ Reference [SLM Act 1802-01](#) this provision is valid until December 31st, 2024.

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The Sabersmith or their assistants will check that the saber is compliant to the requirements of this chapter; as a minimum, hilt length and weight, blade length must be measured, a visual inspection of the hilt and blade must be carried out and the saber should then be switched on to check its functionality.

The Sabersmith or their assistant will, on finding the saber compliant with all the above: - Clearly mark the hilt or blade with a unique sign that must be recognizable by the Officials of the tournament.

2.2 The uniform

Competitors will wear the LudoSport uniform of their Rank: Combat Tunic and Sub Tunic (or just Sub Tunic), Pants and Belt for Iniziati, Accademici, Cavalieri and Maestri; Combat Tee and Pants for Novizi.

No modifications to the uniform are allowed except those authorized by the network: Clan logo below the neckline of the Combat Tee; national circle on the right sleeve of the Combat Tee or Tunic; Form logo on the left sleeve of the Combat Tee; Form logo on the lower part of the Sub tunic.

All logos present on the uniform shall be visible. Pants cannot be rolled up and must not be covered by the socks or shoes.

On the right side of the Combat Belt, the Instructor or Tecnico leather braid can be worn by those who are thus qualified. Any such braid must be devoid of metallic elements. The part of the braid hanging from the belt must be no longer than 30 cm.

The old belt loops (red / green , blue , black) are not part of the uniform but can be worn as a tradition.

No other personalizations of the uniform are allowed. No accessories or clothes that are not part of the uniform can be worn except as stated herein.

Anything worn below the uniform (e.g. underwear, compression or thermal gear) must not be visible. Exception: in case of cold environment, the Head Official can authorize the use of black long sleeved shirts below the uniform.

2.3 Safety

The rules below indicate the minimum safety standard all LudoSport tournaments must adhere to. Officials will ensure that any participant not complying with the requirements stated herein is not allowed in the Arena.

Further safety measures may be introduced by each Event Manager to accommodate local laws and/or customs. If such measures, by their adoption, exclude some participants or contradict (rather than extend or expand) the rules below, specific authorization must be requested in writing to INCOM 30 days in advance of the tournament date; the request will be replied to within 7 days.

⁵Indicates the preference of the Accademico / Cavaliere / Maestro for a lighter or darker side of combat. A competitor cannot wear two red or two green loops but can wear both a red and green loop to indicate their changing approach to combat. A competitor may also wear neither of them. ⁶Indicates that competitors hold an Honour of their School (e.g. Lorekeeper, Prophet, Researcher, etc.) or hold an INCOM qualification. Only one blue loop per competitor can be worn. ⁷Indicates that the competitor is the SLM Ambassador or an SLM Consul. Only one can be worn.

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2.3.1 General requirements

2.3.1.1 Lack of cosplay elements and decorations

Equipment used by the athlete will not have any cosplay element. The Head Official will be the final judge of whether a piece of equipment is admissible or not.

2.3.1.2 Clarity of vision and hearing

The athlete must have clarity of vision and hearing during the tournament. Removing glasses or hearing devices in order not to wear the relevant protection is not allowed unless the athlete maintains sufficient clarity under tournament conditions. The Head Official will be the final judge of whether the athlete can remove their glasses or hearing devices or not.

The recommended approach, and the one more consistent with Cura, is using a suitable protection. As a guideline, if the athlete needs glasses or hearing devices to drive, then they cannot remove them to participate in the tournament.

2.3.2 Gloves

Gloves shall cover all fingers fully and shall not have any hard element.
From Sep 1st, 2024, gloves shall not have high visibility elements.

2.3.3 Genital protection

A groin guard is compulsory for all athletes with external male genitalia. The guard must be hard and must be safely fastened in position under the uniform. Any athlete, regardless of gender, can wear a groin guard and/or a chest guard under the uniform.

2.3.4 Eye and face protection

The use of eye protection is recommended but not mandatory, and the use of face protection is allowed, with the understanding that the choice and use of protection, or not, is performed under the responsibility of the wearer.

Common prescription glasses cannot be worn unless protected. The protection is chosen and used under the responsibility of the wearer. Sport prescription glasses can be worn under the responsibility of the wearer for their use and choice.

Damaged protective items, or items that can be dangerous to the opponent or to the wearer, cannot be worn.

2.3.4.1 Recommendations

While the responsibility for the choice and use (or not) of protection or sport glasses remains with the wearer, INCOM recommends that such items satisfy the following criteria:

- framed by a reasonably soft and wide contour to absorb any impact;
- held by a wide elastic band without earpieces and without hinges;
- impact rated according to a safety standard (possible standards include: UNI EN 166, UNI EN 1731, ASTM F803, MIL PRF 32432, ANSI Z87.1).

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2.3.4.2 Underage competitors

Underage competitors shall wear either safety goggles with elastic band conforming to UNI EN 166 level B (if eye protection is desired) or a 350N rated mask with gaps tighter than the blade's diameter in the face area (if complete face protection is desired).

2.3.5 Bracelets, rings, fitness bands, watches and jewelry in general

None of the above can, as a general principle, be worn. Soft bracelets that cannot be removed (paper convention bracelets, threaded bracelets) can be worn if fully covered (see §2.3.7).

2.3.6 Hair clips, pins and bandanas

No hard hair clip or pin can, as a general principle, be worn. Small elastic bands, headbands and bandanas can be worn to fix hair and/or absorb perspiration and must be uniform in color in at least 90% of the surface. Bandanas shall be worn wrapped without any hanging part longer than 30 cm.

2.3.7 Wrist, knee and elbow

Wrist, knee or elbow bands, braces and pads can be worn provided that they have no external hard element and are not dangerous to the athlete or to their opponent. Forearm compression sleeves can be worn under the same provisions. Visible elements shall be black in at least 90% of the surface. Knee pads, if used, shall be worn under the uniform.

2.3.8 Ear-rings, piercings

Neither ear-rings nor piercings can, as a general principle, be worn during matches.

Earrings or piercings that cannot be removed due to medical reasons can be worn under the responsibility of the athlete provided that they are worn under an additional protective item (e.g. face or mouth masks, goggles, headbands). The additional protective item is chosen and worn under the responsibility of the wearer and must not be loose. Taping alone is not allowed unless covered by an additional protective item or the uniform.

2.3.9 Hearing aids and cochlear implants

Hearing aids and cochlear implants can be used, provided that both the external and internal parts of the device are protected by a safety headband.

2.3.10 Teeth braces

External teeth braces cannot be worn. Internal teeth braces can be worn, provided that mouth protection (e.g. face, mouth or teeth mask) is used. The protective item is chosen and worn under the responsibility of the wearer.

2.3.11 Shoes

Shoes must be of a type suitable for sport use. Laces or velcro, if present, must be closed. Fighting with bare feet (no socks) is also possible.

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Exception: the Head Official may, for safety reasons, specify that the floor is unsuitable for bare feet fighting.

2.3.12 About pocket content

Athletes cannot carry hard items in the pockets of their Combat Pants or anywhere in their apparel.

2.4 Checking for compliance

Any athlete found not in compliance will be given a 5 minutes technical break to comply with the requirements and failing that will be disqualified from competing. The Head Official will inform the relevant ONBOARD and INCOM of the circumstances of the fact.

The Official will not require athletes to remove their Combat Tee/Sub tunic/Tunic/Pants to check for compliance, but can ask the athletes to remove other visible items of apparel (e.g. gloves, goggles, etc.) at any time to check for compliance.

3 Combat Procedures

3.1 Position in the arena

The first athlete to be called by the Field Assistant takes position to the right of the Official. The second athlete goes to the left of the Official.

Each athlete takes position behind the line specially marked in the arena.

After each assault is over, each athlete returns to the initial position.

3.2 Usage of different weapons

A competitor who is qualified to use different weapons ("long saber", "short sabers", "staff") can change weapons between matches but not during a match.

SLM strongly advises competitors who have practiced with "short sabers" and "staff" in Course Y to

not compete with such weapons until they have progressed further in higher education with double bladed weapons.

3.3 Commands

3.3.1 Vocal signals - Official

- On receiving the vocal signal “SALUTO” the athletes will move to the initial position and salute each other.
- On receiving the vocal signal “GUARDIA” the athletes will ready themselves for combat (for example by assuming a guardia position).
- On receiving the vocal signal “VIA” the athletes will start combat.
- On receiving the vocal signal “STOP” the athletes will stop combat and move to the initial position.
- On receiving the vocal signal “CONTINUARE” the athletes will keep fighting. ● On receiving the vocal signal “CENTRO” the athletes will move to the initial position or correct their position if wrong.

The above signals require an action from the athletes, whereas others do not. These latter are:

- “TEMPO” - Used by Officials to call their Assistants for discussion (after a STOP command). The athletes will remain in the initial position unless called upon.
- “OH” - To indicate the loser of the assault.
- “IH SU OH” - To indicate that an OH strike was invalid due to a previous IH strike. ● “DOPPIO” - To indicate that the result of the assault is a double OH (this may exhaust the assault or not, depending on the tournament formula).
- “NULLO” - To indicate that the result of the assault is void.

After each STOP, before resuming the combat, the Official will announce the score of both athletes starting from the athlete to the Official’s right. Score is given in Italian as follows:

- “ZERO”, “UNO”, “DUE”, “TRE”, “QUATTRO”

At the end of the combat, after announcing the score, the Official will signal either:

- “VINCE” (or “VINCONO” if Team) - To indicate the winner of the match.

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- “PAREGGIO” - To indicate that the match was a tie.

In both cases the opponents will acknowledge each other honorably (shaking hands, saluting, bowing, etc.) If necessary, the Official will add the “SALUTO” vocal signal to remind them. Refusing to acknowledge each other honorably may be penalized.

3.3.2 Gestural signals - Official

Gestural signal	Vocal signal and explanation
-----------------	------------------------------

	<p>SALUTO</p> <p>At the beginning of the match to invite players to position themselves and salute.</p> <p>CENTRO</p> <p>During a match, after a STOP, to invite players to return to the initial position.</p>
 <p><the dominant hand is inserted between the players and then raised to indicate the beginning of the fight></p>	<p>GUARDIA... VIA</p> <p>After SALUTO or CENTRO to (re)start the match.</p>
	<p>STOP</p> <p>Any time during the match and ALWAYS before assigning a point: first STOP is called, then either OH, DOPPIO or NULLO; TEMPO if the Official needs to speak with the Assistants. Dialoguing gestures can also be used.</p> <p>Can also be called for safety reasons (e.g. broken blade, other parties entering the arena, losing a shoe, etc.).</p> <p>Players or Assistants can raise their hand if they feel a STOP is needed but only the Official can call for it.</p>



TEMPO

Used to require all the Assistants to run to the Official to discuss the assault. The players shall remain in the initial position.



OH

Used to indicate a player has received an OH; used after STOP has been called and the players have gotten back to the initial position. This gesture has a mirror version and should be executed with the straight arm on the side corresponding side to the athlete receiving the OH.



DOPPIO

Used to indicate the assault has concluded in double OH. This can either exhaust the assault or not, depending on the tournament formula for that round.



<move forearms to both sides>

NULLO

Used to indicate the assault is void. This doesn't exhaust the assault.



<forearms rotate over each other>

CONTINUARE

Used to indicate to the players that the fight is not over. Carry on!



IH SU OH

Used to indicate that the OH was invalid due to an earlier IH. Used after a STOP command or during the fight. In the latter case it is always followed by a CONTINUARE gesture.

This gesture has a mirror version and should be executed with the upright arm on the side corresponding to the athlete receiving the IH SU OH.

	<p>VINCE / VINCONO</p> <p>Used to indicate the winner of the match (if there is one). This gesture has a mirror version and should be executed with both arms pointing toward the winning athlete.</p>
	<p>PAREGGIO</p> <p>Used to indicate the match is a tie.</p>

3.3.3 Dialoguing signals - Official and Assistant Official



Used by Assistants to indicate to the Official that they think a competitor has sustained an OH hit, before or after the STOP.

Used by the Official to interrogate the Assistants to request confirmation (or not) of a possible OH call.

This gesture has a mirror version and should be executed with the arm on the side corresponding to the athlete receiving the OH.

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Used by Assistants to indicate to the Official that they think the competitors were in double OH, before or after the STOP.

Used by the Official to interrogate the Assistants to request confirmation (or not) of a possible DOPPIO OH call.

Used by Assistants to indicate to the Official that they think the assault was NULLO, before or after the STOP.

Used by the Official to interrogate the Assistants to request confirmation (or not) of a possible NULLO call.

Used by Assistants to indicate to the Official that they think there was an IH SU OH situation, before or after the STOP.

Used by the Official to interrogate the Assistants to request confirmation (or not) of a possible IH SU OH call.

This gesture has a mirror version and should be executed grabbing the arm on the side corresponding to the athlete receiving the IH SU OH.

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Used by Assistants to indicate to the Official that they think there was a fault warranting a Yellow Card or higher.

Used by the Official to interrogate the Assistants to request confirmation (or not) of a possible Yellow Card or higher.

This gesture has a mirror version and is executed on the side of the athlete being considered for the Card.

3.3.4 Use of STOP signal - Combatants and Assistants

Both combatants, all Assistants, Style Judges and the Head Official can raise their hand, to request a STOP command from the Official.

This is typically done for safety reasons (e.g. broken blade, other parties entering the arena, losing a shoe, etc.) or (specifically by the Assistants) to indicate an important fact that was not noticed by the Official.

The gesture has no phonetic component. The Official will then (or not) grant the STOP with their command.

3.3.5 Use of FUORI and FINE vocal signals

FUORI is called by the Line Keeper if a hand or foot is fully outside the line (this role is usually performed by the Official and Assistant Official). They will raise their hand as per the STOP sign. The Official will immediately thereafter call and indicate STOP.

