

Rules for the viking tournament

General rules:

1. Participants must be at least 16 years old.
2. Every participant must have a personal set of armour.
3. Every participant is solely responsible for his/her actions and health and the change thereof.
4. In order to be allowed to participate, every fighter must present his/her armour and weapons to be checked by the referees. The participant's knowledge of rules may also be checked.

Armour:

1. The armour's origin must derive from history. Only historical materials are allowed.
2. The armour must be from the 6-13. century.
3. The armour must represent a certain area and be as uniform as possible.

Footwear:

1. Footwear must be historically accurate, rubber soles are not allowed.

Safety regulations:

1. The helmet must cover the mouth, neck and cheeks
2. The helmet must have a strap to fasten it to the fighters head. During the fight, the strap must be fastened.
3. The hand must be protected with a gauntlet, covered with leather or mail. Modern materials can also be used, but must be covered with fabric. The gauntlet must have a padding, and it must cover the fighters fingers, hand and wrist.
4. The torso must be protected by armour. (At least a gambeson)
5. The knee guards must be made of steel. Modern materials can also be used, but they must be worn under the clothing.
6. The elbows must be covered either by arm armour or by separate guards. Modern elbow guards can be used if they are hidden under the clothing.
7. The groin must be protected either by body armour or by a modern guard. The modern groin guard must be worn under clothing.

The shields:

1. The diameter of the shield must be no more than 80cm
2. Only round viking shields are allowed
3. The edges of the shield must be covered with leather (at least 2mm) or with at least three layers of glued fabric,

The weapons:

- Only swords are allowed in this tournament. The sword must weigh from 800g to 1350g. The edges of the weapon must be rounded and no thinner than 2mm. The tip must also be rounded have a diameter of at least 20mm.

Authorized areas:

1. The head
2. Torso
3. Arms, up to the wrists
4. Thighs, until the knees

Prohibited areas:

1. The face
2. Knees, shins, feet
3. The groin
4. Hands
5. Wrists
6. The neck

Authorized Fighting Techniques:

1. Blows and cuts to the opponent's accepted area delivered with the cutting edge of the weapons.
2. Blows with the sword pommel to the helmet.(Only the first hit in a row will score a point).
3. Blocking the opponent's blows with a shield or a blade.
4. Pushing or pressing the opponent with the plain of the shield or shoulder.
5. Deflecting opponents shield or arms with your arms.
6. Hooking the opponent's shield with your shield.
7. Overlapping of the opponent's shield with your shield.

Prohibited Fighting Techniques:

1. Thrusting with the sword, (any thrusts)
2. Blows and cuts aimed at the opponent's unauthorized area
3. Horizontal blows above opponent's shoulders
4. Blows and cuts aimed at fallen opponents or those rising to a standing position
5. Blows and cuts aimed at opponents who have been disarmed
6. Hitting with the edge of the shield
7. Blows delivered with your head, fists and elbows. Kicking and kneeing
8. Holds of the opponent's body, head, limbs and weapons
9. Any technique not described in the category "Authorized Fighting Techniques"

Points, rounds, and victory:

- A point is awarded for any clear blow or a for a long and clear cut to an authorized area. In order to score a point the tip of the sword must pass at least 1m before landing on an opponent. A blow or a cut is considered valid, if it is carried out intentionally and is not deflected by a sword or a shield.

- An extra point is awarded if the opponent falls or drops his/her sword or shield.
- A simultaneous hit will award a point for both fighters. A blow is considered simultaneous if before receiving a blow a fighter has already begun delivering his.
- A round will last until one of the fighters has scored 5 points. There will be one round per fight.. The organizers will reserve themselves the right to increase the number of rounds if needed.
- In case both fighters have 5 points at the end of the round, the fight will go on until the first valid point is scored.
- A technical victory is awarded to a fighter if
 - *The opponent is refusing to fight.
 - *The opponent won't appear in 3 minutes after being called out by the referee.
 - *The opponent appears in a gear that is not in accordance to the rules.
- Opponent is disqualified if:
 - *His/her armour or weapons break or become unusable and are not replaced within a minute.
 - *He/her can't continue fighting due to an "unrelated" injury.
 - *He/her has already been removed from the tournament due to disqualification or injury.

If a fighter can't continue to fight due to an injury caused by a prohibited move or technique, a technical victory is awarded to him/her.

Warnings and disqualification:

1. A warning is issued to a fighter for breaking the fighting rules or for not appearing to fight when called upon.
2. Upon receiving two warnings a fighter will be disqualified and removed from the tournament.
3. In case of an injury to the opponent due to a forbidden move/technique the fighter will immediately receive two warnings and will be disqualified. Victory will be awarded to his adversary.

The list:

1. The size of the list will be 5m X 10m.
2. The list will be enclosed by sturdy boundaries with the height of 1.3m.

26. 01. 2018

Mõõgavõitlusselts NPO

Eesti Ajaloolise Mõõgavõitluse Liit NPO