



Orange County Saber Alliance

Rules and Conditions of Participation

RULES AND REGULATIONS

GENERAL CONDUCT

- All fighters must maintain a positive and productive attitude, any personal Grudges or issues should be kept out of practice and off the battlefield.
- All fighters must demonstrate good sportsmanship at all times.
- Successful and fun combat depends on the honor system, if a fighter receives a legal and legitimate hit, he or she should accept the hit and move on.
- There is no place for ego or bad sportsmanship in this class.
- All participants (including bystanders) must refrain from using profanity or other inappropriate language.

ATTIRE

- Closed toe shoes must be worn at all times
- Gloves are required for all combat (style and material of gloves is left to The fighter's discretion and preferences, heavy leather gloves are recommended)
- Comfortable “exercise” clothing with long sleeves is recommended
- Costumes *may not be worn unless previously announced*, as a requirement for a special event such as the knighting of a new learner etc, the use of costumes will be left to the sole discretion of the Orange County Saber Alliance Senior instructors. If a costume is required or requested for a special event, the costume may be used provided that it is not restrictive or constitute a safety hazard. The instructors will make the final decision regarding the safety of costumes

**Very loose clothing {robes, cloaks, dusters etc.} are not allowed as they are a risk to the safety of both the fighter and those around them and make it difficult to determine if you have been hit.*

- Forearm bracers and shin protectors are recommended, but not required.
- Protective headgear and safety glasses may be worn provided it does not impair vision or otherwise compromise safety

GENERAL COMBAT RULES

- No thrusting attacks (this is not a fencing class!)

- No attacks may be directed at the head or groin unless specified in advance {such as in a training exercise or as a part of a choreographed fight scene}
- No “fly fishing” (**Defined as:** *wielding of a weapon solely by the pommel end of the handle, this leads to a lack of control*)

Hits are calculated on a point system:

- main torso (chest, abdomen, shoulder blades, back, buttocks, pelvis)- 2 points
- Arms (shoulder joint to elbow joint for shinai/entire arm for light saber)- 1 point
**{see exceptions}
- Legs (hip joint to toes)- 1 point a “Kill” is achieved when 2 points are scored on an individual's body (any torso hit or any two limb hits)

***forearms count as 1 point if using light saber rules or 0 points if using shinai rules (elbow joint to wrist joint) and hands-(it is assumed that some form of armored gauntlet is worn that protects the forearm and hands.) However, if a blow is deliberately blocked by the forearm or hand or if an opponent's weapon is grabbed during an attack, it is then considered a damaging hit and a point is taken*

- If a limb is hit, the recipient must behave accordingly and discontinue use of the affected limb for the duration of the combat If a leg is hit, hopping on one foot is not permitted as this constitutes a safety risk the leg should be “dragged” behind
- Two hits on the same limb constitutes 2 points
- No grappling of weapons or hand to hand combat moves are allowed unless specified for a choreographed scene {lockups with blade to blade contact are allowed}

POWER / STRENGTH AND SPEED

- As with any martial arts or contact sport, minor bruises are expected. Fighters should expect to “feel” the blows they are dealt. However power and strength must be kept to a minimum. We are not here to cause injuries and strength must be kept at a level that will not cause any undue harm. A general rule of thumb is “do not exceed 50% of your maximum speed or strength” As a fighter's skill grows speed may be increased provided it does not affect the fighter's control *It is the fighter's responsibility to maintain control of his or her weapon at all times*
- Any action that causes or could potentially cause undue harm will result in disciplinary action being taken against the perpetrator ** see penalties**

MARSHALING

The Marshal is the safety officer and referee in one, and can be identified by a yellow and black spiraled staff

A Marshal responsibilities are as follows:

- Ensuring the safety of the fighters and bystanders (ensuring that bystanders stay well back from the battlefield, and that no outside hazards to the fighters exist)
- Ensuring that combat rules are adhered to at all times
- Arbitrating any disputed hits
- Signaling the start of a battle after ensuring that all parties are ready to begin.
- The command is *"be warned...be armed....begin"*
- Signaling the end of a battle after ensuring that all parties have finished combat. The command is ***"Battle is Over"***
- No fighter may attack the Marshal at any time {*the Marshal shall not carry or wear a weapon except the Marshal staff*}

- The Marshal must ensure that his presence on the battlefield is not a detriment to anyone's safety and that it does not interfere with combat unless necessary
- Should a safety hazard, injury or rule dispute occur the Marshal must call a "hold" to the battle until the situation is resolved
- When a "hold" is called, everyone must stop and not move until the "resume" command is given
- The Marshal's decisions are final unless deemed in violation of rules or otherwise inappropriate by the instructors
- The Marshal is chosen before each battle and the position should be rotated through the class on a voluntary basis
- It is the responsibility of all fighters to know who the Marshal is before the start of a battle and to obey any commands the marshal issues.