FINE is called by the Time Keeper when the time allotted for the match is over (this role can be performed by the Field Assistant). They will raise their hand as per the STOP sign. The Official will immediately thereafter call and indicate STOP.

3.3.6 Scoring gestures - Official

The following table illustrates the correct gestures to show the scores from 0 to 4 (4 is only used in the Final of a tournament for the final point).



3.4 Declaring

3.4.1 Targets

The entire body is considered to be a valid target. In spite of the fact that it is a valid target if hit, the face area is particularly delicate and should be avoided as far as possible. Intentional hits to the face are subject to penalty (see §5 Penalties) by the Official.

Each of the forearms, from the elbow (not included) to the end of the fingers, and each leg, from the knee (not included) to the toes, is defined by the term IH (non-mortal target).

All the rest of the body is defined by the term OH (mortal target). The elbow and knee are OH.

The hilt of the light saber, in all parts other than the blade, is considered to be an IH target.

3.4.2 Declaring an IH

Competitors struck in an IH target must move the armed hand(s) and shout "IH"; must interrupt any attack they were about to carry out; must bring the tip of their saber(s) out of the direct line with the opponent; must grant the opponent one tempo without performing a reazione or returning to a

guardia di lama position.

When declaring, the saber(s) is(are) typically moved to an invito or guardia di lama in potenza

position briefly. As a rule, the declaration is valid if the saber(s) is(are) not in interposizione di lama¹² for one tempo and all other conditions are met.

The declaring competitor is allowed to take distance and in general to move as preferred. Please note that if the declaring competitor declares by moving the saber(s) correctly, and the attacker then continues attacking and hits their blade in the declaration position, the declaration is still valid.

Declaration of an IH does not stop combat.

3.4.2.1 Declaration with shorts sabers or staff

If the competitor struck is using short sabers or staff, both blades must be moved to an invito or guardia di lama in potenza.

Declaring with the staff by bringing the hilt close to the front of the body, typically to the chest or belly, is allowed provided that all other conditions are met and one hand is briefly detached and moved independently to acknowledge the hit.

Some examples of guardia di lama, guardia di lama in potenza and invito positions, and valid or not valid declarations, are shown in §9.3.10.

3.4.3 Declaring an OH

When athletes believe they have been struck in an OH target, they must declare (as per §3.4.2 Declaring an IH except that the shout is "OH") to indicate that the strike has been successful.

⁸ A set of techniques in the opponent's tempo or that are however potentially defensive.

⁹ All the positions in which an interposizione di lama occurs.

¹⁰ All the positions in which you are closer to your opponent with your body and not with your blade. ¹¹

All the positions in which you are closer to your opponent with your blade and not with your body, but without an interposizione di lama.

¹²When the blade is positioned between your own body and the opponent's blade along the linea d'attacco.

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However, the decision whether the strike was valid is up to the Official: combat does not stop until the Official actually calls STOP and raises their hand.

3.4.4 Necessity of self-declaration

Athletes who suffer a IH or OH target strike must self declare as indicated in §3.4.2 and §3.4.3 with all necessary elements. Failure to declare, or declaring incorrectly, is a lack of Rispetto and susceptible

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to penalties.

IHs and OHs must be declared regardless of their clarity or relevance and until STOP has been called by the Official. Failure to do so will be penalized.

3.4.4.1 Mitigating factors

The following factors are to be considered by the Official while assessing the penalty (if any) for not declaring or declaring incorrectly (see §5 Penalties).

- If an athlete is carrying out a complex offensive action, they may not have the time to declare the IH and stop their own technique; declaration should still be performed after the action Any attack or defense through that action will not be considered as valid by the Official.
- If an athlete is struck several times in quick succession, they may not have the time to declare all strikes, but they should make the effort to declare as much as possible.
- If a point is awarded due to proximity or gravity (see §3.5.6 Validity of strikes) rather than contact, it will be difficult for the athlete to be aware of receiving an OH.
- If a point is awarded due to the blade being "in Misura" during an IH strike (see §3.5.2 IHs becoming OHs), it will be difficult for the athlete to be aware of receiving an OH. ● If the hilt is struck during combat, especially after blade contact, it may be difficult for the athlete to be aware of receiving an IH hence the declaration may be late.
- Tension and adrenaline, while not valid reasons for not declaring, are a factor in assessing the level of fault of the athlete.

3.4.4.2 Aggravating factors

The following factors are to be considered by the Official while assessing the penalty (if any) for not declaring or declaring incorrectly (see §5 Penalties).

- Repeatedly not declaring an IH to the hands
- Repeatedly declaring incorrectly (typically not moving the blade)

3.4.5 Confused declaration

If an athlete receives an IH strike but declares OH, then changes their mind and declares IH, the situation may put the other competitor at a disadvantage .¹⁴

The Official will:

- if the athletes are still engaged, STOP the combat and award the OH as per the self-declaration.

- if the confusion clearly prevented the first athlete to pursue their advantage, STOP the combat and award the OH.

¹³ Including raising the unarmed hand or performing a gesture similar to the request of a STOP. ¹⁴ Regardless of the fact that they should not stop their action, this recognizes the fact that it's natural to be influenced if the opponent appears to concede a point.

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- if the athletes are disengaged, and there is no disadvantage to the athlete who carried out the strike, call CONTINUARE or, if STOP has already been called, give a NULLO.

3.5 Combat Scoring

3.5.1 Points

Single combat points are obtained:

- By striking the opponent on an OH target with the/either armed blade of your own saber; • If the opponent touches themselves on an OH target with the/either armed blade of their own saber;
- If the opponent moves beyond the limit of the combat arena, which is intended as suspended in the void; this happens when the opponent either places a hand outside of the arena or places a foot outside of the arena; if the hand or foot touches the line, no point is awarded.

3.5.2 IHs becoming OHs

If a competitor is hit in the IH target, but the blade of the other competitor is “in Misura” (meaning, would have hit an OH target if not for the IH impact) the IH is to be assessed as an OH by the Official.

3.5.3 Double OHs

If the two combatants are struck simultaneously in an OH target, the assault is called a DOPPIO

¹⁵

(double OH). This may or may not exhaust the assault depending on the phase of the tournament.

3.5.4 Nullo

If the situation is confused or unclear, the assault is called a NULLO. This does not exhaust the assault.

The assault can therefore be called OH for a combatant, DOPPIO in case of simultaneous strikes, NULLO if the situation was confused or unclear.

3.5.5 Fallen equipment

Should a saber fall from the hand of a competitor, it cannot be retrieved if the hilt is fully outside of the arena (this would be equivalent to placing a hand outside of the arena thus causing loss of the assault).

3.5.6 Validity of strikes

No thrusts or any movements that bring with them a direct touch with the tip are permitted. A disarmed saber is considered to be non-existent and all the techniques carried out in this status are considered to be not valid.

Any attack or defense with a saber whose wielder has sustained an IH strike are not valid until one ¹⁶

¹⁵ Strikes are considered simultaneous if they happen at the same time. Nearly simultaneous strikes are considered DOPPIO if both combatants are inside the other's guardia; otherwise the attack will be called OH in favor of the first combatant to strike.

¹⁶ The Official will use the IH SU OH (and CONTINUARE, if STOP has not been called) to indicate that an OH strike is invalid due to an earlier IH strike; see §3.3.1 and §3.3.2.

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tempo has elapsed (to be evaluated by the Official).

Note that during the tempo the opponent of the wielder under the effect of the IH can still receive IH/OH strikes by their own blade (§3.5.1) or for gravity (§3.5.6.2) and can still lose the assault for

stepping outside the arena (§3.5.1).

3.5.6.1 Hits for proximity

Strikes must hit the target to be valid, with the following exceptions:

- Fendente while jumping: is also valid if it reaches a close proximity of the target without ¹⁸ being effectively defended against.
- Opponent is less than 16 years old: all attacks are also valid if they reach a close proximity of the target without being effectively defended against.
 - Change of target : if the attack is stopped to safeguard the opponent, the point can be ¹⁹ assigned if it reaches a close proximity of the target.

3.5.6.2 Hits for gravity

The weapon(s) of a competitor receiving an OH strike may cause an OH for gravity. Similarly when a competitor receives an IH strike on a hilt, hand or forearm; note that in this case if the competitor is using short sabers, only the saber subject to the IH may cause an OH for gravity.

If the other competitor is stationary under a blade that may cause an OH for gravity with either head or ²⁰ shoulders and is not either protected by their own blade or blocking the dropping hilt with their own

hilt, hand or forearm, then an OH is suffered by that competitor. If the competitor is not directly under the dropping blade then no OH will be suffered by that competitor.

With reference to the previous paragraph, an athlete is considered stationary when not attempting to move off the line or toward fuori misura / ipermisura. Lowering one's position is not significant in this respect.

3.6 Control

3.6.1 Strikes

Strikes must be carried out in a controlled way, meaning that athletes must be able to reasonably react to the moves of their opponent.

The speed and strength that athletes can use in general is subjective and proportional to their experience .²¹

No thrusts or any movements that bring with them a direct touch with the tip are permitted .²²

Techniques must be performed in a way that they do not target a delicate area such as the face or

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throat. This is doubly true for techniques performed without full visual contact or without a dominant hand grip.

¹⁷ For a complex example of this type, please see §9.3.2.

¹⁸ Close proximity requires the blade to be within 10 cm of the target (by estimation of the Official).

¹⁹ See examples at §9.3.13.

²⁰ Consider the moment of the impact.

²¹ Reference SLM Rule 9.

²² Reference SLM Rule 7.

²³ Reference SLM Rule 7.

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Techniques carried out with exceptional speed and strength to elicit a reaction from the opponent, e.g. a specific parry, must be performed in a way that in the event of an unexpected reaction the strike can be brought to a safe conclusion.

If the defender changes target during the attack (e.g. lowering posture, rolling or jumping) the attacker should not be penalized for an injury or near miss caused by a strike performed with reasonable control (e.g. a strike directed at a leg ends up hitting the face because the opponent is dropping and rolling).

However if the attacker is lowering the control of a technique by using an ineffective grip or targeting a delicate area or increasing speed and strength of a strike beyond reasonable control, the attacker takes responsibility for any consequence that may arise from a change of target.

3.6.2 Blocks, leans, joint levers, projections

Blocks, leans, joint levers and projections are allowed within the official techniques and always under the guidance of SLM principles .²⁴

3.7 Behavior

3.7.1 Behavior in the arena

3.7.1.1 Result of the assault

The role of the Officials is to provide Servizio to the athletes (see also §7.4.5) whose self declaration is the primary source of combat judgment in the arena.

If there is clear agreement between the declarations of the athletes, with either athlete winning the assault, the Official shall certify their shared judgment unless a penalty is due to either of the athletes or a factor that the athletes didn't or couldn't consider becomes relevant, in which case the Official will decide the result of the assault.

If the declarations are not in agreement on either athlete winning the assault, the Official will decide the result of the assault.

§3.7.1.2 clarifies what the competitors can and cannot say when explaining their declaration.

In all cases, the result of the assault shall be announced by the Official and shall therefore be final

and unquestionable.

Scenario 1:

Mario attacks Luigi who declares OH. The Official calls STOP.

Case 1: the Official saw the hit too. The Official assigns the point to Mario.

Case 2: the Official did not see the hit but Luigi confirms he was hit. The Official assigns the point to Mario.

Case 3: the Official notices that Luigi hit Mario first, and Mario didn't declare. The Official will penalize Mario and consequently assign the result of the assault depending on the issued Card. Case 4: the Official saw Mario put a foot outside the arena before attacking. The Official will give the point to Luigi.

²⁴ SLM Rule 7.

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Scenario 2:

Both players attack each other, Luigi hitting first.

Case 1: Both (correctly) declare OH. Mario then concedes the point by stating that Luigi hit first. The Official will give the point to Luigi.

Case 2: Both (correctly) declare OH. Neither player concedes the point. The Official will give the point to Luigi.

Case 3: Mario declares OH, Luigi does not. The Official will penalize Luigi and consequently assign the result of the assault depending on the issued Card.

3.7.1.2 Explanations by the players

The players cannot dispute or protest the Official's decisions during the match. The players are allowed and in fact welcome to clarify their declaration to concede the point (e.g. "He struck me first" or "actually I didn't strike him").

The players cannot claim having hit the opponent (e.g. "I struck him!") or having obtained a favorable sequence of hits (e.g. "I struck him first!")

The players cannot call for a specific result of the assault (e.g. "it was DOPPIO!").

3.7.1.3 Explanation by the Official

As a complement to the judgment, the Official can give a brief explanation of their judgment if

²⁵

deemed necessary.

The players may request further explanations from the Official after the match, which the Official may elect to give, either immediately or after the end of the current pool or elimination phase, on the condition that no undue delay is imposed on the tournament timetable. The rest of the Officials and Assistants shall be respected by the players.

The players may also elect to submit immediate feedback through the Academy Delegate, which will confer with the Head Official as necessary (see §6.6 Feedback).

In matches involving competitors, staff, Assistants, Officials or Style Judges that do not speak a common language, the only language spoken in the Arena will be English.

3.7.2 Behavior around the arena

Officials have authority on all the competitors allocated to their arena during a round of the pools or the final phase.

The Head Official has authority on all the competitors throughout the tournament including the phases before the pools and after the finals, except when a competitor is engaged in combat under the authority of another Official.

The Head Official shall be consulted (during a TEMPO call) by any Official about to penalize a competitor with a Red or Black Card. The Head Official makes the final decision about the penalty. Competitors must maintain good behavior throughout the tournament without causing disturbance. The Official or Head Official can penalize disruptive competitors with White/Yellow/Red/Black Cards. The effect of the Cards shown outside combat proper is applied as indicated in §5.1.6.

3.7.3 Discipline of public, staff and bystanders

The staff (e.g. photographers) will maintain as much distance from the arena as deemed sufficient by the Official.

²⁵ Not longer than 5 s.