PENALTIES

- Should a fighter be found in violation of any rules, the following action will be taken:
 1. First offense- warning
 2. Second offense and beyond- a "point or strike" will be assigned Any fighter that accumulated 3 points or strikes in a single class will be removed from combat and may not participate again until the next class
 3. Repeat offenders will be barred from fighting and may be asked to leave the class.
 4. Serious offenses such as unsafe conduct or excessive use of power may be assigned points even on the first offense.
- If a fighter's actions lead to serious injury of a fellow fighter or bystander, he or she will be immediately removed from combat until deemed safe and allowed back by the instructors
- (serious injury is defined as anything more than a minor cut, welt or bruise)
- In Some cases a Physician's waiver is required for a fighter to engage in activity. Failure to provide a Physician's waiver on request for a known, demonstrated or suspected physical condition, which may impede the fighter's ability to fight safely, will result in the fighter being asked to leave and return with a completed physician's waiver.

Headshots:

- Hitting an opponent in the head is a violation of class rules. Anyone that strikes another person in the head during class will be asked to stand down for that evening. They may be allowed to Marshal or stay and watch, but not fight.
- ***Exception:*** If it is shown that the person hit, either walked into the shot, or ducked into it...then there will be no penalty. This will be determined by eyewitnesses and/or instructors judgment. ***Note: Even instructors are not exempt from this rule.***

WEAPONS POLICY

- All weapons must be approved by an instructor before use or Annually as determined by the instructors.
- All weapons will be inspected by an instructor before each class, or Annually as determined by the instructors. If found to be unsafe, they will not be allowed until repaired or modified
- EL polycarbonate light saber blades must have rounded edges on the tips

- Parks blade tips must be well secured. If they become loose, they must be glued down or replaced and the tips sanded down.
- LED light saber round tips must be glued down securely. If they come off during combat, the weapon may no longer be used until the tip is replaced.

**Practice blades made with either a heavy 1/8 inch walled polycarbonate tube or a thinner 1/4 polycarbonate blade with a wooden dowel rod inserted into it for strength may be used with light saber hilts. Carbon fiber blades may be used, but the tip must be taped and padded.*

- Shinai tips must be in good repair
- Shinai leather parts (tips, etc) must be secured with the original string or with tape
- Light saber hilts must have all components secured and firmly attached
- All fighters must be trained and approved by an instructor before using any Special weapons
- No projectile or launching weapons are allowed

SPECIAL WEAPONS

- Double-ended Light saber: This special dual bladed weapon can be used together or separately {see below}
- Florentine (using two swords,) Florentine is not allowed in all line battles unless specified. Florentine is not allowed in circle battles or free for all battles unless specified.

SHINAI CLASS SPECIAL WEAPONS

Other special weapons may be allowed by the instructor on duty.

These may include:

- maces,
- war hammers
- pole arms etc.
- These have been approved by the instructors and are heavily padded. **Any other weapons or modifications of existing weapons must be approved by the instructors before being allowed in combat.**

MINOR CHILD PARTICIPATION

A Minor child is defined as any person under the age of 18 years of age.

Parent or Guardian is defined as any adult over the age of 18 years of age who is allowed by law by virtue of parentage, or legal permission by the State of California to give consent for medical treatment or sign any waiver on the behalf of a minor child.

Any person between the ages of 13 and 17 must have a parent or guardian sign the waiver in the presence of the Senior instructors prior to any participation with the Orange County Saber Alliance. Any person between the ages of 13 and 17 must be accompanied by an adult to the Orange County Saber Alliance. No exceptions are allowed.

I have read the above stated rules and agree to abide by the decisions of the Orange County Saber Alliance and the rules stated in this document

Name (Sign and Print)

Date

*Rules updated 07/16/08