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The staff and public will, as far as possible, maintain silence during combat, encouraging the players during pauses.

Disruptive persons can be reported by the Official to the Head Official, who will ask the Event Manager to take appropriate actions.

The Event Manager will make sure that uninvolved persons do not station close to the arenas or staff areas.

3.7.4 Controversy among INCOM personnel and/or staff

In case of a controversy among INCOM personnel , the Official of the arena will involve the Head

²⁶

Official which will make the final decision on the matter.

In case of a controversy among INCOM personnel and the staff, the Official of the arena will involve the Head Official and the Event Manager which together will make the final decision on the matter.

3.8 Forfeits

No shows before pools or before a match of the elimination phase will cause the elimination of the athlete after a 5 minutes count. Their matches will not count as far as the combat or style score of the pool or phase is concerned (will be completely eliminated from the tournament board). No shows during pools but not during a match will cause (after a 5 minutes count) all remaining combats to be assigned as 3 to 0 for combat score and to be neglected for style score. Forfeit during a match (for medical reasons or abandoning of the arena) will cause the match to be assigned as 3 to 0 for combat score and to be scored normally for style score; see above for the

²⁷

remaining matches.

3.9 Finality of results

The result of a match , once declared by the Official of the arena, is final and cannot be modified due

²⁸

to Feedback, Claims or Reports.

The application of the effects of a Card shown to a competitor outside combat, including scoring of past and future matches, is regulated at §5.1.6.

Clerical errors can be corrected according to the regulation at §7.7.5.

²⁶ This does not include normal disagreements between Official and Assistant Officials; in that case the Official has the final word.

²⁷ The Style Judge will consider awarding an appropriate DIF to the competitor who did not forfeit the match to recognize that they could not express themselves fully in combat.

²⁸ Both Style and Combat scores.

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4 Style Judgment

4.1 Application

All Rated tournaments must have Style Judgment.

4.2 Calculation of scores

4.2.1 Concept

During each match, one or more Style Judges calculate (using the “Servizio” app) a score for each competitor. The score is on a 0.0 to 10.0 scale. If multiple Style Judges are attending the arena, their scores are averaged (§4.2.7). All match scores of each competitor are divided by the number of matches the competitor performed to generate a style quotient. The style quotient is then used to create a style ranking.

4.2.2 Maximum and Minimum

The Minimum score before penalties for each match is 5.5.

The Maximum score before penalties for each match is 10.0.

4.2.3 Penalties

Penalties can be applied by the Style Judges for:

- Techniques carried out without control (lack of Cura)
- Poor technical execution
- Poor attitude in the arena (no combat spirit, lack of Rispetto)

- Missing or poorly executed declaration (no shouting, no opening, not allowing one tempo)

Each penalty will be worth -0.5 points.

4.2.3.1 Signaling penalties

Penalties are signaled by the Style Judge at the end of a match, before VINCE or PAREGGIO is called, by standing, raising a Yellow / Black checkered card in the hand closest to the relevant athlete and briefly stating the reason for the penalty or penalties. To be repeated with the other hand if the other athlete also received one or more penalties.

4.2.4 Operation

Within the Minimum and Maximum limits, and before penalties, score will be determined by the indication of seven Technical Coefficients and one Merit Coefficient according to a 0 to 3 scale. The Merit Coefficient will assign up to 0.3 points; the Technical Coefficients will each assign up to $(\text{Maximum} - \text{Minimum} - 0.3) / 7 = 0.6$ points.

In all cases, a value of 3 in a Coefficient will assign all available points, a value of 0 will assign none, a value of 1 or 2 will assign $\frac{1}{3}$ or $\frac{2}{3}$ of the available points respectively.

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4.2.5 Technical Coefficients

BAS	Evaluation of the execution of base techniques
MOV	Evaluation of the movements along the event horizon, standing, jumping and rolling.
DIN	Evaluation of dynamic and articulated sequences
COM	Evaluation of complex techniques
SAP D	Evaluation of the execution of Sync, Armoniche, Prese and Disarmi

GCC Overall technical evaluation of combat

DIF Differential evaluation of combat²⁹

For BAS, MOV, DIN, COM, SAPD the meaning of the Coefficients are:

- 0 - No execution or poor execution
- 1 - Sufficient execution
- 2 - Good execution integrated in the combat

3 - Excellent execution, finalized or almost finalized according to the opponent's capabilities. For GCC, DIF the meaning of the Coefficients are:

- 0 - Insignificant combat / irrelevant differential
- 1 - Sufficient technical level / small differential
- 2 - Good technical level / medium differential
- 3 - Excellent technical level / large differential

4.2.6 Merit Coefficient

The Merit Coefficient is indicated with SOG. Its meaning is:

- 0 - No mention
- 1 - Sufficiency mention
- 2 - Merit mention
- 3 - Excellence mention

Example

Mario and Luigi are fighting. Maximum is 10.0, Minimum is 5.5. 0.3 points are assigned according to the Merit Coefficient and 4.2 points according to the Technical Coefficients.

Mario obtains: BAS 1, MOV 1, DIN 1, COM 0, SAPD 0, GCC 1, DIF 2, SOG 0 but has PEN -1.0.

²⁹ The Style Judge will consider, among other factors, whether the combat terminated early due to Forfeit or a Red/Black Card, and award an appropriate DIF to the other competitor.

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*His score is: 5.5 - 1.0 (for the PEN) + 4.2/7*1/3 + 4.2/7*1/3 + 4.2/7*1/3 + 4.2/7*0/3 + 4.2/7*0/3 + 4.2/7*1/3 + 4.2/7*2/3 + 0.3*0/3 = 5.7.*

4.2.7 Averages

When more than one Style Judge performs in an arena, scores are calculated as follows:

- 2 Style Judges: average the two scores;
- 3 Style Judges: eliminate highest and lowest score, pick the remaining score;
- 4 or 5 Style Judges: eliminate highest and lowest score, then average remaining scores.

Rounding rule: 0.500 fractional values and lower are counted as 0; 0.501 fractional values and higher are counted as 1.

4.3 Ranking

Final rankings will be based on the quotient of Style Points obtained throughout the tournament by each athlete (points obtained / matches played) calculated to the third decimal figure.

4.4 Usage of tools

The only authorized tools to calculate Style Points according to the method detailed herein are:

- the spreadsheet at the address: bit.ly/stylecalc (or a perfect copy of the same);
- the app at bit.ly/servizioapp for Android devices.

No other tool can be used unless authorized by INCOM in writing.

5 Penalties

5.1 Levels of faults and consequences

5.1.1 Levels of faults

The Official can find in the conduct of the players four levels of faults: Error, Negligence, Malice, Assault.

- Error occurs when the rules are violated accidentally either acting or not acting without conscious act .³⁰
- Negligence occurs when the rules are violated with a lack of either Cura or Rispetto through lack of control or inappropriate behavior.
- Malice occurs when there is a severe lack of either Cura or Rispetto, with clear disinterest for the consequences of the act.
- Assault is reserved to deliberate verbal or physical assaults on other players, INCOM personnel, staff or bystanders.

5.1.2 Consequences

The consequences are as follows:

- Error generates a White Card. The White Card does not expend the assault and does not allocate points.

- Negligence generates a Yellow Card. The Yellow Card expends the assault and allocates a combat point to the opponent.
- Malice generates a Red Card. The Red Card expends the assault, takes the guilty party's score back to zero and assigns victory to the opponent in the duel, adding an extra combat point to the ones already earned in the match; style is evaluated normally for both³¹ competitors.³²
- Assault generates a Black Card. The current match is assigned as per the Red Card and the player is disqualified from the tournament, forfeiting all remaining matches, if any.

5.1.3 Announcing penalties

When announcing a Card, the Official will orient themselves toward the responsible player, then raise their dominant hand and show the Card and loudly and clearly announce both the penalty (e.g. "Yellow Card!") and the reason for it (briefly).

In case the Official intends to show a Red or Black Card, he or she will call TEMPO first and summon the Head Official to confirm (or not) the decision. The Head Official makes the final decision about the penalty.

Note that after a Yellow, Red or Black Card is shown and the brief explanation is given the score should immediately follow without any OH signal.

³⁰ Clumsiness or instinctive reactions due to over anxiety, not declaring IH due to excessive focus, etc.

³¹ This cannot raise the combat score above the maximum available for that match. ³² The Style Judge will consider awarding an appropriate DIF to the competitor who did not receive the Red Card to recognize that they could not express themselves fully in combat.

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5.1.4 Combination of penalties

Receiving three White Cards in a match automatically generates a Yellow Card (with all the relevant consequences). Can be repeated if necessary.

Yellow Cards can be given repeatedly until assaults are completed.

Negligence, Malice and Assault faults can be penalized independently of previous combat conduct.

5.1.5 Reporting of penalties

Red and Black Cards are marked down on the tournament form and reported by the Head Official according to the procedure detailed in §6.2 and §6.3.

5.1.6 Application of Cards outside combat

If a Card is given to a competitor after VINCE has been called but before the next match in the arena starts, the Card applies to the match that just ended (to the last Assault, if it's a White or Yellow Card). If a Card is given to a competitor after the tournament has moved on, the Card applies to their following match (to the first Assault, if it's a White or Yellow Card) unless the competitor has no further matches in the tournament, in which case it is applied to their last match (to the last Assault, if it's a White or Yellow Card).

5.2 Examples of penalties

The following are examples of faults and their possible adjudication. The Official can adjust their evaluation of the fault under the Error / Negligence / Malice / Assault ladder.

5.2.1 Lack of Cura

5.2.1.1 Affondo

No offensive action is permitted that intends to strike the opponent with the tip of the blade .³³

- In an agitated moment, the athlete is pursued by the opponent, causing them to instinctively reach out with Form 1 Guardia, striking the opponent with the tip. Recommended penalty: White Card
- The athlete voluntarily reaches out with Form 1 Guardia towards the opponent's chest as a technique for keeping him at a distance. Recommended penalty: Yellow Card
- The athlete voluntarily reaches out with Form 1 Guardia towards the opponent's chest as an attacking technique. Recommended penalty: Red Card

5.2.1.2 Poor Control

- During a sequence of strikes, the athlete performs a Form 1 Destro that is too high, without hitting the target. Recommended penalty: White Card

³³ Note that in Form 1 aggressive use of the Guardia is allowed on the condition that the body follows the movements of the blade without stretching out the arms beyond control and without the angle of the blade making the tip point towards the opponent's eyes or higher. In Form 2, affondo situations may occur because of the opponent's unpredictable movements or the opponent's errors in calculating distance: it is the Official's task to evaluate intention or non-intention or the severity of the error in evaluation.

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- The athlete carries out a strike without adequate control and using a delicate area as target. Recommended penalty: Yellow/Red/Black Card

5.2.1.3 Charging

- Any actions aimed at striking the opponent with your body rather than the blade are forbidden. Although some blocks, leans, joint levers and projections are allowed, using parts of the body (shoulders, head, legs, arms) aimed at physically striking the opponent is strictly prohibited.
- When attempting to carry out an armonica, an athlete strikes the opponent on the chest with a shoulder. Recommended penalty: White Card
- An athlete, during a failed disarming technique, uses disproportionate force for the size and stature of the opponent in order to attempt the disarm. Recommended penalty: Yellow/Red Card

5.2.2 Lack of Rispetto

5.2.2.1 Declaration

- Because of evident anxiety or focus, the player does not notice a received IH strike. Recommended penalty: White Card
- The player does not declare an IH strike or declares it incorrectly or late, thus clearly negating the opportunity for the other player to conclude the assault. Recommended penalty: Yellow

Card .³⁴

- The player repeatedly does not declare IH strikes or declares them incorrectly or late.
Recommended penalty: Yellow Card.
- Despite repeated Cards, the player perseveres in not declaring or declaring incorrectly.
Recommended penalty: Red Card.
- After an assault, the player calls the results of their attack (e.g. "I hit him!"). Recommended penalty: White Card

5.2.2.2 Provocation / Anger

Any form of provocation towards opponents, either verbal or physical is severely forbidden, as is the use of derogatory or rude language either inside or outside the Arena, directed at either the Officials, other athletes, staff or bystanders.

A clearly angry or out of control attitude in both techniques used and in the breaks during a duel are punishable. Being nervous or disappointed is part of the tournament, but refusing to shake your opponent's hand, throwing your saber, gloves or other similar behavior is punishable.

- The athlete, after being inflicted an OH, loudly curses himself. Recommended penalty: White Card
- The athlete curses and swears loudly and repeatedly. Recommended penalty: Yellow/Red Card
- Due to distraction from disappointment, the athlete does not notice the opponent offering them their hand at the end of the combat. Recommended penalty: White Card
- The athlete has a challenging attitude towards their opponents in order to intimidate them. Recommended penalty: Yellow Card

³⁴ This should not be seen as a higher penalty but rather as awarding the assault to the competitor who should have legitimately scored the point.

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- The athlete deliberately refuses to shake their opponent's hand at the end of the duel.
Recommended penalty: Yellow Card (note: this applies to the results of the last assault of the match)
- The athlete throws their gloves or saber down following a referee's decision. Recommended penalty: White/Yellow/Red Card (depending on the situation)
- The athlete verbally assaults the referee or the opponent. Recommended penalty: Red/Black Card
- The athlete physically attacks the referee or the opponent. Recommended penalty: Black Card

6 Submissions

6.1 Claims and Reports

6.1.1 Definition

A Claim is a formal submission by an athlete concerning the actions of INCOM personnel operating in

a Judging Role, in a Rated tournament.

A Report is a formal submission by INCOM personnel operating in a Judging Role concerning the actions of an athlete, in a Rated tournament.

Neither Claims nor Reports can be formalized in Unrated Official tournaments; such issues shall be discussed in free form to the Academy Delegate of the hosting entity.³⁵

6.1.2 Detailing the circumstances of an event

Any Claim or Report must contain:

- the names of the involved athletes;
- the names of the Official and their Assistants and Style Judges;
- the name of the Event Manager;
- the tournament phase (e.g. pools, best of 32, semifinals);
- the description of the situation, as complete and objective as possible;
- (optional but recommended) links to any useful media (e.g. films or photographs).

6.2 Reports for Red Cards

An athlete receiving a Red Card in a Rated tournament is liable to a temporary ban from Rated tournaments. The following subchapter details the process that is to be followed every time a Red Card is issued in a Rated tournament.

6.2.1 Submission

In case a Red Card is given to an athlete, the Head Official shall submit a Report (according to the standard detailed in §6.1) to the National ONBOARD³⁶, within 72 hours.

The National ONBOARD^{37 38} will inform the Academy Delegate of the involved athlete, within 24 hours from the reception of the Report.

6.2.2 Evaluation

On receiving a Report for a Red Card, the National ONBOARD³⁹ will:

- evaluate the circumstances of the event;
- request a statement from the athlete, which must be sent by email within 72 hours (lack of response will be taken as no statement);

³⁵ In absence of the Academy Delegate, to the Rector or Dean of the person.

³⁶ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

³⁷ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

³⁸ Or the Rector, if there is no Academy Delegate.

³⁹ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

- request a statement from any involved INCOM personnel, which must be sent by email within 72 hours;
- view any useful media and show it to 3 other uninvolved Officials / Style Judges and obtain their opinion;

- inform INCOM;
- issue (or not) a temporary ban for the athlete, which can take the form of: ○ ban from Rated tournaments for up to four months (July and August are not counted); ○ ban from up to two Rated tournaments (School, Academy, National, International).

The ONBOARD⁴⁰ will then contact the athlete, copy their Academy Delegate⁴¹ and INCOM⁴² to inform the athlete of the conclusions of the evaluation. The athlete has the option of a) accepting the conclusions (and the ban, if any) or b) appealing the decision to INCOM. The athlete must respond

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within 72 hours (lack of response will be taken as acceptance). The ONBOARD will inform the

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Academy Delegate and INCOM of the decision.

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6.2.3 Acceptance

The ban is immediately valid starting from the date of communication.

6.2.4 Appeal

INCOM may or may not request further statements from any involved party, will perform a further

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assessment, will consult with SLM via the Embassy, will then either remove, confirm or change the original ban down or up to six months or three Rated tournaments; its decision is final. INCOM will so inform the athlete, their Academy Delegate and National ONBOARD (if any) of the

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decision, with any ban starting from the date of communication.

6.3 Reports for Black Cards

An athlete receiving a Black Card in a Rated tournament is liable to a temporary or permanent ban

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from Rated tournaments. The following subchapter details the process that is to be followed every time a Black Card is issued in a Rated tournament.

6.3.1 Submission

In case a Black Card is given to an athlete, the Head Official shall submit a Report (according to the standard detailed in §6.1) to the National ONBOARD, copy to INCOM, within 48 hours.

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⁴⁰ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

⁴¹ Or the Rector, if there is no Academy Delegate.

⁴² Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁴³ Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁴⁴ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

⁴⁵ Or the Rector, if there is no Academy Delegate.

⁴⁶ Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁴⁷ Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁴⁸ Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁴⁹ Or the Rector, if there is no Academy Delegate.

⁵⁰ Only SLM via the Embassy has the authority to issue a permanent ban to an athlete. ⁵¹ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

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The National ONBOARD will inform the Academy Delegate of the involved athlete, within 24 hours
^{52 53}
from the reception of the Report.

6.3.2 Evaluation

On receiving a Report for a Black Card, the National ONBOARD will:

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- evaluate the circumstances of the event;
- request a statement from the athlete, which must be sent by email within 72 hours (lack of response will be taken as no statement);
- request a statement from any involved INCOM personnel, which must be sent by email within 72 hours;
- view any useful media and show it to 3 other uninvolved Officials / Style Judges and obtain their opinion;
- inform INCOM;
- issue (or not) a temporary ban for the athlete, which can take the form of:
 - ban from Rated tournaments for up to twelve months (July and August are not counted);
 - ban from up to four Rated tournaments (School, Academy, National, International).

The ONBOARD⁵⁵ will then contact the athlete, copy their Academy Delegate⁵⁶ and INCOM⁵⁷ to inform the athlete of the conclusions of the evaluation. The athlete has the option of a) accepting the conclusions (and the ban, if any) or b) appealing the decision to INCOM. The athlete must respond

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within 72 hours (lack of response will be taken as acceptance). The ONBOARD will inform the
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Academy Delegate and INCOM of the decision.

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6.3.3 Acceptance

The ban is immediately valid starting from the date of communication.

6.3.4 Appeal

INCOM may or may not request further statements from any involved party, will perform a further
⁶²
assessment, will consult with SLM via the Embassy, will then either remove, confirm or change the original ban down or up to twenty four months or eight Rated tournaments; its decision is final. INCOM will so inform the athlete, their Academy Delegate and National ONBOARD (if any) of the
^{63 64}
decision, with any ban starting from the date of communication.

⁵² INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

⁵³ Or the Rector, if there is no Academy Delegate

⁵⁴ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

⁵⁵ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

⁵⁶ Or the Rector, if there is no Academy Delegate.

⁵⁷ Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁵⁸ Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁵⁹ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

⁶⁰ Or the Rector, if there is no Academy Delegate.

⁶¹ Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁶² Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁶³ Or SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁶⁴ Or the Rector, if there is no Academy Delegate.

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If the appeal was carried out by SLM via the Embassy rather than by INCOM, that authority has the option of changing the ban up to a permanent ban from all tournaments.

6.4 Reports for safety violations

The health of the athletes is paramount, hence INCOM will not countenance any action or behavior that infringes on the relevant rules. **On matters of safety, there is zero tolerance; any violation will be treated as a matter of the utmost gravity.**

6.4.1 Submission

In case that a violation of SLM Rule #2 - Combat Apparel (in the part concerning Safety) or §2.3 Safety is committed and is not immediately corrected, for any reason, due to action or inaction, the Head Official shall submit a Report (according to the standard detailed in §6.1) to INCOM, in copy to the National ONBOARD (if any), within 48 hours.

6.4.2 Evaluation

INCOM, together with the Ambassador and/or SLM will evaluate which actions, if any, are to be carried out, toward the involved athletes, bystanders, staff, representatives of the Academies or INCOM personnel.

6.5 Claims of unjust treatment

Participating athletes that believe they have been unfairly treated, whether concerning Combat or Style judgment in a match of a Rated tournament, can submit a formal Claim. No more than 3 Claims, concerning 3 separate matches, can be submitted by an athlete for each tournament.

The purpose of this procedure is not to change the result of Combat or Style, which cannot be reversed after the tournament is over, but rather to provide a safeguard against repeated mistakes and abuses, and to evaluate contested cases to improve the decision-making process of INCOM personnel.

In the cases detailed in §6.2, §6.3 and §6.4 the specific procedure has to be followed so a Claim cannot be processed (but can be taken as a statement).

6.5.1 Submission

The Claim must be sent by e-mail by the athlete to their Academy Delegate within 7 days of the end

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of the tournament, and must conform to the standard detailed in §6.1 and use the form found at bit.ly/incomarc.

6.5.2 Formal Evaluation

The Academy Delegate will evaluate whether the Claim contains all the necessary info, is formatted⁶⁶ correctly and is not specious; if all these conditions are fulfilled, they will forward it to the National ONBOARD within 7 days. Otherwise, they will reject the Claim, replying by e-mail to the complainer⁶⁷ and explaining the reasons for the rejection. A Claim that has been rejected due to lack of information or poor formatting can be re-submitted within 7 days from the answer.

⁶⁵ Or the Rector, if there is no Academy Delegate.

⁶⁶ Or the Rector, if there is no Academy Delegate.

⁶⁷ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

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6.5.3 Merit Evaluation

The National ONBOARD will:⁶⁸

- evaluate the circumstances of the event;
- request a statement from any involved INCOM personnel, which must be sent by email within 72 hours;
- view any useful media and (optional but recommended) show it to 3 other uninvolved Officials / Style Judges and obtain their opinion;
- answer the Claim, directly to the claimant, in copy to the relevant Academy Delegate and to INCOM , within 15 days.

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6.5.4 Appeal

The involved athlete can appeal the answer to the Claim within 7 days. In that case, the National ONBOARD will so inform INCOM , which will review the case, will consult with SLM via the

^{70 71}

Embassy, and will issue a final answer, which may confirm or amend the original one. The Embassy may also inflict a ban up to 2 months or 1 Rated tournament for vexatious litigation.

6.6 Feedback

Feedback is a non-formal submission of information concerning the behavior and performance of INCOM personnel in a Rated or Unrated Official tournament. Feedback does not require a standard format, however it is important to clarify the name(s) of the involved personnel.

6.6.1 From the Event Manager

Feedback is to be submitted by the Event Manager of every Rated National or International tournament to the National ONBOARD or INCOM respectively within 14 days. Feedback can also be submitted after lower bracket tournaments (optional).

Feedback will indicate whether any specific issues arose regarding the actions of INCOM personnel (e.g. they were late to the arena or exceptionally helpful, they were judging erratically or met the approval of the athletes, etc.).

6.6.2 From the Head Official

In Rated National and International tournaments, the Head Official should maintain a log of any significant event during the tournament, for his/her eyes only.

Feedback is to be submitted by the Head Official of every Rated National or International tournament to the National ONBOARD or INCOM respectively within 7 days. Feedback can also be submitted after lower bracket tournaments (optional).

Feedback will at a minimum indicate any noteworthy fact regarding the actions of INCOM-qualified personnel or tournament staff (e.g. they were late to the arena or exceptionally helpful, they were judging erratically or met the approval of the athletes, sabersmiths not performing their checks, etc.)

⁶⁸ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

⁶⁹ SLM via the Embassy, if the Evaluation was carried out by INCOM.

⁷⁰ INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

⁷¹ SLM via the Embassy, if the Evaluation was carried out by INCOM.

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6.6.3 From the competitors, personnel, staff or public

Feedback can be submitted by an athlete, by any Official or Style Judge, by the staff or by the public to the National ONBOARD after every Rated or Unrated Official tournament within 14 days.

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Note that this procedure is not a formal Claim as per §6.1.1 and does not require a formal reply.

6.6.4 Possible improvements

Proposals for improvements to INCOM practices or rules are always welcome and should be sent directly to INCOM.

⁷² INCOM, for International Rated tournaments or for countries where there is no National ONBOARD.

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7 Tournament management⁷³

7.1 Definitions

7.1.1 Tournament

A tournament is defined as an event with 3 or more participants competing with each other according to a specific formula to find an ultimate winner.

A tournament is composed of one or more phases, usually two: either positioning or qualification

pools, and a single elimination phase.

Events of non-competitive nature (games) or involving 2 participants (duels) are not tournaments.

7.1.2 Positioning Pools

A positioning pool is a group of 3 or more players; all players fight against each other exhausting all possible pairings; all players are qualified for the following phase of the tournament. Ranking in the pools is used to perform the pairings in the following phase (typically a single elimination phase).

7.1.3 Qualification Pools

A qualification pool is a group of 3 or more players; all players fight against each other exhausting all possible pairings; some but not all of the players are qualified for the following phase of the tournament. Ranking in the pools is used to perform the pairings in the following phase (typically a single elimination phase).

7.1.4 Single Elimination phase

An elimination phase is divided into successive rounds; each competitor plays in one match per round. The winner of each match progresses to the next round, the loser is eliminated. Competitors enter the elimination phase according to the position they had in a previous phase, or otherwise according to the results of a draw.

7.1.5 Double Elimination phase

A double elimination phase is divided into successive rounds and two brackets, higher and lower. All competitors start in the higher bracket and upon losing a match move to the lower bracket rather than being eliminated outright; elimination comes from losing a match in the lower bracket. Competitors enter the elimination phase according to the position they had in a previous phase, or otherwise according to the results of a draw.

7.1.6 Quotients

War Quotient (WarQ) is the number of War points scored divided by the number of matches played. Style Quotient (StyQ) is the number of Style points scored divided by the number of matches played.

⁷³ Some useful tools for Tournament Management can be found at: bit.ly/incomevents

7.2 Tournament classification

7.2.1 Types

Tournaments are subdivided in two **types**:

- Rated
- Unrated

7.2.1.1 Rated tournaments

Rated tournaments yield LS+ points. They require INCOM personnel.

Every School, Academy and Nation of the network holds one Rated tournament every year; the Champions' Arena gathers the best fighters from each Nation in the single Rated International tournament of the network. Accordingly, Rated tournaments are divided into four **subtypes**:

- Rated International (Champions' Arena, or CA)
- Rated National (RN)
- Rated Academy (RA)
- Rated School (RS)

7.2.1.2 Unrated tournaments

Unrated tournaments have no effect on LS+ rankings. They may or may not require INCOM personnel.

Unrated tournaments are divided into two **subtypes**:

- Unrated Official (UO)
- Unrated Unofficial (UU)

The characteristics of the two subtypes of Unrated tournaments, in comparison with Rated tournaments, are summarized below. This summary does not supersede detailed indications in other parts of the ITR. Note that the ITR does not apply to Unrated Unofficial tournaments nor to games and duels as defined in §7.1.1

Unrated Official

This tournament subtype is the closest to a Rated tournament, is subject to the ITR and requires INCOM personnel. Hosting entities will select this subtype when they want to ensure the maximum quality of the event. Formulas can be different from Rated tournaments; Style Judgment is optional; Claims, Reports and Validation procedures do not apply, but Announcement, Derogation and Compensation procedures do.

Unrated Unofficial

This tournament subtype is not subject to the ITR. Hosting entities will select this subtype when they want to have the maximum freedom in how the event is performed. Formulas can be different from Rated tournaments; matches may or may not have Officials and/or Style Judges or may have observers whose judgement is non-binding; personnel may or may not be in possession of an INCOM

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qualification; personnel is chosen by, and operates under the responsibility of, the hosting entity; Announcement, Derogations, Claims, Reports, Validation and Compensation procedures do not apply.

7.2.2 Tournament brackets

Tournaments are divided into four **brackets (A+, A, B, C)**, according to the type, subtype and number of competitors, according to the following table.

Brackets are used throughout this chapter to identify some of the requirements for tournaments, which are most demanding for the largest and most important Rated tournaments, and substantially lowered for smaller and/or Unrated tournaments.

	Number of competitors
Tournament type / subtype	more than 32 up to 32
<i>Rated International</i>	
<i>Rated National</i>	A+
<i>Rated Academy</i>	A+ A
<i>Rated School</i>	A B
<i>Unrated Official</i>	B C(*)
<i>Unrated Unofficial</i>	B(**) C
	not applicable not applicable

A summary of the requirements of each bracket is available at 9.7.2 Summary of Requirements per Bracket and Subtype.

(*) Rated School tournaments with 17-32 competitors involving at least 2 athletes of Cavaliere rank and 4 athletes of Accademico rank will be considered B bracket.

(**) Unrated Official events accompanying the Champions' Arena will be considered A

bracket. **7.3 Tournament formulas**

7.3.1 Formulas for Rated tournaments

Only the two formulas below can be used in Rated tournaments (as specified in §7.3.3 Accepted formulas) exactly as stated, unless by written INCOM derogation.

7.3.1.1 Formula Alpha

Formula Alpha is a formula using positioning pools followed by a single elimination phase; it is the standard formula for Rated National and International tournaments but can be used in all other tournaments if desired.

In the positioning pools, 16, 32, 48 or 64 participants will compete in 2, 4, 6 or 8 positioning pools of 8 players respectively.

⁷⁴ Not recommended. If possible, a 32 or 64 participants tournament should be performed.

Matches in the pools will have three assaults each and will last up to 90" of net time. The single elimination phase will start from the 8th finals, 16th finals or 32nd finals according to the number of

players in the tournament (16, 32 or 48/64 respectively). The pairings will be determined

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by ranking all competitors in the pools together, sorted by War Quotient, with Style Quotient being used in case of ties. Further ties will be solved by draw. Any byes due to forfeits or a reduced number of players will be allocated to the best ranked players in the pools.

Matches in the single elimination phase will have up to five assaults each (first player to score 3 points wins) and will last up to 180" of net time.

The final will have up to seven assaults (first player to score 4 points wins) and will not have a time limit.

7.3.1.2 Formula Bravo

Formula Bravo is a formula using qualification pools followed by a single elimination phase; it can be used in all tournaments but Rated National and International ones.

Each qualification pool will ideally have the same number of players, between 3 and 10. If the number of players cannot be equally split between the pools, then a difference of 1 player in pool size is tolerated. Note that if players forfeit after the draw, higher differences are possible and no modification must be performed.

Matches in the pools will have three assaults each and will last up to 90" of net time. The single elimination phase will involve a number of players that is a power of two with a maximum of 64 (e.g. 4, 8, 16, 32, 64) and is at least 25% of the players. The pairings will be determined by ranking all competitors in the pools together, sorted by War Quotient, with Style Quotient being used in case of ties. The pairing will consider only the X top scorers of each pool, where X is obtained by rounding up the number of players in the elimination phase divided by the number of pools. The single elimination phase will not be longer than 6 rounds (e.g. 32nd finals, 16th finals, 8th finals, quarterfinals, semifinals, final).

Matches in the the single elimination phase will have up to five assaults each (first player to score 3 points wins) and will last up to 180" of net time.

The final will have up to seven assaults (first player to score 4 points wins) and will not have a time limit.

7.3.2 Details of formulas for Rated tournaments

7.3.2.1 Double OHs

In tournaments using either Formula Alpha or Formula Bravo:

1. during pools, double OHs assign 0 Combat points to both competitors for that assault and the competitors move to the following assault (if available);
2. during the final phase, double OH assaults are void and are repeated.

7.3.2.2 Pool ranking and ties

In tournaments using either Formula Alpha or Formula Bravo:

- within pools, players are ranked according to their War points; ties are solved in order of Style Quotient first, then the result of their direct match is checked, finally the match is repeated until the tie is solved;
- during the final phase, ties (e.g. because the time expires) are solved with the "sudden death" method, e.g. the first player to score one War point wins.

⁷⁵ In the 48 participants formula, the first 16 ranked players will move to the 16th finals, while the remaining 32 will compete in partial 32nd finals to access the 16th finals.

7.3.2.3 Final ranking

War leaderboard

In Rated tournaments using either Formula Alpha or Formula Bravo, the War leaderboard is created according to the phase of the tournament in which an athlete is eliminated.

Athletes eliminated in the same round of the Single Elimination phase of the tournament will be ranked in order of Style quotient.

Athletes eliminated in the Pools phase will be ranked according to the average of the points they scored in the Pools; in case of a tie, they will be ranked in order of Style quotient. If two athletes have been eliminated in the same round of the Single Elimination phase, or in the Pool phase with the same average points, and they have the same Style Rating, they will share the same position on the War leaderboard.

Style leaderboard

In tournaments using either Formula Alpha or Formula Bravo, for the purpose of final Style classification:

- competitors are ranked by quotient of Style Points obtained throughout the tournament (points obtained / matches played).⁷⁶

Matches played to solve ties are excluded from this computation.

War + Style leaderboard

In case a single leaderboard taking into account both War and Style results is desired, the position in both War and Style leaderboards will be summed and the competitors will be ranked by this sum. In case of a tie, the Style position takes precedence.

Example: Mario is 1st in Style and 3rd in Combat; Luigi is 2nd in Style and 2nd in Combat. Both of them have 4 as the total of their Style and Combat rankings; however Mario, coming 1st in Style, is ranked before Luigi.

7.3.3 Accepted formulas

Rated International and Rated National will follow Formula Alpha. These tournaments will only use INCOM approved tournament tables unless by written derogation.

Rated Academy and Rated School tournaments will follow either Formula Alpha or Formula Bravo (as decided by the hosting entity).

Unrated Official tournaments can use any formula, including Formula Alpha and Formula Bravo. If neither is chosen, the precise structure of the formula must be clearly stated in the tournament announcement (§7.7.1) including the points touched at §7.3.2 which, if not specified, are assumed to be as in Rated tournaments.

7.4 Tournament roles

The following roles are defined:

Academy Roles:

- Event Manager
- Academy Delegates (optional)

⁷⁶ See also [§4.3 Ranking](#).

- Participating Athletes

Judging Roles:

- Head Official
- Official
- Assistant Official
- Style Judge

Staff Roles:

- Field Assistant
- Line Keeper (optional)
- Time Keeper (optional)
- Score Keeper (optional)

7.4.1 The Event Manager

The Event Manager is the person appointed by the Academy to organize and manage the event. They act in concert with the Head Official (see §7.4.4) with each of them having different responsibilities as described below and in further details in §9.7.1 Who does what?.

The Event Manager is responsible for selecting the Staff Roles for the event. Judging Roles are assigned as indicated in §7.4.

Before and during the tournament, the Event Manager is responsible for preparing the tournament timetable and board, managing the logistics of the tournament and providing the necessary staff (e.g. Field Assistants, Medical personnel, Sabersmiths) and equipment.

If the Event Manager has to leave the tournament site during the event, the Rector of the hosting Academy or their representatives (e.g. the local Dean) shall nominate a replacement to fulfill the duty of Event Manager.

The Event Manager cannot take decisions concerning the application of the ITR which belong to the Official and Style Judge of each arena and/or to the Head Official as discussed in each paragraph.

After Rated National and International tournaments, the Event Manager is responsible for submitting feedback to the national ONBOARD (see §6.6).

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The Event Manager cannot participate in the tournament as a competitor.

7.4.2 The Academy Delegates

Academy Delegates are the representatives of their Academy at a tournament. During the tournament, they represent the athletes of their Academy and can submit immediate feedback to the Head Official (§6.6.3).

After Rated tournaments, they are responsible for handling any Claim from the athletes (§6.5).

7.4.3 Participating Athletes

Participants to a tournament must be members in good standing of a LudoSport Academy; any required fee, health certification or insurance (according to their national laws and/or Academy regulations) must be current.

Participants of a Rated National tournament must be members of an Academy of that country; participants of a Rated Academy or School tournament must be members of that Academy or School. Athletes can compete in a single Rated School / Academy / National / International tournament per year, taken as the period going from Sep 1st to Aug 31st.

⁷⁷ INCOM, for the countries where there is no national ONBOARD, or for Rated International tournaments.

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Athletes attending multiple Schools will compete in the Rated School tournament indicated by their Academy.

7.4.4 The Head Official

The Head Official in Rated International tournaments is nominated by the INCOM Council among Council members or O3 qualified personnel.

The Head Official in Rated National tournaments is nominated by the National ONBOARD among O2 or O3 qualified attending personnel. If no such person is attending, or there is no National ONBOARD, the Head Official is nominated by INCOM.

The Head Official in all other tournaments is nominated by the National ONBOARD among O1, O2 or O3 qualified attending personnel. If no such person is attending, or there is no National ONBOARD, the Head Official is nominated by INCOM.

The Head Official acts in concert with the Event Manager (see §7.4.1) with each of them having different responsibilities as described below and in further details in §9.7.1 Who does what?. Before and during the tournament, the Head Official is responsible for allocating the available personnel in the arenas.

The Head Official is responsible for briefing the Officials, Assistant Officials, Style Judges and other staff attached to the arenas (e.g. Field Assistants, Line/Time/Score Keepers) on the tournament formula, on their role during the tournament and when/where their attendance is required. The Head Official is the reference point for the Officials in case of trouble (e.g. a disruptive athlete, staff member or or spectator) and will refer to the Event Manager if the disruption is not related to a competitor. The Head Official can suspend the event in case that the situation is not under control and the tournament cannot proceed regularly due to disruptive behavior. The Event Manager will then refer to the Head Official, after the situation has been taken care of, to request resuming the event. The Head Official shall be summoned by an Official about to penalize a competitor with a Red or Black Card. The Head Official makes the final decision about the penalty.

The Head Official can also perform as an Official in an arena. However, if the tournament involves multiple arenas, this is not allowed in A+ and A bracket tournaments unless they are Rated Academy tournaments involving just two arenas, and not recommended in general.

The position of Head Official is incompatible with the position of Event Manager in tournaments classified in brackets A+, A and B. In lower bracket tournaments the same person can fill both positions, however this should generally be avoided as the two roles may find themselves at odds. After Rated National and International tournaments, the Head Official is responsible for submitting feedback to the national ONBOARD (see §6.6.2).

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7.4.5 The Official

The Official's task is to valorize the performance of the athletes, to direct the match and to help the athletes maintain Cura (encouraging proper control), Respect (encouraging correct self declaration) and properly evaluate their actions.

The Official warns and penalizes the athletes, issues verbal and gestural commands, announces the result of the assaults and the winner of the duel.

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The Official is not an Instructor and does not judge Style; they evaluate if a technique is controlled or not, dangerous or not.

The Official is responsible for the arena, including ensuring that all competitors are compliant with the requirements in §2 Athletes Equipment.

⁷⁸ INCOM, for the countries where there is no national ONBOARD, or for Rated International tournaments.

⁷⁹ See also §3.7.1 [Behavior in the arena](#).

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7.4.6 The Assistant Official

The Assistant Official assists the Official; they don't speak unless called by the Official for consultation (with the TEMPO verbal and gestural commands); raises their hand to point out that the Official has missed something; can use any of the Dialoguing Gestures to answer a gesture from the Official or to offer a suggestion.

7.4.7 The Style Judge

The Style Judge evaluates the technical merits of the athletes during combat, but doesn't interfere during combat.

They perform style points calculations independently using the method and tool detailed in §4. They then indicate the results of their calculations to the Field Assistant for entering in the tournament board.

They can be consulted by the Official about the outcome of an assault.

They can, when strictly necessary, request to confer with the Official by raising a hand in the STOP gesture.

7.4.8 The Field Assistant

The Field Assistant tells the athletes who are entering next so they can get ready; keeps the combat score in order unless there is a dedicated Score Keeper; keeps the time correct unless there is a dedicated Time Keeper; enters the results of both the combat and style score in the tournament board.

7.4.9 The Line Keeper

The Line Keeper watches the line and must use the vocal signal FUORI if a hand or foot is fully outside the line (this role is usually performed by the Official and Assistant Official). They will also raise their hand as per the STOP sign to provide a further signal for the Official. The Official will

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immediately thereafter call and indicate STOP.

7.4.10 The Time Keeper

The Time Keeper starts the chrono at VIA, stops it at STOP, must use the vocal signal FINE when the time allotted for the match is over (this role can be performed by the Field Assistant). They will also raise their hand as per the STOP sign to provide a further signal for the Official. The Official will

⁸¹

immediately thereafter call and indicate STOP.

7.4.11 The Score Keeper

The Score Keeper keeps the score in order and clear for the Official and the public (this role is usually performed by the Field Assistant).

⁸⁰ Just raise, not wave

⁸¹ Just raise, not wave

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7.5 Rules concerning Judging Roles

7.5.1 Personnel requirement

For each arena, one Official and one Assistant Official are required in all Rated and Unrated Official tournaments.

For each arena, one Style Judge is required in all Rated tournaments, as well as in all Unrated Official tournaments that have Style judgment.

In all Rated and Unrated Official tournaments, the Official must have the necessary INCOM qualification (O1 for tournaments up to Rated Academy; O2 for Rated National; O3 for Rated International).

In all Rated and Unrated Official tournaments, the Assistant Official must have the necessary INCOM qualification (A1 for tournaments up to Rated Academy; O1 for Rated National or International). In all Rated and Unrated Official tournaments, the Style Judge must have the necessary INCOM qualification (J1 for tournaments up to Rated Academy; J2 for Rated National; J3 for Rated International).

A list of qualified INCOM personnel can be found at www.ludosportincom.org.

7.5.1.1 Number of matches

No Official or Assistant Official shall perform in more than 112 matches per day. The stated number refers to 90" pool matches. 180" final phase matches are counted 2. Matches with other formulas will be counted proportionally to their maximum length unless otherwise specified by INCOM.⁸²

7.5.1.2 Mandatory rest

After exhausting the matches of a pool or 32nd and 16th finals phases, Officials, Assistant Officials and Style Judges shall perform a mandatory rest of at least 10 minutes, unless the number of matches they performed in without rest is 16 or lower.

The stated number refers to 90" pool matches. 180" final phase matches are counted 2. In the final phases of the tournament, the Head Official may require a mandatory rest of up to 10 minutes between phases if necessary.

7.5.2 Selection

For all Rated tournaments but Rated National and Rated International, the Event Manager selects the INCOM personnel that will perform in the tournament, within the constraints of these rules, after consulting the ONBOARD of the country of the Academy hosting the tournament.

⁸³

In case of Academy tournaments involving different Schools, INCOM recommends that no more than half of the Officials and Style Judges be members of the same School.

Personnel for Rated National tournaments is selected by the national ONBOARD ; personnel for⁸⁴

Rated International tournaments is selected by INCOM ; in both cases, a sensible budget that will⁸⁵ ensure adequate representation of personnel from all involved Academies / Nations shall be agreed with the Event Manager.

⁸² Standard team rounds as per INCOM Act 2022/07 count 15. Duo tag team rounds as per INCOM Act 2022/02 count 3.

⁸³ INCOM, for the countries where there is no national ONBOARD.

⁸⁴ INCOM, for the countries where there is no national ONBOARD.

⁸⁵ With the support of the national ONBOARDS.

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The selection of personnel (both qualified and unqualified) for Unrated Official tournaments is up to the hosting entity which is fully responsible for their performance in the event.

7.5.3 Additional Assistant Officials

In the final phase of A and A+ bracket tournaments it is mandatory to have 1 Official and 3 Assistants for each arena. This is recommended but not mandatory in the final phase of B bracket tournaments.

7.5.4 Multiple Style Judges

In the final phase of A and A+ bracket tournaments it is mandatory to have 2 to 4 Style Judges for each arena starting from the 8th finals. This is recommended but not mandatory in the final phase of B bracket tournaments.

7.5.5 Style Judge Swapping

In the pool phase of A and A+ bracket tournaments involving multiple arenas it is mandatory to swap Style Judges once half of the matches of the pool have been performed. This is recommended but not mandatory in the pool phase of B bracket tournaments.

7.5.6 Derogations

Concerning Officials and Assistant Officials:

- In C bracket tournaments, A1 can act as Officials (valid until June 30th, 2024). However, the Head Official of the tournament must hold the qualification of O1 or higher.

7.5.7 Preference

In case both fully qualified and unqualified Officials or Style Judges are present, fully qualified INCOM personnel shall always be chosen preferentially for refereeing the matches of the final phase of the tournament.

7.5.8 Compensation for the Officials and Style Judges

Minimum compensation for all Officials and Style Judges when performing in Rated and Unrated Official tournaments is established by INCOM Act 2019/03 and its Attachment 1. The compensation is to be paid by the Event Manager no later than 15 days after the conclusion of the event. These

provisions are available at <http://bit.ly/incomarc>.

7.6 Equipment and staff

7.6.1 Combat Arena

The combat arena for tournaments can in general be rectangular or circular.

The recommended circular arena is eight meters in diameter with an external buffer area of respect of at least one meter around the external circumference.

The rectangular arena is five meters by eight, with an external buffer area of respect of at least one meter each side.

A+, A and B bracket tournaments must be held in a circular arena.

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7.6.1.1 Arena borders

The combat arena will be marked by electrical tape or court marking tape of any of these color combinations:

- black
- red
- red and black
- yellow and black

The border of the arena will be no less than 4 cm and no more than 6 cm thick.

7.6.1.2 Arena markers

Two points, located at 1.5 m from the center of the arena and opposite to each other, shall be clearly marked with a line. The athletes will start each assault behind the line.

7.6.1.3 Arena equipment

Two fully functional long sabers of a Lamadiluce model and blue blades for each arena will be provided by the Event Manager, with two spares overall. If competitors practicing using short sabers or staff are present, INCOM recommends that a sufficient number of such weapons be provided as well.

INCOM recommends that the Event Manager provide a sufficient number of safety goggles and/or masks (ideally two per arena), compliant to the requirements indicated in §2.3.4 Eye and face protection and suitable for wearing with prescription glasses, to be lent to those participants who might need them during the tournament. To clarify: each participant should provide for their own needs; this recommendation is meant to provide a backup in case of unexpected issues.

7.6.2 Staff equipment

The Event Manager will provide each arena with at least one table with two chairs, to be used by the Field Assistant (or Score Keeper) and Style Judge.

Each table will be provided with one chronometer for the Field Assistant (or Time Keeper) to use.

Each table will be provided with all necessary tools to perform the tasks of entering Combat and calculating Style results.

7.6.3 Medical equipment and personnel

The provisions of this chapter apply additionally to what the national legislation of every Academy requires.

For example, in Italy, legislation requires the presence of a working AED (or superior defibrillator) in every sports facility, and the presence of a trained person to operate it during all tournaments.

7.6.3.1 Medical personnel

In order to improve safety for the athletes, the staff and the public,

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- during tournaments of A+ and A brackets, a certified Medical Doctor or Paramedic will be present at all times;
- during tournaments of B and C brackets, a person with a valid certificate for Basic Life Support will be present at all times.

Further, the Event Manager shall be informed of all athletes and staff with medical skills.

In case that a competitor needs the attention of the attending medical staff, either because of an

injury, sickness, apparent confusion or any other medical issue, the decision on their returning to the arena to compete is the responsibility of the medical staff only (not of the Official, not of the athlete). The INCOM personnel of the arena will make sure that the medical staff can operate without being encumbered by other staff or public.

7.6.3.2 Medical equipment

As far as medical equipment is concerned, the equivalent number of matches (ENM) is calculated according to the following formula: $ENM = (\text{matches in positioning pools} \times 1 + \text{matches in qualification pools} \times 2 + \text{matches in the final phase} \times 4) \times (0.50 \text{ if Unrated, } 1.00 \text{ if Rated})$

Examples:

Rated Academy tournament, 128 competitors in 16 qualification pools of 8, final phase from the 32th finals: $ENM = (560 \times 2 + 64 \times 4) \times 1.00 = 1376$

Rated National or International tournament, 64 competitors in 8 positioning pools of 8, final phase from the 32th finals: $ENM = (224 \times 1 + 64 \times 4) \times 1.00 = 480$

Rated School tournament, 36 competitors in 4 qualification pools of 10, final phase from the 8th finals: $ENM = (180 \times 2 + 16 \times 4) \times 1.00 = 424$

The following (unexpired) equipment shall be available to the medical personnel, according to the ENM of the tournament:

ENM	1-500	501-1000	1001-1500	1501+
Safety glasses			1	
CPR mask			1	
Scissors			1	
Pen			1	

Sheets of white paper	5 10 15	20
Non sterile nitrile gloves	10 20 30	40
Sterile gauze 10 x 10 cm	10 20 30	40
Instant ice packs	10 20 30	40

Spray ice 1 2 3 4 Saline solution (500 ml) 0 1 Saline solution (10 ml 10 pcs) 0 1

⁸⁶ Either because of their request, or on the initiative of the Official.

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Plaster roll (5 m)	0 1	
Plasters (mixed box, 20 pcs)	1 2	
Chlorhexidine disinfectant (250 ml)	1 2	
Steri-Strip (3 x 75 mm)	5 10 15	20

INCOM recommends that the following (unexpired) equipment be available to the medical personnel: pulse oximeter, sphygmomanometer (mercury-free), stethoscope, ambu bag with mask (1 large 1 medium), disposable forcep x 2, scalpel (sterile, single use) x 2.

7.6.4 Technical equipment and personnel

A location with a workbench close to the combat arenas shall be provided by the Event Manager for use by the technical personnel.

7.6.4.1 Technical personnel

The workbench shall be constantly manned by at least one qualified Sabersmith (a pupil with the Honor of Researcher or Master Sabersmith, charged by a Dean to take care of the sabers of a School) provided by the hosting entity.

The Sabersmith is responsible for the ordinary maintenance of the sabers of the hosting entity during the tournament (e.g. changing blades, recharging batteries). They are not responsible for the personal sabers of the athletes.

The Sabersmith is also responsible for the approval (or rejection) of the personal sabers of the athletes before the tournament, according to the criteria stated in §2.1 The combat saber(s) and for marking them in a way that is recognizable by the Officials.

During the approval (of the personal sabers) phase, at least one assistant will be available for tournaments with more than 32 participants and at least two assistants will be available for tournaments with more than 64 participants.

7.6.4.2 Technical equipment

The following equipment shall be available to the technical personnel, according to the number of competitors.

Number of competitors	up to 32	33 to 64	65 or more
Pen	1		
Sheets of white paper	5	10	15
Measuring tape	1	1	2
Household scale	1	1	2
Sabersmith tools	1		

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7.7 Tournament Procedures

7.7.1 Announcing tournaments

The announcement of tournaments will be made by the Event Manager or a representative of the hosting Academy or School on a **public** channel available online and include:

- Name of the event
- Name of the hosting entity
- Type of the event as per §7.2.1
- Bracket of the event as per §7.2.2
- Name of the Event Manager
- Name of the Head Official
- Location and time of the event
- Criteria for qualification if any
- Formula of the tournament (for tournaments with a fixed formula, number of participants)
- A link to these Rules (bit.ly/incomarc)

In the same time frame of the public announcement, the Event Manager will inform the representatives of all involved entities (Academies or Schools, as appropriate depending on the type of tournament) of the upcoming tournament and kindly ask that they spread to all possible competitors all the above information and invite them to read these Rules, with specific emphasis on §2 Athletes Equipment.

In advance of the public announcement, the Event Manager will inform their National ONBOARD (or INCOM for the Champions' Arena) of the upcoming tournament in order to allow the necessary cooperation to select the personnel for the tournament (§7.5.2).

The ONBOARD / INCOM shall be notified:

- 120 days in advance for the Champions' Arena
- 60 days in advance for National tournaments
- 45 days in advance for Academy tournaments
- 30 days in advance for all other tournaments

The public announcement shall be performed:

- 90 days in advance for the Champions' Arena
- 45 days in advance for National tournaments

- 30 days in advance for Academy tournaments
- 20 days in advance for all other tournaments

7.7.2 Joining the tournament

The Event Manager will collect as a minimum the following information from every competitor: Name, Surname, Nickname if any, e-mail address for communications, Clan, Order, Academy.

If the competitors register through a form, the form will include a link to these Rules (bit.ly/incomarc).

Competitors can download a checklist from the same address to verify their adherence to the provisions of these Rules when signing up for, and when showing up to, a tournament.

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7.7.3 Performing and publishing the draw

The draw must be performed by the Event Manager or a designated person that cannot be a competitor or be in a loving relationship with, or related within the second degree to, any of the competitors.

The draw of a tournament must be published and be visible to the athletes, not later than:

- 48 hours before the start of the tournament , for A+, A and B bracket tournaments;
- before the start of the tournament, for C bracket tournaments.

Once the draw has been published, no athlete can be replaced (only withdrawals are possible).

7.7.4 Criteria for the draw

This subchapter is valid for Rated and Unrated tournaments using Formula Alpha or Formula Bravo. Unrated tournaments using different formulas can use different provisions.

In order to create the pools, the players shall be divided in groups according to Rank, that we will define N as follows: Maestro = 5, Cavaliere = 4, Accademico = 3, Iniziato = 2, Novizio =1. Pick the group with the highest N and randomly allocate the players between all pools. Then do the same with the second highest N and so on, until all players are exhausted.

When, after assigning the players in a group, some pools have less players than others, start from those pools when assigning the players of the following group.

Example: we have 4 players with N=3, 6 players with N=2, 6 players with N=1, for a total of 16 players, which we must split in four 4-player pools, A, B, C and D.

First we consider the four players with N=3, and we randomly assign one to each pool. Then we consider the six players with N=2; four are randomly selected and assigned one to each pool; the remaining two are randomly assigned to the A and B pools. Then we consider the six players with N=1; two are randomly selected and assigned to the C and D pools; the remaining four are randomly assigned one to each pool.

In lieu of the Rank, the yearly overall rating of the competitors can be used, if available, to divide the competitors in groups and perform the draw.

Optionally, as a second order criteria, the draw may take into account the entity the player belongs to at a level inferior to the tournament type, to reduce fratricide in the pools.

Example: if the above is a Rated Academy tournament, and the pupils belong to four different Schools, the draw will, after the Rank and before random selection, take into account the School.

7.7.5 Clerical errors

Any clerical error (e.g. the result of a match was entered incorrectly) by judging personnel and/or staff is to be brought to the attention of the relevant Official by the Academy Delegate of the interested

⁸⁷

athlete.

The Official will interview the involved athletes and has the option of correcting the result. Any correction is to be requested before the start of the following phase of the tournament, otherwise the result will remain as inputted.

⁸⁷ In absence of the Academy Delegate, by the Rector or Dean of the athlete.

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7.7.6 Immediate feedback

During the tournament, an athlete can submit immediate feedback to the Head Official through their Academy Delegate, subject to the availability of the former.

⁸⁸

Immediate feedback does not constitute a formal Claim as per §6.5 Claims of unjust treatment and does not require a formal answer.

7.7.7 Publishing the results

Full results (including Style rankings) will be published by the Event Manager or a representative of the hosting Academy or School on a **public** channel available online no later than 72 hours from the end of the event.

INCOM recommends that all Rated National and International tournaments be held with live scoring.⁸⁹

⁸⁸ In absence of the Academy Delegate, by the Rector or Dean of the athlete. ⁸⁹
Ready made tables using Google Sheets can be found at <http://bit.ly/incomevents>

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8 Personnel

8.1 Impartiality

An Official, Assistant Official or Style Judge will not perform their role in a match where one of the ^{90 91} players is either in a loving relationship with them, or related to them within the second degree, or when the Official, Assistant Official or Style Judge feels that they cannot perform their role objectively.

An Official, Assistant Official or Style Judge will not compete in the tournament. This also applies to the Head Official even if they are not acting as Official or Assistant Official.

8.2 Dress Code

Dress Code for personnel is regulated in the ITS, §15.

⁹⁰ Not compulsory for Additional Assistant Officials (§7.5.3).

⁹¹ Officials or Style Judges will recuse themselves, in accordance with SeCuRi.

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9 Questions and answers

This chapter analyzes some specific cases that have happened during past tournaments clarifying how the rules are applied to them, and is divided in one subchapter for each of the previous chapters. This chapter will expand as necessary and/or some parts may be removed and integrated in the previous chapters in future versions of this document.

9.1 Introduction

None.

9.2 Equipment

9.2.1 If I wear prescription glasses and/or I have a piercing, can I sign a waiver and fight without protection?

No. The Official will exclude from combat any competitor not compliant with §2 Athletes Equipment. Please wear goggles or a mask. For your sake, for your opponent's, and for the good reputation of our sport.

9.2.2 If I disarm my opponent, can I use their saber?

Yes. If you legally disarm your opponent and you end in control of their saber, you can use it until the end of the Assault (when STOP is called).

You can use theirs rather than yours; you can use both if you can handle them safely; you can leave their saber on the ground; you can give it back if you wish.

At the end of the Assault, you must give it back, either directly or through the Official.

9.3 Combat procedures

9.3.1 Can an Official question a competitor?

Yes, definitely, see §3.7.1 Behavior in the arena for reference.

Specifically, §3.7.1.2 Explanations by the players clarifies what the player can and cannot say.

9.3.2 What if a Fendente and a Sesta di Incontro...

Situation: Mario is executing a Form I Fendente on Luigi, who performs a Form I Sesta di Incontro hitting Mario on the hands (IH) and then a second later in the chest (OH), while not moving to the side as is mandated by the technique. The Official will judge:

- Point for Mario, if Luigi hit Mario's hands when the blade was already over his head. This is an OH for gravity (see §3.5.6.2) against Luigi and the later OH strike against Mario's chest does not matter.
- Point for Luigi, if Luigi hit Mario's hands when the Fendente was not yet over his head. The OH for gravity is avoided because of the position, so the OH strike against Mario's chest is the decisive strike.

Let us say that Luigi has hit Mario's arm (OH) directly rather than his hands; in this case the Official will judge:

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- Point for Luigi, if Mario's blade was not yet over his head. The OH strike against Mario's arm happens before the OH for gravity against Luigi.
- Point for neither Mario nor Luigi (DOPPIO), if Mario's blade was already over Luigi's head. The OH strike against Mario's arm happens at the same time of the OH for gravity against Luigi.

Remember that the Official will consider the position of the head and/or shoulders and the dynamic of the movement; move to the side!

9.3.3 Can I jump against a wall or column outside the arena and fall back inside for Form IV techniques?

Considering that the arenas all require 1 m of safe area outside their perimeter, this is hardly likely, but

the rules do not forbid this at the moment.

9.3.4 Do I lose the assault if I sit outside the arena, but my hands and feet are inside?

You do not lose the assault just because of sitting, but you are likely to lose it because you are sitting, and you will probably receive a penalty from the Style Judge for lack of combat spirit.

9.3.5 A saber fell outside of the arena. Does the Official STOP the combat?

Only if there is an emergency (e.g. somebody was struck by the flying saber).

9.3.6 What about hits from a saber that is not held?

The saber cannot be thrown (this is a serious safety offense: Red/Black Card is recommended). If a competitor is disarmed, the saber flies away and either competitor tries to catch it and is hit by a blade, any IH/OH thus suffered are valid; otherwise, accidental hits by blades of flying sabers are not valid.

Also please note that OHs for gravity are possible in case of disarms if an IH/OH is included in the disarm.

9.3.7 What if a blade is broken or switches off?

Typical situations:

- Luigi attacks Mario, Mario's blade breaks or flies off and Luigi hits Mario in OH. Point.
- Luigi attacks Mario, Mario's blade breaks or flies off, Mario is not hit. The Official STOPS the combat (dangerous situation).
- Mario's saber switches off when the two are not engaged. Mario raises his hand. The Official STOPS the combat.
- Mario's saber switches off when the two are not engaged. Mario doesn't care and keeps using the saber. The Official STOPS the combat and gives a Yellow Card to Mario.
- Mario's saber switches off when the two are engaged. Mario hits Luigi. The Official STOPS the combat. NULLO.
- Mario's saber switches off when the two are engaged. Luigi attacks Mario who parries in Misura with the disarmed saber. The Official STOPS the combat. Point for Luigi.

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9.3.8 What if an athlete grabs the blade of the other athlete?

Typical situations:

- Mario involuntarily grabs Luigi's attacking blade (e.g. to protect himself when changing target) and a second later hits him. Point for Luigi.
- Mario involuntarily grabs Luigi's attacking blade (e.g. to protect himself when changing target) and at the same time hits him. DOPPIO.
- Mario voluntarily grabs Luigi's blade, and then hits him. This is a Yellow Card (or more, if warranted by excessive force in the attack) against Mario.

9.3.9 Is a hit against a flying part of the apparel (such as a tunic sleeve or dangling belt) valid? What about long hair?

The hit is valid if the blade is “in Misura” (e.g. would hit the competitor if not stopped by the flying part).
No if not.

9.3.10 Examples of positions

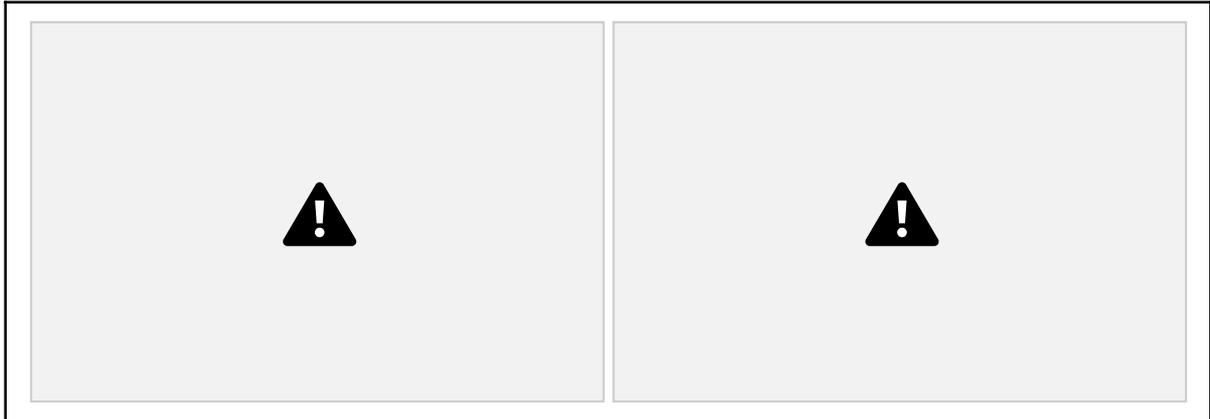
Some examples of guardia di lama, guardia di lama in potenza and invito positions, and valid or not valid declarations, relevant to the rule in §3.4.2, are shown below.

The following examples are only indicative of the criteria for IH judgment, the dynamic situation in the Arena may call for a different evaluation from the Official.

	
<p>In the left picture, the Iniziato (beige subtunic) is in guardia di lama position: his blade is in interposizione di lama, i.e. his blade is positioned between his body and the opponent's blade along the linea di attacco. When the Accademico (green subtunic) hits the right hand of the Iniziato, the latter moves to, and stays for one tempo in, a position of invito, where his body is closer to the opponent than his blade. If the Iniziato also shouts IH, his declaration is valid.</p>	

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<p>In the left picture, the Iniziato (beige subtunic) is in guardia di lama position: his blade is in interposizione di lama, i.e. his blade is positioned between his body and the opponent's blade along the linea di attacco. When the Accademico (green subtunic) hits the right hand of the Iniziato, the latter moves to, and stays for one tempo in, a position of guardia di lama in potenza, where the blade is still closer to the opponent than his body, but there is no interposizione di lama because the linea di attacco is open. If the Iniziato also shouts IH, his declaration is valid.</p>	



In the left picture, the Novizia (black tee) is in guardia di lama position: her blade is in interposizione di lama, i.e. her blade is positioned between her body and the opponent's blade along the linea di attacco. When the Iniziata (beige subtunic) hits the right hand of the Novizia, the latter moves her blade to a position where her blade is in front of her face and still positioned between her body and the opponent's blade along the linea di attacco, i.e. is still in interposizione di lama. The declaration is not valid.



In the left picture, the Novizia (black tee) is in guardia di lama position: her blade is in interposizione di lama, i.e. her blade is positioned between her body and the opponent's blade along the linea di attacco. When the Iniziata (beige subtunic) hits the right hand of the Novizia, the

latter moves her blade to a position where her blade is in front of her legs and still positioned between her body and the opponent's blade along the linea di attacco, i.e. is still in interposizione di lama. The declaration is not valid.



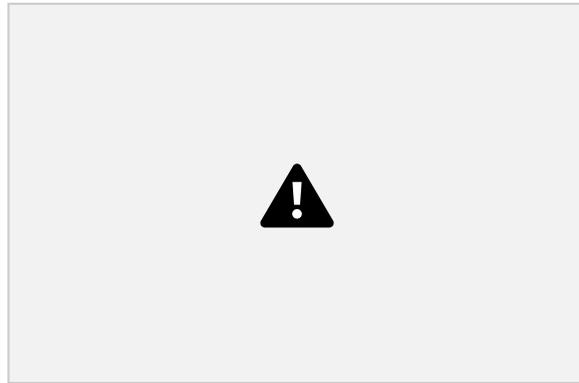
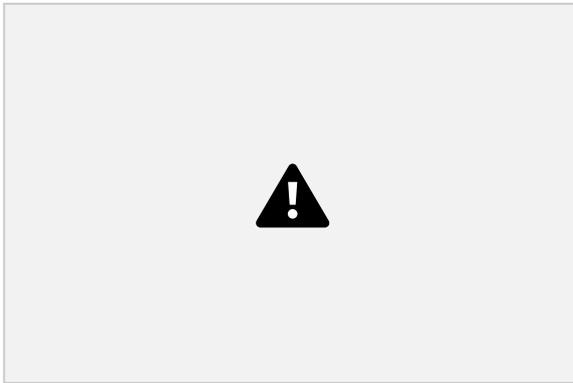
In the left picture, the Cavaliere (two blades) is in guardia di lama position: his blades are in interposizione di lama, i.e. his blades are positioned between his body and the opponent's blade along the linea di attacco. When the Cavaliere (green blade) hits one hand of the opponent, the latter moves to, and stays for one tempo in, a position of invito, where his body is closer to the opponent than his blade. If the Cavaliere also shouts IH, his declaration is valid.



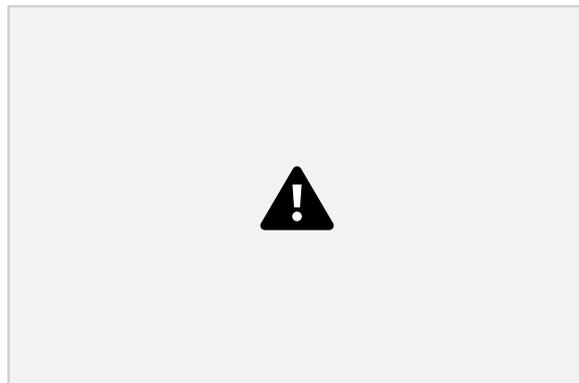
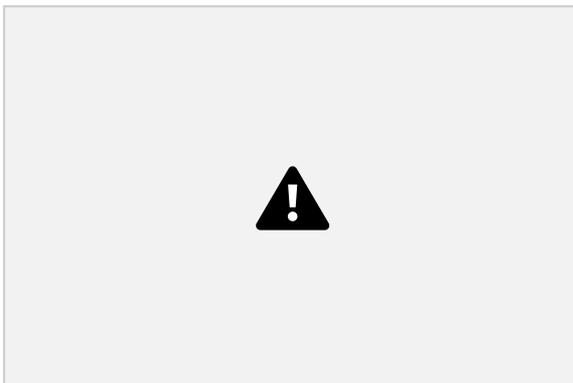
In the left picture, the Cavaliere (two blades) is in guardia di lama position: his blades are in interposizione di lama, i.e. his blades are positioned between his body and the opponent's blade along the linea di attacco. When the Cavaliere (green blade) hits the right hand of the opponent, the latter moves his blades to a position where his blades are above his head and still positioned between his body and the opponent's blade along the linea di attacco, i.e. is still in interposizione di lama. The declaration is not valid.



In the left picture, the Cavaliere (two blades) is in guardia di lama position: his blades are in interposizione di lama, i.e. his blades are positioned between his body and the opponent's blade along the linea di attacco. When the Cavaliere (green blade) hits the right hand of the opponent, the latter moves his blades to a position where his blades are in front of his legs and still positioned between his body and the opponent's blade along the linea di attacco, i.e. is still in interposizione di lama. The declaration is not valid.

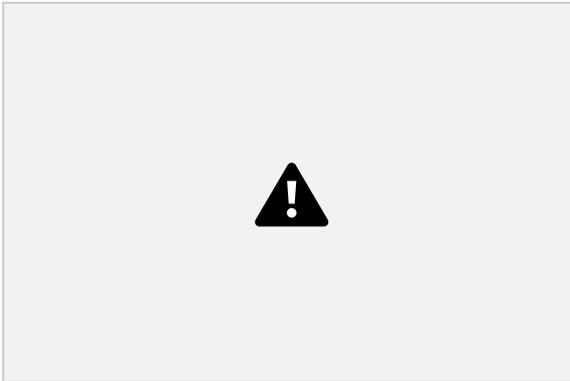


In the left picture, the Cavaliere (two blades) is in guardia di lama position: his blades are in interposizione di lama, i.e. his blades are positioned between his body and the opponent's blade along the linea di attacco. When the Cavaliere (green blade) hits one hand of the opponent, the latter moves to, and stays for one tempo in, a position of invito, where his body is closer to the opponent than his blade. If the Cavaliere also shouts IH, his declaration is valid.

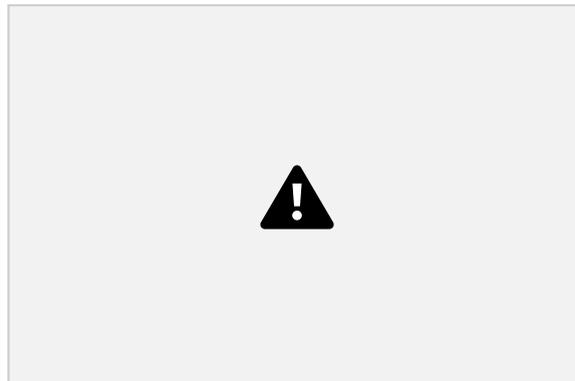
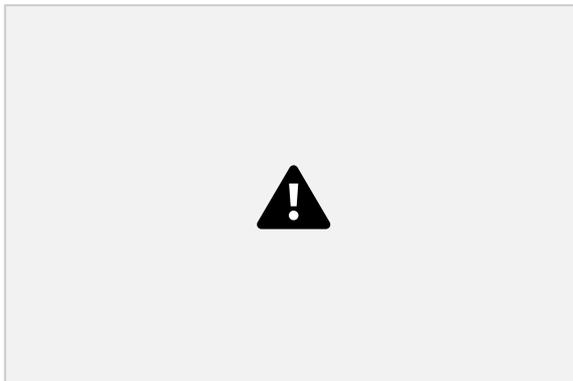


In the left picture, the Accademica (red subtunic) is in guardia di lama position: her blades are in interposizione di lama, i.e. her blades are positioned between her body and the opponent's blade along the linea di attacco. When the Cavaliere (green subtunic) hits one hand of the opponent, the latter moves to a position with the hilt close to her chest and one hand raised to grant one tempo; if

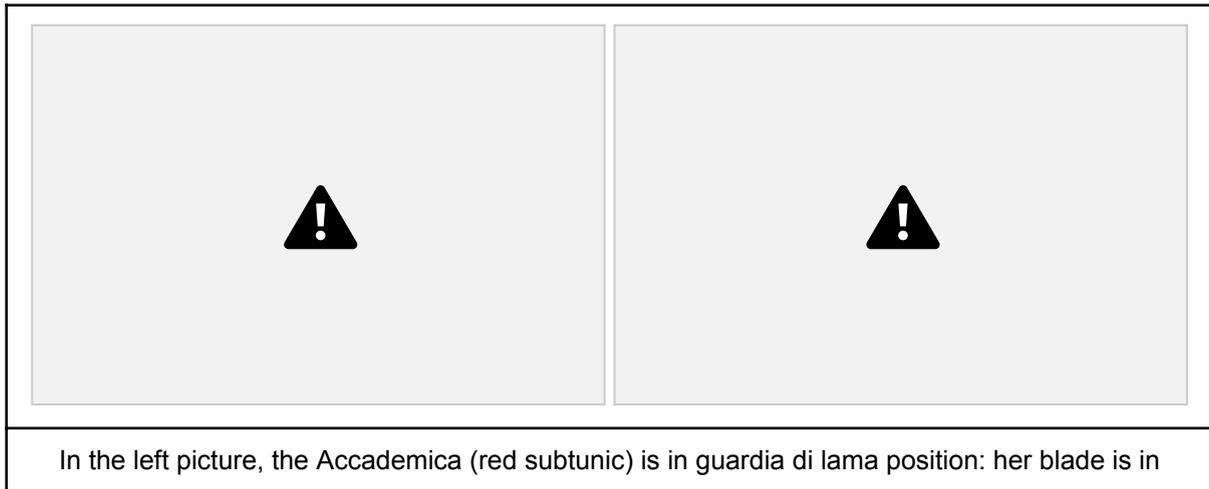
the Accademica also shouts IH her declaration is valid (Act 2021/04).



In the left picture, the Accademica (red subtunic) is in guardia di lama position: her blades are in interposizione di lama, i.e. her blades are positioned between her body and the opponent's blade along the linea di attacco. When the Cavaliere (green subtunic) hits one hand of the opponent, the latter moves to a guardia in potenza position with the hilt close to the chest her declaration is not valid (§Act 2021/04)



In the left picture, the Accademica (red subtunic) is in guardia di lama position: her blades are in interposizione di lama, i.e. the blades are positioned between her body and the opponent's blade along the linea di attacco. When the Cavaliere (green subtunic) hits one hand of the opponent, the latter moves to, and stays for one tempo in, a position of invito, where her body is closer to the opponent than his blade. If the Accademica also shouts IH, her declaration is valid. Detaching the hand in this case is not required.



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interposizione di lama, i.e. her blade is positioned between her body and the opponent's blade along the linea di attacco. When the Cavaliere (green subtunic) hits the right hand of the Accademica, the latter moves only her hand in a raised position. The declaration is not valid.

9.3.11 What if an athlete voluntarily hits himself in IH or OH?

This action should be valued in the same way as voluntarily grabbing the opponent's blade and sanctioned with a Yellow Card. Consider also the opportunity of a Red Card in case of clear unsportsmanlike behavior.

9.3.12 Foot / hand outside and simultaneous OH

If a competitor touches the ground outside the arena with either a foot or hand and simultaneously hits the opponent in an OH target, the assault is scored as a DOPPIO OH.

9.3.13 Change of target

Examples of valid OH for proximity, specifically concerning the last bullet at [§3.5.6.1 Hits for proximity](#), that is change of target:

- Anna is performing a Form IV roll to hit Elsa. Elsa however has foreseen Anna's movement and performs a Form I Fendente on her. Because Anna's movements are unpredictable, Elsa stops the movement of her blade close to Anna's body rather than striking.
- Anna is performing a Form I Rovescio at the same time that Elsa is performing a Form I Destro; because of the change of target of Anna (who lowered her position while performing Rovescio), the Destro is about to strike her in the face but Elsa manages to stop the strike just in time.

9.4 Style Judgment

None.

9.5 Penalties

9.5.1 What if both competitors receive a penalty in the same assault?

Mario receives a Black Card, Luigi a Red Card. The match is scored 0 for both, and Mario is kicked from the tournament. This results in a double elimination in the final phase.

Mario receives a Red Card or Black Card, Luigi a Yellow Card. Proceed as usual but do not add 1 point to the score of Luigi.

Both receive a Red Card. The combat is scored as 0-0. This results in a double elimination in the final phase.

Both receive a Yellow Card. The assault is scored as a DOPPIO OH.

Ignore White Cards (unless it's the third White Card which becomes a Yellow Card). - **70** -

9.5.2 What if both competitors are eliminated in the final phase?

If both competitors are eliminated due to penalties (receiving a Black Card, or a Red Card in the final phase) or injury, following matches are resolved according to §3.8 Forfeits. No 5 minutes count is necessary.

If the double elimination happens in the finals (1st/2nd place or 3rd/4th place), competitors are both ranked 2nd and 4th in combat respectively (obviously in case of elimination by Black Card no ranking is received in either combat or style).

9.6 Submissions

None.

9.7 Provisions for tournament organization

9.7.1 Who does what?

- Announcing the tournament: the Event Manager or a representative of the hosting School or Academy (§7.7.1 Announcing the tournament indicates what must be included in the announcement and when the announcement must be performed).
- Writing to all involved entities to announce the tournament: the Event Manager (see §7.7.1 Announcing the tournament).
- Gathering registrations and participants' data: the Event Manager (§7.7.2 Joining the tournament indicates which data must be known from each participant).
- Performing and publishing the draw: the Event Manager (§7.7.3 Performing and publishing the draw and §7.7.4 Criteria for the draw explain when to perform the draw and how to do it). • Provide the necessary selection of Officials, Assistant Officials and Style Judges: the Event Manager or the National ONBOARD, according to the rules indicated in §7.5 Rules concerning Judging Roles).
- Choosing the Head Official: the Head Official is automatically selected among attending Officials according to the priority indicated in §7.4.4 The Head Official.
- Allocating Officials, Assistant Officials and Style Judges among the arenas, before and during

the tournament: the Head Official (as stated in §7.4.4 The Head Official).

- Provide the necessary staffing of Field Assistants and/or Line/Time/Score Keepers and any necessary equipment: the Event Manager (as stated in §7.4.1 The Event Manager). ● Provide the necessary miscellaneous equipment and furnishing (e.g. tables, chairs, cables, computers, paper, pens, chronometers, etc.): the Event Manager (see also §7.6.2 Staff equipment).
- Provide the necessary arena equipment: the Event Manager (see §7.6.1.3 Arena equipment). ● Provide the necessary staffing and equipment to fulfill medical and technical needs: the Event Manager (see §7.6.3 Medical equipment and personnel and §7.6.4 Technical equipment and personnel for details).
- Provide to the transportation of all necessary equipment: the Event Manager (as stated in §7.4.1 The Event Manager).
- Make sure that the arenas are drawn according to specification: the Event Manager (see §7.6.1 Combat Arena for details).
- Prepare before the tournament and manage during the tournament the event timetable: the Event Manager (see §7.4.1 The Event Manager).
- Prepare the tournament board: the Event Manager (as stated in §7.4.1 The Event Manager). -

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- Briefing the Officials, Assistant Officials, Style Judges and other staff attached to the arenas (e.g. Field Assistants, Line/Time/Score Keepers): the Head Official (as stated in §7.4.4 The Head Official).
- Checking out all competitors for compliance to §2 Athletes Equipment and not allowing them to fight unless compliant: the Official of each arena.
- Pointing out clerical errors during the tournament (e.g. a result was incorrectly inputted by the Field Assistant): the Academy Delegate of the involved athlete (as stated in §7.7.5 Clerical errors).
- Discussing immediate feedback with the Head Official: the Academy Delegate of the involved athlete (as stated in §7.7.6 Immediate feedback).
- Acting as a reference point for the Officials in case of trouble (e.g. a disruptive competitor or spectator): the Head Official (as stated in §7.4.4 The Head Official).
- Confirming (or not) Red and Black Cards: the Head Official (as stated in §7.4.4 The Head Official).
- Solving controversies among INCOM personnel: the Head Official (see §3.7.4 Controversy among INCOM personnel and/or staff).
- Solving controversies among INCOM personnel and the staff: the Head Official and the Event Manager in concert (§3.7.4 Controversy among INCOM personnel and/or staff). ● Publishing the results of the tournament: the Event Manager, as specified in §7.7.7 Publishing the results.
- Receiving Claims of unjust treatment: the Academy Delegate of each athlete (see §6.5 Claims of unjust treatment).
- Sending a Report for safety violation: the Head Official (see §6.4 Reports for safety violations).
- Sending a Report for a Red or Black Card: the Head Official (see §7.4.4, §6.2, §6.3). ● Sending Feedback: the Event Manager and the Head Official; also the staff, competitors and the public can submit Feedback (see §6.6 Feedback).
- Paying the compensation to the Officials and Style Judges: the Event Manager (see §7.5.8 Compensation for the Officials and Style Judges).

9.7.2 Summary of Requirements per Bracket and Subtype

9.7.2.1 Tournament management

Bracket	A+ A	B C
Communication		
Inform ONBOARD / INCOM	120 days in advance for the Champions' Arena 60 days in advance for National tournaments 45 days in advance for Academy tournaments 30 days in advance for all other tournaments	
Public announcement	90 days in advance for the Champions' Arena 45 days in advance for National tournaments 30 days in advance for Academy tournaments 20 days in advance for all other tournaments	
Inform Entities (Academies, School, etc.) Publish the Draw 48 hours before the start Before the start Equipment and Staff		

<p>Arena Circular only Circular recommended</p> <p>Medical Staff One doctor or paramedic One person with Basic Life Support certificate</p> <p>INCOM Personnel</p> <p>Head Official can be</p> <p>Event Manager</p> <p style="text-align: right;">No Yes, but not recommended</p>		
HO can perform as Official of an Arena (tourn. has 2+ arenas)	Not allowed except Rated Academy with precisely 2 arenas.	Not recommended
HO can perform as Official of an Arena (tourn. has 1 arena)	Yes	
2 Additional Assistants per Arena in Final Phase	Required	Optional
2 to 4 Style Judges per Arena in Final Phase	Required from 8th finals	Recommended Optional
Swapping Style Judges in Pools	Required	Recommended Optional

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9.7.2.2 Feedback to ONBOARD or INCOM

	Rated National or International Other tournaments
From the Event Manager	Must be submitted within 14 days Optional, can be submitted within 14 days
From the Head Official	Must be submitted within 7 days Optional, can be submitted within 7 days
From Athletes, Staff, and Public	Can be submitted within 14 days

9.7.2.3 INCOM Personnel Qualifications

Tournament Subtype	Rated International Rated National	Rated Academy or below
Officials	O3 O2	O1

Assistant Officials	O1 O1	A1
Style Judges	J3 J2	J1

Also see the current Derogations concerning C-bracket tournaments in §7.5.6 Derogations. - **74** -